

WALKINDER

A Pathfinder Fanzine Made For Fans



THE RIVER KINGDOMS



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FOREWORD

I've always loved the River Kingdoms. They're a crossroads of traditional and genre-bending opportunities, presenting Gamemasters with a rich playground for any campaign. Surrounded by the fractured kingdom of Brevoy, the mysterious super-science of Numeria, the gothic horrors of Ustalav, the deceitful god-cults of Razmiran, the insular elves of Kyonin, the riotous upheaval of Galt, and the unknown secrets of Casmaron, they're influenced on every front. Even beyond its immediate borders, the River Kingdoms see an incredible amount of traffic from other parts of Golarion. Dedicated crusaders use the region's rivers to transport soldiers into Mendev heading for the Worldwound. Just as many abandon the crusade's frontlines, fleeing demons and retribution so they can disappear among the independent monarchies. Escaped slaves and hardened criminals also seek refuge in this region, hiding alongside hardy pioneers. And almost everyone depends on the massive Sellen River to enable trade with the Inner Sea.

With all these elements in play, it's no wonder Paizo asked a similarly diverse set of authors to help expand this part of their world. I received an invitation to join this group after winning RPG Superstar in 2009, and wound up contributing a write-up for the tiny kingdom of Artume (which became alphabetically destined to lead off the *Guide to the River Kingdoms*). From there, I was also granted my first opportunity to write for Paizo's Adventure Paths, penning *Blood for Blood* as Chapter 4 of the Kingmaker campaign (which takes place in the Stolen Lands). All in all, I've had a lot of opportunity to shape this part of Paizo's campaign setting, and it's been a fun place for my imagination to wander. Judging by the freelance contributions in this issue of *Wayfinder*, the same inspiration holds true for a lot of other people.

Some of the content to examine in these pages includes three separate short stories and an adventurer's journal to immerse yourself in the River Kingdoms. You also get a description of the region's flora and fauna, local cuisine, and a handful of sailing songs and national anthems. The latter dovetails nicely with some all new bardic masterpieces, and there are new spells for the wilds and waterways alongside specific magic items themed to various kingdoms and religions—some of which utilize the “unchained” ruleset to scale in power. You also get a LOT of new alchemical gear and poisons—some of which even target and affect specific races

and creature types in different ways. For character options, there are new archetypes for arcanists, brawlers, cavaliers, gunslingers, paladins, rangers, and slayers. This issue also covers a brand new reformer prestige class good for enlightened bards, shady charlatans, exiled philosophers, and religious heretics. In addition, followers of Gyronna and Hanspur get a list of new obediences, and there are regional traits and feats available for any river-themed character.

The GM receives even more shiny things. Four gazetteer articles portray the Everbloom monastery in Artume, Lazlo's Ferry (near Mivon), a new floating ratfolk community (called Canboulon), and a riverside tavern between Sevenarches and Gralton complete with local rumors to check out. You also get an entire article statting out the armies of the River Kingdoms, including new tactics and special abilities. There are LOTS of adventure seeds, as well as a haunt and nymph-themed encounter connected to Thousand Voices. Actual side trek adventures include a rising fey threat for 5th level PCs in “The Witch-Tree Sacrifices,” as well as a couple of creek-crossing events granting new kingdom-building boons. This issue even presents an all-new scenario for the Pathfinder Adventure Card Game, repurposing elements from the Skull & Shackles card set to present new challenges on the Sellen River. There are also intriguing new NPCs as allies and enemies, a scribes' guild dedicated to forging false identities for those looking to escape their past, and eight new monsters (including the ferrywright, predatory sandbar, and river kraken).

Bottom line, if you haven't figured it out yet, this issue presents new material as varied as the River Kingdoms themselves. Once again, *Wayfinder* sets the bar for fan-created content, and it's awesome to see everyone's talent on display. You're free to draw your own conclusions, of course...but that's just my two cents....



Neil Spicer



OF MAGIC AND METTLE: ARCHETYPES OF THE RIVER KINGDOMS

BY JEFF LEE

ART BY ALBERTO "EESTER-
NAISSEN" ORTIZ LEON



SEELIE PROCTOR (ARCANIST ARCHETYPE)

Fey folk abound in the River Kingdoms. Their mercurial personalities and alien ways make encounters chancy, no matter how good-hearted the fey or well-intentioned the mortal when they meet. Seelie proctors are the chosen intermediaries between the mortal realm and the First World, gifted with the arcane powers of the fey realm in exchange for their services.

Class Skills: A seelie proctor adds Bluff, Diplomacy, and Sense Motive to his list of class skills and removes Knowledge (dungeoneering), Knowledge (engineering), and Knowledge (religion).

Spells: A seelie proctor adds beguiling gift, entangle, nature's exile, poison, and tree stride to the list of arcanist spells he can learn.

Familiar: A seelie proctor does not keep a spellbook. Instead, he gains a familiar in which he stores his spells as a witch does, though he does not gain a witch's patron. Treat his arcanist level as his witch level for determining the abilities and benefits granted by the familiar. Anything that would allow a seelie proctor to add spells to his spellbook allows him to add spells to his familiar instead. This ability replaces spellbooks.

Fey Resistance (Ex): Exposure to the First World makes the seelie proctor more fey-like as time goes on. A seelie proctor gains a +2 insight bonus to saves against enchantment spells and effects, and DR/cold iron equal to half his class level, rounded down. This ability replaces the arcane exploit gained at 3rd level.

Fey Ward (Su): At 5th level, a seelie proctor can use his arcane energies to ward a mortal creature against fey magics or to bolster a fey's defenses against attacks. As a standard action, a seelie proctor can trace a symbol upon any living creature. When this fey ward is marked upon a non-fey creature it provides a +4 resistance bonus against the next spell, spell-like ability, or supernatural effect cast by a fey. Likewise, when inscribed upon a creature with the fey type, the target receives a +4 resistance bonus against the next spell, spell-like ability, or supernatural ability cast by any non-fey creature. A fey ward has a duration of 1 hour or until discharged. A seelie proctor can use this ability a number of times a day equal to 3 + his Intelligence modifier. This ability replaces the arcane exploit gained at 5th level.

SELLEN RIVER PILOT (RANGER ARCHETYPE)

Plying the Sellen and its many tributaries, Sellen river pilots do their best to promote free travel and trade throughout the River Kingdoms, ready to defend their passengers and cargo from raiders and monsters.

Class Skills: A Sellen river pilot adds Acrobatics, Diplomacy, and Sense Motive to her list of class skills and removes Handle Animal, Knowledge (dungeoneering), and Ride.

Weapon and Armor Proficiency: Sellen river pilots are proficient with all simple and martial weapons and with light armor, but not shields. They treat quants—the poles used to push small watercraft—as simple weapons. Consider a quant to have the same statistics as a doubly-heavy quarterstaff with reach, but losing the double and monk special abilities. This ability replaces the ranger's weapon and armor proficiency.

Pilot (Ex): A Sellen river pilot adds half her class level to Profession (sailor) and Survival checks made to pilot watercraft. This ability replaces track.

River Savvy (Ex): A Sellen river pilot adds half her class level to Perception checks to notice creatures, objects, or phenomena in or on the surface of a body of water. This ability replaces wild empathy.

Combat Style Feat (Ex): At 2nd level, a Sellen river pilot must choose the two-handed weapon style.

Favored Terrain (Ex): At 3rd level, a Sellen river pilot gains water as her favored terrain. In addition to the listed bonuses under the ranger's favored terrain description, the Sellen river pilot also gains a +2 bonus on Acrobatics, Climb, Profession (sailor), and Swim skill checks while in that terrain, whether in the water or on a watercraft. At 8th level and every five levels thereafter, these bonuses increase by +2. Additionally, the Sellen river pilot may spend a move action to grant half her favored terrain bonus to all allies within 30 feet that can see and hear her. This bonus lasts a number of rounds equal to her Wisdom modifier (minimum 1). This bonus does not stack with any favored terrain bonuses possessed by her allies; they use whichever bonus is higher. This ability replaces favored terrain.

Boathook (Ex): At 4th level, when wielding a polearm that does slashing or piercing damage, the Sellen river pilot can attempt to grapple an enemy with her weapon. This attack does not provoke attacks of opportunity. If the grapple check succeeds, the Sellen river pilot deals damage as if she had made a successful attack roll, and both she and the target gain the grappled condition. While grappling a foe in this manner she can perform any action normally allowed with a successful grapple check except the tie up action.

At 8th level, when the Sellen river pilot makes a successful check to maintain a grapple against a favored enemy, she may use her action to grant half her favored enemy bonus to all allies within 30 feet that can see and hear her. This bonus lasts a number of rounds equal to her Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by her allies. At 11th level, she grants her full favored enemy bonus to her allies. This ability replaces hunter's bond, swift tracker, quarry, and improved quarry.

TROLL HUNTER (SLAYER ARCHETYPE)

Trolls, both on land and in the water, are a common danger in the River Kingdoms. Troll hunters hone their skills and abilities to counter the advantages of these regenerating giants.

Burning Blades (Ex): At 2nd level, a troll hunter can draw a flask of acid or alchemist's fire as if it were a weapon (and can thus use the Quick Draw feat). As a swift action, she can open a flask of acid or alchemist's fire and apply it to a held or adjacent melee or thrown weapon, or to a number of arrows or bolts equal to half her slayer level. If this anointed weapon hits a target before the end of the troll hunter's next turn, the target

takes damage as if it took a direct hit from the acid or alchemist's fire, in addition to any damage from the weapon.

If the anointed arrows or bolts hit a target before the end of the troll hunter's next turn, the target takes damage as if it

took splash damage from the acid or alchemist's fire in addition to any damage from the ammunition. This ability replaces the slayer talent gained at 2nd level.

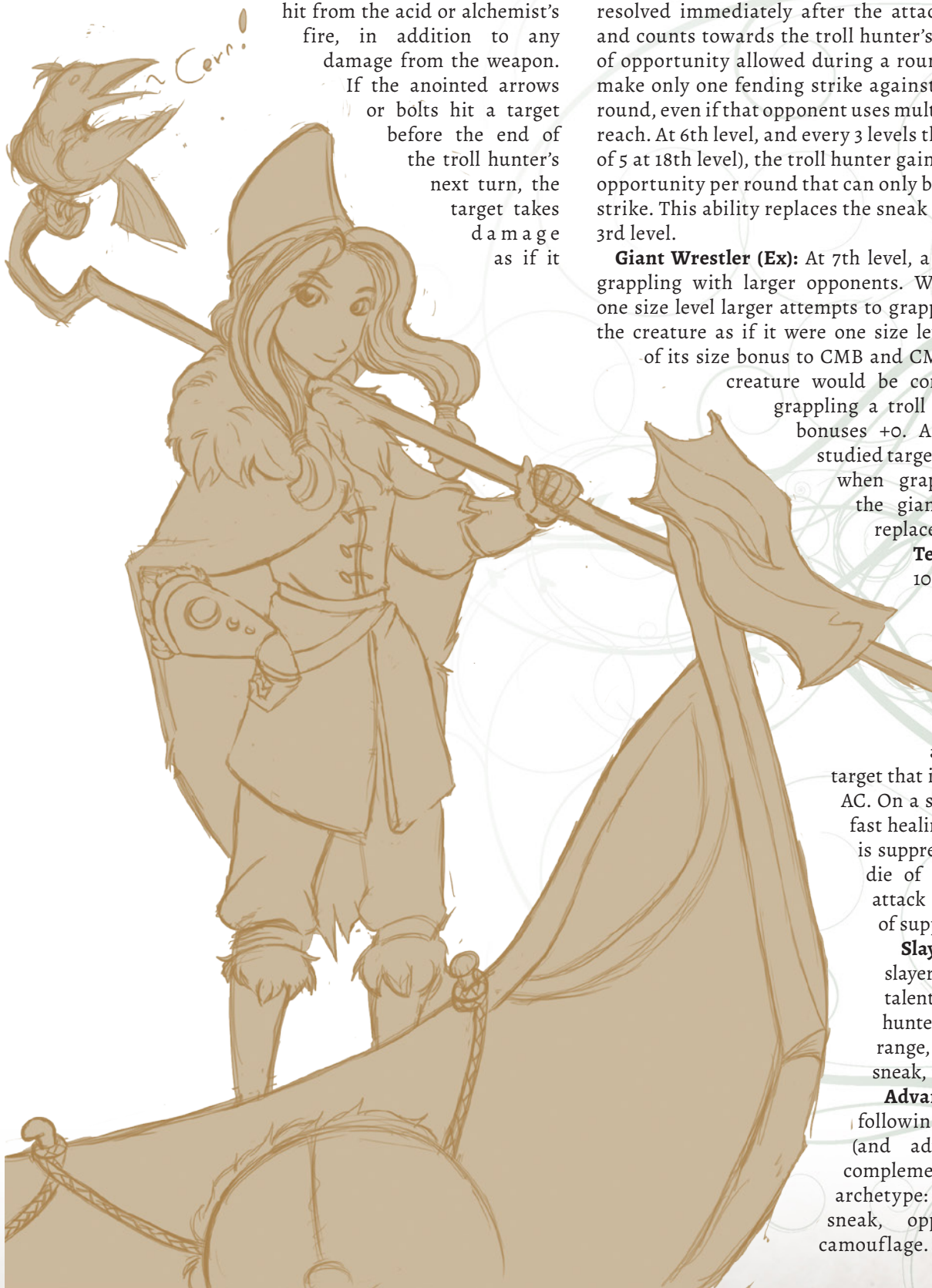
Fending Strike (Ex): At 3rd level, a troll hunter can preemptively attack opponents that possess natural reach. The troll hunter may make an attack of opportunity against any opponent that attacks her or a flanking teammate with an attack with natural reach. This attack of opportunity is resolved immediately after the attack roll that provoked it, and counts towards the troll hunter's total number of attacks of opportunity allowed during a round. The troll hunter may make only one fending strike against an opponent in a given round, even if that opponent uses multiple attacks with natural reach. At 6th level, and every 3 levels thereafter (to a maximum of 5 at 18th level), the troll hunter gains an additional attack of opportunity per round that can only be used to make a fending strike. This ability replaces the sneak attack damage gained at 3rd level.

Giant Wrestler (Ex): At 7th level, a troll hunter is skilled at grappling with larger opponents. When a creature at least one size level larger attempts to grapple the troll hunter, treat the creature as if it were one size level smaller for purposes of its size bonus to CMB and CMD. For example, a Large creature would be considered Medium when grappling a troll hunter, making its size bonuses +0. A troll hunter gains her studied target bonus to CMB and CMD when grappling humanoids with the giant subtype. This ability replaces stalker.

Terrible Wounds (Ex): At 10th level, a troll hunter can cause gruesome wounds that temporarily negate an opponent's ability to regenerate. As a full attack action, the troll hunter can take an attack against a studied target that is denied its Dex bonus to AC. On a successful hit, the target's fast healing or regeneration ability is suppressed for 1 round for each die of the troll hunter's sneak attack (e.g. 3d6 equals 3 rounds of suppression).

Slayer Talents: The following slayer talents (and rogue talents) complement the troll hunter archetype: deadly range, poison use, powerful sneak, ranger combat style

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the troll hunter archetype: assassinate, deadly sneak, opportunist, and slayer camouflage.



PICK YOUR POISON RACE-SPECIFIC POISONS FROM DAGGERMARK

BY JOHN LAFFAN

ART BY LIZ "LILITH" COURTS

The Daggermark Poisoners' Guild constantly develops and refines new poisons. The guild's ingenuity resulted in poisons that affect certain races differently. In some cases, the poisons are more potent against certain races. In others, the very poison that dooms most races is an addictive drug with benefits—albeit temporary ones—for those with the right blood in their veins. Detailed below are some of the unique poisons they have developed.

COLD IRON BLOSSOM (FEY)

Developed to fight creatures from the First World, cold iron blossom only affects fey creatures. While not full fey, gnomes still suffer some effects from the poison due to their ancient connection.

COLD IRON BLOSSOM

Price 3,000 gp; Weight—

Type poison, injury; Save Fortitude DC 20 (DC 18, gnomes only)

Frequency 1/round for 6 rounds

Effect (fey only) 1d4 Con and 1d4 Str damage; Cure 2 saves

Effect (gnomes only) 1 Con and 1 Str damage; Cure 1 save

ECHOLEAF (HALFLING)

The result of experiments crossing various halfling tobaccos and the strange plants in the Echo Wood, echoleaf behaves as a sedative drug on most targets. For halflings, this drug temporarily broadens their perception and thinking.

ECHOLEAF

Price 350 gp; Weight—

Type drug, inhaled or ingested; Addiction moderate, Fortitude DC 14 (DC 12 for halflings)

Effect (except halflings) 1d6 rounds; calm emotions as per the spell

Effect (halflings only) 3 hours; +1d4 alchemical bonus to Wis

Damage 1d4 Con damage (1 Con for halflings)

FUMES OF ARTUME (ORCS)

This poison originated during attempts to create stimulants for strengthening Daggermark troops. It was considered a failure until tested on half-orc bandits from Artume.

FUMES OF ARTUME

Price 1,000 gp; Weight—

Type poison, inhaled; Save Fortitude DC 15

Frequency 1/round for 6 rounds

Effect 1d3 Wis damage; Cure 1 save

Those with orc blood treat the fumes as a drug instead of a poison:

Type drug, inhaled; Addiction moderate, Fortitude DC 15

Effect 1 hour; +2 alchemical bonus against fear effects, user may rage while fatigued

Damage 1d4 Wis damage

GLUTTON'S GREASE (DWARVES)

Dwarves are notoriously hard to poison. Glutton's grease weakens dwarves and causes all victims to overeat, possibly ingesting greater amounts of the poison on their own.

GLUTTON'S GREASE

Price 2,500 gp; Weight—



Type poison, ingested; **Save** Fortitude DC 16 (DC 18 for dwarves)

Onset 1 min. **Frequency** 1 minute for 10 minutes

Effect every time a victim fails a saving throw against this poison, they are affected as if they have starved for 1 day; Secondary Effect (dwarves only) victim is fatigued; Cure 2 saves

HELLGATE SAP (TIEFLINGS)

Crafted from strange plants brought down from the Worldwound and infused with foul energies from the Outer Planes, this lethal toxin bolsters evil outsiders. Fiend-blooded users risk becoming addicted through overuse.

HELLGATE SAP

Price 2,500 gp; **Weight** —

Type poison, ingested; **Save** Fortitude DC 18

Frequency 1/round for 4 rounds

Effect 1d4 Con damage; **Cure** 2 saves

Tieflings and evil outsiders treat hellgate sap as a drug instead of a poison:

Type drug, ingested; **Addiction** moderate, Fortitude DC 18

Effect 1 hour; User gains acid resistance 2. If they already have acid resistance, they add 2 to their current resistance.

Damage 1 Con and 1d4 Wis damage

HYMBRIA'S JOY (ELVES)

This toxin functions similar to giant wasp poison, and many inexperienced poisoners can't tell the difference. Thought to have been developed with the help of Calistrian assassins, it is unknown if the effect on elves is meant to be a boon or a bane from the goddess.

HYMBRIA'S JOY

Price 420 gp; **Weight** —

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d3 Dex damage; **Cure** 1 save

Elves treat Hymbria's Joy as a drug instead of a poison:

Type drug, injury or ingested; **Addiction** severe, Fortitude DC 13

Effect 1 hour; -1d4 penalty to Wis, any time the user rolls a d20, they may roll twice and take the more favorable result.

Damage 1d6 Wis damage

ZOG'S ROOT (GOBLINS)

Accidentally created during attempts to improve the potency of poisonous plants used by goblin tribes, the Poisoners' Guild now uses its addictive properties in an attempt to control goblin tribes.

ZOG'S ROOT

Price 100 gp; **Weight** —

Type poison, injury; **Save** Fortitude DC 11

Frequency 1/round for 4 rounds

Effect 1d3 Dex damage; **Cure** 1 save

Goblins treat Zog's root as a drug instead of a poison:

Type drug, ingested; **Addiction** severe, Fortitude DC 13

Effect 1 hour; +1d4 alchemical bonus to Str, +5 ft. movement, -1d4 penalty to Wis

Damage 1d3 Wis and 1d3 Con damage 🍷



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WEAL OR WOE: RIVER KINGDOMS GODS

BY JACOB W. MICHAELS

ART BY TANYAPORN SANGSNIT

Among the many things Riverfolk are known for is fealty to two gods who are little loved elsewhere. Worship of Hanspur, the god of river travel, rivers, and smugglers, is scorned in many nations due to stories of his followers' ritual drowning of traveling companions. Gyronna, the goddess of extortion, hatred, and spite, has barely been heard of outside the River Kingdoms but is feared within their borders for her priests' abilities to turn friends into enemies.

WEAL: HONIT QUADEL

Honit grew up in a happy home, unaware that she'd been secretly switched with her parents' infant daughter by a meddling priestess of Gyronna named Elix Maycey. In time, Honit fell in love with a half-orc merchant, Perst Quaedel, and the two married.

But when Perst was drowned by a cleric of Hanspur after being falsely accused of banditry by Elix, Honit fell into a deep despair. Approached by the priestess, who sought to bring Honit into the Angry Hag's faith, the new widow begged for a means of revenge. Her request was answered in the form of her husband's spirit and the two eventually tracked down and killed the cleric responsible for Perst's drowning. Surprised that their victory did not lay her husband's spirit to rest, Honit—still unaware of how her life had been so manipulated by Elix—set out to begin a new life, looking to find others who had been wronged and bring them some measure of peace and justice.

An attractive woman with lustrous hair and a look of sadness in her amethyst eyes, Honit has adopted the ragged black smock worn by Gyronna's priesthood. She still wears her wedding ring, and Perst—a hulking half-orc bigger in death than he was in life—looms over her when any male lingers nearby.

ADVENTURE HOOKS

When Honit is trapped by a cave-in, she manifests Perst outside, at the limits of his etheric tether, in the hopes he will find someone to free her.

Honit approaches the PCs after they pass a small shrine of Gyronna topped with a lustrous cat's-eye

gem. She warns them other passers-by have been dying, falling victim to some torment they once inflicted on others. She offers her aid to solve the occult mystery.

BOON

Honit has numerous contacts among society's castoffs that she can tap into to provide information for the PCs. She also will briefly adventure with those invested in a cause she believes in.

HONIT QUADEL

CR 5

XP 1,600

Female changeling spiritualist 6 (*Pathfinder RPG Occult Adventures*)

CN Medium humanoid (changeling)

Init +2; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 36 (6d8+6)

Fort +6, Ref +5, Will +10

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4–1)

Ranged mwk light crossbow +7 (1d8)

Spiritualist Spell-Like Abilities (CL 6th; concentration +10)

At will—detect undead

Spiritualist Spells Known (CL 6th; concentration +10)

2nd (4/day)—cure moderate wounds, disfiguring touch (DC 16), inflict pain^{OA} (DC 16), invisibility, rage

1st (5/day)—burst of adrenaline^{OA}, cause fear (DC 15), discern next of kin^{ACC} (DC 15), inflict light wounds (DC 15), mage armor

0—detect magic, mage hand, mending, read magic, resistance, telekinetic projectile^{OA}

TACTICS

Before Combat Honit casts *mage armor* and manifests her phantom in ectoplasmic form if she is aware of enemies nearby.

During Combat Honit keeps her distance and orders Perst into melee combat while she uses him to deliver *inflict light wounds* and *disfiguring touch* spells.

Morale If Honit is reduced to 18 hp, or Perst is slain, she casts *invisibility* and flees.

Base Statistics Without *mage armor*, Honit's statistics are AC 14, touch 13, flat-footed 12.

STATISTICS

Str 8, Dex 14, Con 11, Int 12, Wis 18, Cha 12

Base Atk +4; CMB +3; CMD 15

Feats Distant Delivery^{OA}, Emotional Conduit^{OA}, Spiritualist's Call^{OA}

Skills Intimidate +10, Knowledge (local) +10, Knowledge (religion) +10, Sense Motive +13, Spellcraft +10

Languages Common, Orc

SQ bonded manifestation (9 rounds/day), bonded senses (6 rounds/day), etheric tether, phantom (Perst, anger), phantom recall (1/day), sea lungs, shared consciousness, spiritual interference

Combat Gear feather token (tree), crossbow bolts (10), silver crossbow



bolts (10); **Other Gear** mastwork light crossbow, cloak of resistance +1, ring of protection +1, spirit revivification incense^{OA} (2), spiritualist's kit^{OA}, 43 gp

PERST

CN Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural) or

AC 19, touch 19, flat-footed 16 (+6 deflection, +1 Dex, +2 dodge) in incorporeal form

hp 42 (5d10+15)

Fort +6, **Ref** +2, **Will** +4; +4 vs. enchantments

DR 5/magic (ectoplasmic)

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (2d6+3)

Special Attacks magic attacks

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +5; **CMB** +8; **CMD** 19 (ectoplasmic), 27 (incorporeal)

Feats Power Attack, Step Up, Toughness, Weapon Focus (slam)

Skills Intimidate +10, Perception +8, Stealth +9, Survival +8

Languages Common, Orc

SQ deliver touch spells, link, phase lurch (ectoplasmic), share spells

WOE: CHITTRI DRENCHFUR

A faint odor of wet fur follows this unassuming brown-furred ratfolk lad, who wears a simple waterproofed robe over studded leather armor. His dark eyes dart nervously, constantly watching his surroundings, while his twitching nose drips and makes him sniffle.

Chittri was just a young lad when he was kidnapped from his warren by a cleric of Hanspur, taken to be drowned as a sacrifice to the god. When Chittri—to his own surprise—survived the seemingly endless immersion, the cleric took it as a divine gift from her god and took the ratfolk boy to be her apprentice. Believing she'd been abandoned as a baby and shown little kindness in her own life, Adra Fenmoor was a cruel master who used her faith as an excuse for her sadism. She treated Chittri as she'd been in her youth, never displaying any warmth as they wandered the River Kingdom to bring “justice” to the region's criminals.

When Adra was slain by the vengeful spirit of a man she'd thought guilty of banditry, Chittri fled. Not knowing what else to do, he continued on as an itinerant follower of the Water Rat. In truth, he feels no communion with Hanspur, but does his best to live up to his priestly training and follow in Adra's footsteps. Unlike her, he takes no pleasure in drowning criminals, but believes he is making the River Kingdoms a safer place.

ADVENTURE HOOKS

A season of heavy rains has caused significant flooding in the River Kingdoms. Chittri feels he must make a sacrifice to empower him to stop it but would rather find someone “worthy” of such an “honor.” One of the PCs, or a friend or contact they need, fits the bill.

When residents of Chittri's former warren begin having lucid dreams of drowning night after night—some never waking despite not sleeping near water—suspicion falls on the hydrokineticist. The ratfolk enlist the PCs to discover the truth of what is happening.

DRAWBACK

Chittri is a minor celebrity among the priesthood of Hanspur and can spread word to others of his faith to cause trouble for the PCs if they cross him, making it harder for them to travel safely on the region's rivers.

CHITTRI DRENCHFUR

CR 5

XP 1,600

Male ratfolk kineticist level 6 (*Pathfinder RPG Occult Adventures*)

LN Small humanoid (ratfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 size)

hp 54 (6d8+24)

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

OFFENSE

Speed 20 ft.

Melee spear +4 (1d6–1)

Special Attacks elemental overflow +2, kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known

Defense—shroud of water (+5 armor/+3 shield)

Infusions—entangling infusion (DC 16), extended range, quenching infusion

Kinetic Blasts—water blast +8 (3d6+6)

Utility—basic hydrokinesis, kinetic cover, kinetic healer (3d6+6), slick (DC 14), water manipulator

TACTICS

Before Combat Chittri activates his shroud of water, using it as a shield.

During Combat Chittri prefers to keep enemies at bay, using slick to hamper their movement and keep himself free to target them with water blasts.

Morale Having once survived what he thought was going to be his death, Chittri has no desire to repeat the experience. If his lethal and non-lethal damage equals half his hit points, he drinks his *potion of invisibility* and flees.

STATISTICS

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

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

Feats Extra Wild Talent^{OA}, Kinetic Counter^{OA}, Toughness

Skills Acrobatics +12, Craft (alchemy) +4, Handle Animal +1 (+5 to influence rodents), Heal +8, Knowledge (religion) +8, Perception +10, Stealth +16, Swim +8, Use Magic Device +12; Racial Modifiers +2 Craft (alchemy), +4 Handle Animal vs. rats, +2 Perception, +2 Use Magic Device

Languages Common, Halfling, Hallit

SQ basic hydrokinesis, burn (2 points/round, maximum 6), cornered fury^{ARG}, gather power, infusion specialization, internal buffer 1

Combat Gear *potions of cure light wounds* (3), *potion of invisibility*; **Other Gear** +2 studded leather armor, spear, cleric's kit with holy symbol of Hanspur, 9 gp





GODS OF THE RIVER KINGDOMS

OBEDIENCES TO GYRONNA AND HANSPUR

BY MATT DUVAL

ART BY DAVE MALLON



GYRONNA, THE ANGRY HAG

GOD OF EXTORTION, HATRED, AND SPITE

Alignment CE

Domains Chaos, Destruction, Evil, Madness

Favored Weapon Dagger

Centers of Worship River Kingdoms

Nationality Kellid

Obedience Accost and harass at least one person until that person appeases or denies you. If the person denies you, cause that person to suffer some form of long term harm, such as a curse, loss of family member or friend, sickness, injury, or impoverishment. If no one can be found, build a small shrine to the Angry Hag, whispering your hate for someone to each stone as you place it. Gain a +4 profane bonus to Bluff checks to deceive, lie, or feint.

EVANGELIST BOONS

1: Whispers of Deceit (Sp) *negative reaction*^{UC} 3/day, *hidden speech*^{APG} 2/day, or *marionette possession*^{UM} 1/day

2: At Each Other's Throats (Su) Your lies seize the listener's mind, bringing out the creature's worst impulses. Once per day, as a full round action, you may make a Bluff check opposed by the target's Sense Motive to fill that creature's mind with anger through your lies. If you succeed, the next time another creature fails a Diplomacy check against your target, your target immediately attacks that creature for one round as *murderous command*^{UM} before regaining its senses. The effect dissipates after a number of hours equal to your evangelist level. This is a mind-affecting compulsion effect.

3: Sow Discord (Su) Your hate is a palpable thing that can infect and linger in others. When using the Discord hex (*Pathfinder Player Companion: Magical Marketplace*), the effect lasts for a number of minutes equal to your Intelligence modifier, instead of rounds. If you do not possess the Discord hex, you may use that hex once per day using your evangelist level as your witch level, with a minimum duration of one round.

EXALTED BOONS

1: Malice (Sp) *ill omen*^{APG} 3/day, *disfiguring touch*^{UM} 2/day, or *bestow curse* 1/day

2: Spiteful Allies (Sp) Once per day as a standard action, you can

summon three schir demons (*Pathfinder RPG Bestiary* 3). The schir follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home in the Abyss. The schir don't follow commands that would cause them to act in lawful, good, or otherwise beneficial ways. Such commands not only earn a disgusted bleat and look of suspicion from the creatures, but could cause the schir to attack you if the command is particularly egregious.

3: Hag's Eye (Su) One of your eyes becomes enlarged and bloodshot, showing you the strands of fortune you can cut and twist to doom any who earn your ire. Curse spells you cast gain a +2 bonus to caster level and save DC. You may channel the power of Gyronna to curse your enemies through you for a number of rounds equal to your Hit Dice. Creatures within 30 feet that meet your gaze become sickened for one minute unless they succeed on a Fortitude save (with a DC equal to 10 + your Wisdom modifier + ½ your Hit Dice) while this ability is active. The rounds need not be consecutive and activating the ability is a free action.

SENTINEL BOONS

1: Emotional Manipulation (Sp) *lesser confusion* 3/day, *mindshock*^{OO} 2/day, or *rage* 1/day

^{OO}—*Pathfinder Player Companion: Occult Origins*

2: Murderous Confusion (Su) Your battle rage magnifies a creature's fear and uncertainty. While using a rage class feature or the *rage* spell, you may expend 1 round of that effect's duration or rounds per day as an immediate action after making a successful melee attack with a dagger. The creature you struck must succeed on a Will saving throw (with a DC equal to 10 + your Strength modifier + ½ your Hit Dice) or become confused for 1d6+1 rounds. That creature treats the next nearest creature as you when focusing on a target while confused by this effect. You may use this ability three times per day. This is a mind-affecting compulsion, emotion effect.

3: Inevitable Betrayal (Su) Gyronna fosters suspicion in the minds of your enemies. Twice per day, you may put doubt in a creature's mind for one round as a swift action. That creature does not consider adjacent creatures to be allies for the purpose of spells and abilities and the creature is considered flanked if a former ally is adjacent to it. This is a mind-affecting compulsion effect.

HANSPUR, THE WATER RAT

GOD OF RIVER TRAVEL, RIVERS, AND SMUGGLERS

Alignment CN

Domains Chaos, Death, Travel, Water

Favored Weapon Trident

Centers of Worship River Kingdoms

Nationality Kellid

Obedience Drown a living creature, preferably in running water. Offer the sacrifice to Hanspur and pray that this death will satisfy the river for today. Afterward, leave the remains for rats to consume. If you have no living creature to offer or insufficient water is available, instead spend one hour of labor on a raft. Continue working on the same raft each day and set the raft adrift to follow the river when it is complete. Gain a +4 sacred or profane bonus to Swim checks and Constitution checks to hold your breath. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

EVANGELIST BOONS

1: Safe Passage (Sp) *liberating command*^{UC} 3/day, *flotsam vessel*^{PR} 2/day, or *lily pad stride*^{APG} 1/day

^{PR}—*Pathfinder Player's Companion: People of the River*

2: Floating Court (Sp) You may use *secure shelter* once per day as a spell-like ability. If you use this ability on or near a river, it instead creates a 50 foot square driftwood raft with a 20 foot square shack at the end that functions as the shelter. When moving along a river, the raft naturally avoids hazards and obstructions and you gain a bonus to Profession (sailor) checks when piloting the barge equal to your Hit Dice. This shelter does not provide an *unseen servant* in either form and creatures on board or inside ignore the effects of *silence* spells.

3: Water Rat's Blessing (Su) You gain a +10 sacred or profane bonus to your swim speed or gain swim speed 20 feet if you do not have a swim speed. This ability carries over to any alternate form you take when using a spell or ability.

EXALTED BOONS

1: River Warden (Sp) *hydraulic push*^{APG} 3/day, *riversight*^{PR} 2/day, or *water breathing* 1/day

2: Oath to Hanspur (Sp) You can officiate a formal promise between two groups. Once per day you may bless and offer a drink of water from the Sellen to a number of willing creatures equal to or less than your exalted class level, binding those creatures to a shared oath agreed upon by those creatures. Creatures that break the oath are visibly marked and if the creature enters the Sellen or drinks from its waters it drowns. This otherwise functions as *mark of justice*.

3: River's Ally (Sp) Once per day as a standard action, you can

summon a marid (*Pathfinder RPG Bestiary*). The marid assists and protects you for 1 minute for every Hit Die you possess before vanishing back to its home on the Elemental Plane of Water. The marid doesn't follow commands that would infringe on the Six River Freedoms. Such commands not only earn a look of shock or disdain from the genie, but could cause the marid to attack you if the command is particularly egregious, especially the breaking of an oath. The marid summoned by this ability cannot grant wishes.

SENTINEL BOONS

1: Free to Roam (Sp) *longstrider* 3/day, *slipstream*^{APG} 2/day, or *greater animal aspect* [frog or otter only]^{UC} 1/day

2: River's Claim (Su) Twice per day, after confirming a critical hit against a target while wielding a trident, you may fill the creature's lungs with water unless the creature succeeds on a Fortitude saving throw (with a DC equal to 10 + your Constitution modifier + ½ your Hit Dice). This functions as the spell *suffocation*^{APG}, but with a duration of 4 rounds as the target tries to expel the water.

3: Dam Buster (Su) You burst through foes as an unstoppable torrent. Once per day, when performing a bull rush combat maneuver, you gain the effects of *freedom of movement* and a sacred or profane bonus to your CMB equal to your sentinel level while performing the maneuver. If your target would be moved into a solid object or obstacle, you must make a bull rush combat maneuver check against that obstacle, dealing damage to it equal to your check and ignoring an amount of hardness equal to your sentinel level. If the obstacle breaks, continue moving any remaining distance with your target. These bonuses are doubled if you are standing or swimming in moving water. ♪





THE PEERLESS KAREL HORVOSKA

BY BENJAMIN FIELDS

ART BY MIKE LOWE



"DAMN HIM!" I shouted as I drunkenly climbed the barren hill. "Damn him to... to... goblin dung... *one* of the layers of hell. Whichever—" I stumbled and fell forward onto the hill. "...whichever is most torturous to cowards," I mumbled into the dirt. I took a drink from the Pitaxian wine bottle clenched in my fist.

I pulled myself toward a boulder at the top of the hill and rested against it. Gazing at the stars dizzied me, they were moving so fast. That cheater moved so much faster than I'd expected him to. It seemed his bragging was at least *half* true.

The vile coward!

The duel happened days ago. I'd challenged him to end the love triangle we'd found ourselves in. Whoever won was free to court the love of my life: Yalina, daughter of House Lencheska.

That damned Asberi Gorongi beat me, ME! The peerless Karel Horvoska! Blinding your opponent with sunlight—what a thuggish tactic. No true student of the Swordpact would have done something so dishonorable! No true Mivoni Suitor would have risked such disgrace!

Looking back at the way I'd come, I knew I could never return to Mivon. I intended to kill a man without following any of the Mivoni dueling rules. Indeed, I was going to break most of them. It would be ruled a murder, the penalty for which is, of course, execution. I'd been sober on the ride here. I'd weighed the consequences. It would be worth it.

I reminisced about Yalina. I'd miss her. I thought of her brilliant emerald eyes. Those radiant eyes I had admired for so long. They'd been so dull the day he'd taken her from me.

I heard horse hooves clapping toward me. It was time.

"Well, upsy daisy," I grumbled. I stood shakily and placed my hand on the hilt of my single-bladed, gently curved weapon: a perfect example of an Aldori dueling sword.

"Karel? Karel? Is that you?!" The rider shouted. I steeled myself for his arrival.

I recognized that lilting baritone, majestic riding stance, and gallant demeanor. It was him. It was Gorongi.

"Yes, yes it's me, Asberi Gorongi! Come to gloat? Or to humiliate me again?" I threw my free arm wide as if accepting his charge personally. The wine bottle slipped from my hand and thudded into the dirt. He reined his horse and dismounted, dusting off his leggings while holding a torch in his free hand.

"What? No! I came to see if you were alright! You've been gone for days, and here I find you on some unnatural hill praising the Drunk? Please, come back to Mivon. Yalina—"

"You taint her name by uttering it." The glare I threw at him could have melted his blade, yet he seemed unfazed.

I reviled him for the condescending pity glinting in his eyes. Glinting like his cheating blade.

He raised his hands sheepishly. "Sorry. Suitor Lencheska is worried about you. She was aghast when she heard you'd disappeared." He took a step toward me. I took two toward him, and placed my feet into fighting form.

"Liar!" I spat at him. "She was beaming when you claimed victory! She... she wouldn't have even noticed I was gone." I sighed. She'd seemed so happy. I knew she liked both of us, but the smile on her face when Gorongi won was too enthusiastic, too beautifully exuberant.

Yet her eyes were dull. That told me everything I needed to know.

Gorongi and I had never been close. Rivals, certainly, but we'd never been friends. "Tell me your real purpose here, Gorongi." He looked at me like I was some injured animal.

"You refuse to accept I came here out of goodwill? That I, upon seeing an acquaintance and rival in pain I caused, wished to help him?" He wrinkled his brow and tilted his head just a bit too skeptically.

"I do. I know everything, Gorongi. You're not here on behalf of Suitor Lencheska! You're here for you. You know what you did. You know you

cheated. You know if I told people the truth your good name would foul. You can't stand that idea, so you've come to silence me."

He laughed and put his hand to his hilt. "Karel, you sly dog, I knew you weren't totally oblivious! Well, apart from riding out into the middle of nowhere, where there'll be no witnesses. That was idiotic. Come, now. Draw your sword. I may imminently become a murderer, but I'm still a Suitor. It simply wouldn't do to slay an unarmed boor. 'Self-defense against the vengeful bereft' sounds much better, don't you think?

I drew my sword. I had always intended to fight him here. I could only hope my gamble paid off. This would be my last duel, one way or the other.

We drew ourselves up, raised our blades to the sky, then leveled them at each other.

"To the death." He stated.

"To the death." I confirmed.

I closed the distance between us, looking for an opening. He left me none. I feinted and struck.

He swept himself back, batting my sword away. "Foolish Karel. You're more drunk than I thought. Do you actually think you can defeat me?" Sinister shadows enveloped his sword hand as he taunted me. "You stand no chance. Surrender. Lencheska is mine. You will die here, disgraced and alone in the wilderness. Give in to your fate."

The inky tendrils on his hand flowed into his sword and he leapt at me with magical speed. He struck before I could blink, running me through. The shadows wormed their way into me like a thousand icy snakes.

He was right. He'd beaten me in the duel. He'd won Yalina's heart.

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I was no spellcaster, as he'd finally revealed himself to be. I'd drunk myself into a stupor. It would be easier to just let him slay me. I had no chance. I had no hope.

"Hope." I mumbled to myself as his spell threatened to freeze my heart and soul. "Hope!" I whipped my head up and laughed, looking Gorongi straight in the eyes. He flinched, seeing the insanity there as I warred against his spell. "T-Tell me, Gorongi, what do hope, wine, and this hill have in common?"

He was confused, though his pride wouldn't let him show it. "Since you're about to die, I'll humor you: What *do* they have in common, Karel?"

"They're all sacred." I laughed. "And they're all part of my plan!" I coughed up blood and spat it on his shoes. "You just spilled the blood of a man brave enough to face certain death to liberate someone. The blood of that man, rife with wine, now lies on a hill sacred to Cayden Cailean, The Drunken Hero."

The ground beneath us began to shake. Behind me, up the hill, the earth erupted as the stones I'd rested against threw themselves into the air. They came back down with a booming crash, arranged into a stone feasting hall. The sounds of carousing were unhindered by the stone walls or wooden door. Warm and welcoming light poured from the windows.

"You've admitted all but your ultimate sin. Admit before the power of the Accidental God that you ensorcelled Yalina!" My voice filled with fury as I regained control. "I know her eyes. I've admired them for so many years, Gorongi. The most brilliant emerald I've ever seen. Why then, Gorongi, were they so muted, so sad, even as she smiled and ran to congratulate you? You'd warped her will with magic—just as you've failed to do with me."

The door opened behind me. My prayers had been answered. A fat and happy looking minstrel appeared, noticed us, and frowned. He strolled down the hill and sniffed. He exhaled and Gorongi flew back, as if smacked by a troll.

Cayden's Knight, Sir Luthier, had come.

The minstrel handed me a tankard he'd brought from the feasting hall, brimming with frothy ale. He clapped me on the shoulder and my heart swelled with courage. I drank the ale and strength flooded my limbs. Gorongi's sword was still piercing me, but I felt no pain as I stood and removed it. The wound on my chest closed.

"Yalina may be lost to me, but by the light of the Starstone you won't control her."

I had dropped my sword when Gorongi impaled me, but his would do. I took the hilt in both hands and charged. Gorongi blanched and tried to flee. I returned his blade the same way he'd given it to me. Divine light exploded from the sword when I struck. He whimpered once, then died.

Sir Luthier ambled forward and waved his hand. Gorongi transformed into a trellis of wine grapes. The knight turned to me as I reclaimed my bloodless sword. "What will you do now, Karel?"

"If you don't mind, sir, I could really use a drink." I smiled wanly. He nodded and guided me inside. 🍷



RIVER KINGDOMS: FAUNA AND FLORA

By THOMAS LEBLANC

Art by LYNNETTE FETTERS

FAUNA

MOSSWATER GECKO

Mosswater geckos look like normal lizards when born, but develop a bioluminescent quality from their diet. A hatchling that consumes at least 50 gp worth of luminescent materials will develop its glow upon reaching maturity. A tiny Mosswater gecko can be selected in place of a lizard familiar, except it incurs a –8 racial modifier to Stealth checks and sheds light like a candle within a 5-foot radius. Its skin can be used as an alchemical reagent (*Pathfinder Player Companion: Alchemy Manual*).

MOSSWATER GECKO SKIN

Price 3 gp **Weight** —

These skins are shed by Mosswater geckos twice a year.

Power Component

Doses 3 (9 gp); **Spells** illusion school **Effect** Spells of the illusion school are cast at +1 caster level for the purpose of determining duration and the AC of figments.

PSYLOKEET

A psylokeet is a drab, dimwitted bird influenced by fluctuations of ley lines and psychic magic. When within 30 feet of a ley line, the colorful feathers atop its head change hue to match the power level of the ley line. Psylokeets are often found near Uringen due to the intersection of many ley lines in the area.

An occultist (*Pathfinder Roleplaying Game: Occult Adventures*) can select a psylokeet as a soulbound puppet.

The bond takes 1 minute to create, expends 1 point of mental focus, and lasts for 1 hour for every two occultist levels (minimum 1). A psylokeet bonded as a soulbound puppet uses the statistics of a bat, except the psylokeet doesn't have blindsense or a racial modifier to Perception.

SELLEN LAMPREY

Living in the slow-moving backwaters of the Sellen River,

the Sellen lamprey grows to a length of 6–7 feet and has a body like a manta ray with stunted fins. These primitive fish use their funnel-shaped mouths and serrated teeth to feed primarily on waterlogged wood. Commonly known as boatmen's bane, they are frequently attracted to large wooden objects in the water and can eat a 3-inch diameter hole through one inch of wood every 4 hours. Large numbers of Sellen lampreys sometimes slow watercraft while they latch on and chew through its hull. A Sellen lamprey can be removed with a DC 10 Strength check. It attempts to flee as soon as it encounters resistance. Fortunately for Riverfolk, they are awkward swimmers with a swim speed of 15 ft.

VAMPIRE BEETLE

Roughly the size of a halfling's hand laid flat, vampire beetles reproduce only in the Creeperwood, but are often intentionally brought to Tymon on the backs of animal or humanoid hosts. Many of Tymon's gladiators have taken to wearing them as status symbols. Some wear them into the pits as a largely symbolic show of contempt for their opponent. Vampire beetles are painted to impress the crowd or denote the gladiator's affiliation.

Vampire beetles feed off their hosts, reducing the host's hit points by 1 for each beetle attached. Once removed, the host's hit points return to normal at a rate of 1 per hour. Vampire beetles are worth 25 gold each in Tymon's markets. Locating a vampire beetle nest requires a successful DC 19 Knowledge (nature) check within the Creeperwood. Each nest contains 2d4 beetles.

FLORA

BOG WIRE

Bog wire is a freshwater kelp with sinuous strands growing in shallow water or watery mud. Small pink flowers sprout from strands of bog wire and can be spotted with a successful DC 16 Perception check and identified with a successful

DC 18 Knowledge (nature) check. Unwitting travelers may find themselves entangled in a patch of bog wire, and successfully traversing a dense patch can be quite difficult. Passing through a light growth of bog wire requires a successful DC 12 Acrobatics check, while moderate and dense patches require successful DC 16 and 20 Acrobatics checks, respectively. A strand of bog wire has a hardness of 5 and 2 hit points.

PARSLURIA VINE

This vine is popular in Daggermark for both the taste of its berries and its resemblance to the assassin vine. The slightly bitter berries resemble blackberries, and have a warm aftertaste, making them well-liked in desserts. More nefariously, these vines are often used to camouflage assassin vines. Wary gardeners sometimes hang metal bells on the vines to ward off trespassers, while more sadistic folk grow them beside their lethal cousins. Due to the similarity between the two plants, a failure to identify one often results in a false positive for the other, which lends itself only too well to the paranoid denizens of Daggermark. 🍷



CHOSEN SOVEREIGN: A PALADIN ARCHETYPE

BY JACOB W. MICHAELS

ART BY BASIL ARNOULD PRICE

Many Riverfolk, from exiled nobles in Gralton to Brevic explorers in the Stolen Lands, believe they deserve a throne. But only a few, favored by a god, truly have a divine right to rule.

Alignment: A chosen sovereign's alignment must match that of her deity. Her code of conduct requires her to protect people she considers her subjects or future subjects and to always work to gain or protect her throne.

Symbol of Authority (Ex): At 1st level, a chosen sovereign begins play with a symbol of authority at no cost. The item, which may be an amulet, armor, crown, ring, shield, or weapon, is always of masterwork quality and can function as her holy symbol. If lost or destroyed, it can be replaced after 1 week in an 8-hour ritual that costs 200 gp per paladin level plus the cost of the masterwork item.

Once per day while wielding or wearing her symbol of authority, a chosen sovereign may use a granted power from any domain her god grants as if she were a cleric of equal level. If the power does not have a limited duration or number of uses per day, each use of this ability lasts for a number of rounds equal to the chosen sovereign's paladin level. Any Wisdom-based aspects of the power instead use the chosen sovereign's Charisma. At 4th level, and every three levels thereafter, she gains one additional use of a domain power.

This ability replaces detect evil and smite evil.

Alignment aura: The power of a chosen sovereign's aura for detect alignment spells is equal to her level. This ability replaces Aura of Good.

First follower (Ex): At 4th level, a chosen sovereign gains Squire (*Pathfinder Player Companion: Knights of the Inner Sea*) as a bonus feat.

This ability replaces channel positive energy.

Spells: At 4th level, a chosen sovereign can cast

divine spells. A good chosen sovereign uses the paladin's spell list; an evil chosen sovereign uses the antipaladin's spell list. A neutral chosen sovereign must choose the paladin or antipaladin's spell list; once selected, this cannot be changed.

Divine Bond (Su): At 5th level, a chosen sovereign forms a divine bond with her symbol of authority, which functions as the listed paladin archetype's divine bond ability:

- Weapon: As per a normal paladin's bond
- Armor: As per a divine defender's bond (*Advanced Player's Guide*)
- Shield: As per a sacred shield's bond (*Ultimate Combat*)
- An amulet, crown, or ring: As per a sacred servant's bond (*Advanced Player's Guide*)

Aura of Influence (Su): At 11th level, a chosen sovereign begins to exert her rule over the area around her, making it match her morals and ethics. Within 10-ft. of her, all creatures are affected as if they were on a strongly aligned plane matching her alignment (*Game Mastery Guide*).

This ability replaces aura of justice.

Aura of Authority (Su): At 14th level, a chosen sovereign gains command even over how magic works around her. As a standard action, she may apply any magic planar traits in an area in a 10-ft. radius around her. She may use this ability for a number of rounds per day equal to her level; these rounds do not need to be consecutive.

This ability replaces aura of faith.

Aura of Sovereignty (Su): At 17th level, a chosen sovereign stands inviolate in her realm. While in her home kingdom (see below), she gains DR 5/— and immunity to compulsion spells and spell-like abilities, and each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

This ability replaces aura of righteousness.

Divine Mandate (Sp): At 20th level, a chosen sovereign's right of rule is undeniable and her dictates are hard to resist. Whenever she confirms a critical hit against a humanoid, she may cast dominate person on the target of the attack (save DC equal to 10 + 1/2 her chosen sovereign level + her Charisma modifier) as a free action. While in her home kingdom, this ability functions as *dominate monster*. She may not dominate more than one creature at a time.

This ability replaces holy champion.

Home Kingdom: A chosen sovereign's home kingdom is any area where she is a ruler (*Ultimate Campaign*); if a chosen sovereign is not a ruler, she has no home kingdom. 🏰



BONESTEEL BRINE AND UNGUENT

By JOE KONDRAK

Art by JEREMY CORFF

Weapons and armor made from the antlers, bones, and shells of wild animals are popular in the River Kingdoms, though they usually serve only decorative or ceremonial purposes due to the practical shortcomings of such primitive materials. Often, such weapons and armor are worn, carried or displayed by a kingdom's nobles to demonstrate their hunting prowess, or as symbols of their station or family crest.

To help eliminate the practical shortcomings of such items, expert practitioners of alchemy in the region are known to produce a substance called bonesteel brine, which cures and hardens animal-based materials, but only for a limited duration. Court wizards and other spellcasters in the River Kingdoms who are capable of crafting magical substances take the same concept one step further to produce bonesteel unguent, which does the same thing as bonesteel brine, except that the results are permanent.

ALCHEMICAL TOOL

Bonesteel brine can be created by a character with the Craft (alchemy) skill; the DC to craft bonesteel brine is 25.

BONESTEEL BRINE

Price 250 gp; Weight —

When this cloudy liquid is applied to a weapon or suit of armor made from bone or other animal-based materials such as horn, shell, chitin, or ivory, the item absorbs the liquid over a period of 1 minute, after which it becomes stronger and more resilient for a period of 24 hours. During this period, the item is treated in all respects as if it were instead made of steel, except that it does not count as metal for the purposes of effects or abilities that affect metal or ferrous metal items specifically (such as a rust monster's rust ability, the spell *heat metal*, or a shaman's metal curse hex). After 24 hours have passed, the item returns to normal.

Bonesteel brine is usually stored in bottles. Treating a Small or Medium weapon requires the contents of 1 full bottle, and treating a Small or Medium suit of armor requires the contents of 2 full bottles. Treating Large or larger weapons and armor requires double the amount of bonesteel brine for each size category larger than Medium. Treating Tiny or smaller weapons and armor requires half the amount of bonesteel brine for each size category smaller than Small. Up to 50 arrowheads can be treated with the same amount of bonesteel brine required to treat a weapon of the same size category as the arrowheads.

Treating animal-based raw materials with bonesteel brine does not allow the materials to be fashioned into items that could not be made from the materials normally. Applying bonesteel brine to items made primarily of materials that are not animal-based has no effect.

WONDROUS ITEM

BONESTEEL UNGUENT

Aura moderate transmutation; CL 9th

Slot none; Price 2,500 gp; Weight 1 lb.

DESCRIPTION

When this viscous silver unguent is applied to a weapon or suit of armor made from bone or other animal-based material such as horn, shell, chitin, or ivory, the item absorbs the unguent over a period of 1 minute, after which it becomes permanently stronger and more resilient. Once the process is complete, the item is treated in all respects as if it were instead made of steel, except that it does not count as metal for the purposes of effects or abilities that affect metal or ferrous metal items specifically (such as a rust monster's rust ability, the spell *heat metal*, or a shaman's metal curse hex).

Bonesteel unguent is usually stored in jars.

Treating a Small or Medium weapon requires the contents of 1 full jar, and treating a Small or Medium suit of armor requires the contents of 2 full jars. Treating Large or larger weapons and armor requires double the amount of *bonesteel unguent* for each size category larger than Medium. Treating Tiny or smaller weapons and armor requires half the amount of *bonesteel unguent* for each size category smaller than Small. Up to 50 arrowheads can be treated with the same amount of *bonesteel unguent* required to treat a weapon of the same size category as the arrowheads.

Treating animal-based raw materials with *bonesteel unguent* does not allow the materials to be fashioned into items that could not be made from the materials normally. Applying *bonesteel unguent* to items made primarily of materials that are not animal-based has no effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *permanency*, *silk to steel*, creator must have 5 ranks in Craft (alchemy); **Cost** 1,250 gp



WOODSY'S RIVER KINGDOMS ANTHEMS

BY ROBERT FEATHER

ART BY TODD WESTCOT

"Hello there, listeners. Arbor Gottfried at your service, though some of you know me as 'Woodsy', on account o'my bein' born and raised in the forests of Verduran. I'll be playing two songs o'mine, crowd-pleasers for the River Folk, accentuating their independence and the freedoms they've fought and died for."

"Okay, this first is 'bout the folk hero Wilhelm Pulver, 'The Pulverizer' who's said to've been one of the first slaves to escape 'cross the Eastern Sellen and held off all attempts to retrieve him for a decade. His exploits inspired many more to follow his lead, and there ain't a village in the River Kingdoms don't have someone claim to be his descendant."

TROLL WOOD BILLY

(to the tune of 'Pastures of Plenty')

Well, it's been two long
years, since I first came
this way,
The judge said my
crimes meant that I had
to pay.

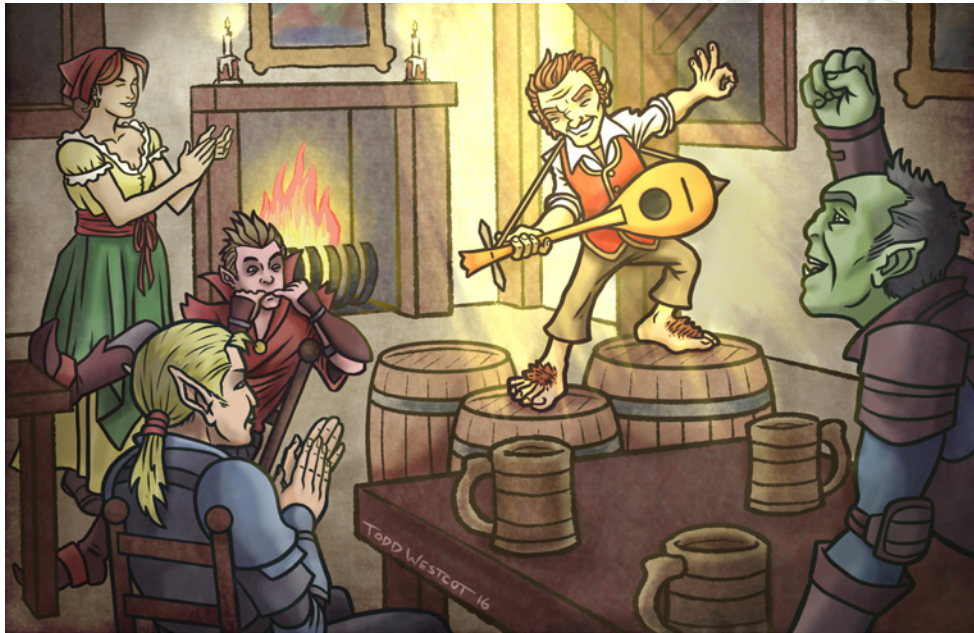
Pay with my blood and
the sweat off my back,
And with fear of the
sound of the foreman's
whip crack.

Well, I told the judge, I'd
been asking my dues,
The wages they
promised, for my work
they had used.
I couldn't pay rent; they'd
stole all that I earned,
But he added two years,
cos I talked out of turn.

So, for many a month we were digging those holes,
The work built our strength, but it sapped at our souls.
There were some men, who cried out, as if they'd been killed,
When the foreman gave orders, our holes should be filled.

One night came the ration of whiskey and rum,
And that night, I knew, my salvation had come.
For the guard was so drunk, that he dropped his key,
And with a swing of my pick, he was dead, and I'm free.

I know trolls may be out there, but still all the same,
I'll fancy my chances, for trolls ain't to blame.
They only hurt others when they have to feed.
And don't go a-thieving for things they don't need.



"This next one is for all of us, to honor this land of ours, no matter where we started from. It may not look much to outsiders, but this land shelters us from the miscarriages of what laughingly passes for justice, elsewhere. And we mustn't forget, there's eyes watching from their ivory towers, hating what we have here and seeking to bring it down. As long as we thrive and prosper, we're an example to their serfs, their downtrodden peasants, that there's a better way not more'n a few miles away."

THE LAND THAT SINGS TO ME

(to the tune of 'This Land Is Your Land')

*"This is a sodden land, a misbegotten land,"
Some say "a rotten land, a best-forgotten land.
Of endless raining", they're all complaining,
"A land they had to give away for free."
As I was walking, through hail a-freezing,
My teeth a-chattering, my fingers bleeding,
I saw before me, a sight most pleasing,
A land, fit for miscreants like me.
I've whored and gambled, from Nex to Nidal,
From the lowest cellar, to the tallest steeple.
I've sung for priests, kings, and common people,
And now I've found a land that sings to me.
For there is no-one, can demand your name here,
Nobody cares for old deeds or fame here.
The rain will wash away old sins and blame here,*

*Start a blank page, in your
new history.*

*This is an open land, this
is a promised land,
A place for hoping, and a
new, more honest land.
A land beholden, to no
aristocracy,
A land they'll never take
away from me.*

*I saw a road sign, that
said 'HALT STRANGER!'
'By the Order, Of the
Supreme Ranger,
BE AWARE, Of
Impending Danger,
From Brigands, Rogues
and Banditry!'
And I thought backward,
through all my journey,
To all the pious souls, that*

*spat and spurned me,
I pulled up that sign, and around I turned it,
Because that way, it made more sense to me.*

Everybody Now!

**No one can stop this new dawn from breaking!
These liberties, of ours, we're finally taking!
Here's to the new claims, that we're all staking!
This land will be what we choose it to be!**

"Thank you, brothers and sisters! You've been wonderful. I'd love to stay, but they need me elsewhere. Give us a barrel of the best ale for the road! See you next month!" 🍷



GOLARION GAZETTEER

EVERBLOOM MONASTERY

BY KENDRA LEIGH SPEEDLING

MAP BY ALEX MOORE



Located in the hills about a day's journey north of the city of Artume is the Everbloom Monastery, established in 4502 AR by several priests of Milani who wished to establish a place of healing and peace in the somewhat lawless surrounding lands. The monastery has continued its mission to this day. Its quiet cloisters serve as an excellent resting place for adventuring groups in the area, as long as they do not disturb the priests' work or sensibilities. Surrounded by stone walls, the monastery complex consists of multiple buildings in which the inhabitants live, pray, and study. Due to the remote location of Everbloom, a small village has sprung up in the surrounding area to supply the monastery. The priests of Everbloom have historically been a peaceful lot, at least publicly, providing healing services and selling their highly admired rose petal wine to support themselves. As the nearest town is at least a day's travel away, Everbloom often serves as a way station for travelers and adventurers making their way through the territories around Artume. The priests of the monastery are always pleased to receive new initiates of sufficient devotion, and enthusiastically welcome those with good hearts and brave spirits into their ranks.

The monastery's remoteness also lends itself well to concealing certain people fleeing the forces of tyrannical or unjust governments, which Everbloom has done from time to time over its history. In accordance with Milani's dedication to freedom and liberty, it does not shy away from lending aid to such people, no matter the risk, and those tracking escaped slaves or political refugees would be wise not to underestimate the strength of Everbloom's priests and monks. Most notable among those the monastery has hosted lately are Queen Sovella and Prince Edryd of Artume. After her husband's untimely assassination in 4690 AR, Sovella appointed Sir Bransen Waike as regent until Edryd came of age. Sir Waike, however, soon took power for himself and attempted to assassinate her. Forced to flee for her life with her unborn son, Queen Sovella took refuge at the monastery and has been there ever since. Many of the devotees of the temple have subsequently embraced the more revolutionary tenets of their faith, and have trained as monks or warpriests in order to help the prince take back his rightful throne from the despotic Sir Waike. This has given Everbloom a more militant cast in recent years, as the priests have no objection to the monastery taking on an aggressively martial role if the cause is just.

PLACES OF INTEREST

EVERBLOOM VILLAGE

The village surrounding the monastery, also known as Everbloom and generally considered an extended part of the monastery, is small but lively. The village head, in the spirit of Milani's

teachings, is elected by the adults of the village every five years. The current headman, **Alden Viatra** (LN male human aristocrat 3/swashbuckler 2), has held his post for the past thirteen years. Though he often is wary of Milani's more revolutionary ideals, he generally defers to the monastery priests when it comes to matters of the town's defense. Everbloom Village is perhaps best known for its marketplace, which easily causes the town's size to double in the summer months when the year's vintage of rose petal wine is put up for sale. Less benignly, it's known for the occasional disappearance of a villager or visitor who ventures too far into the surrounding hills at night, leading to rumors about evil fey capturing prisoners for unknown purposes.

THE INNER CLOISTER

The Inner Cloister is the subject of much rumor in the village of Everbloom and among the monastery initiates. Located at the very center of the monastery and surrounded by other buildings to prevent easy access, it is off-limits to anyone who is not a high-ranking priest or monk of Everbloom. Those who attempt to gain access are politely but firmly escorted off the premises. The rumors about the priests' secrecy surrounding the Inner Cloister range from a valuable treasure trove of artifacts existing within its walls, to a library of forbidden lore, to a powerful demon being imprisoned at the monastery's heart. The truth is slightly more mundane: the Inner Cloister hosts high-profile or highly-wanted guests who have fled to Everbloom for safety. As these hidden individuals currently include the deposed Queen Sovella and Prince Edryd of Artume, the priests cannot be too careful who they let in on the secret.

SHRINE TO THE EVERBLOOM

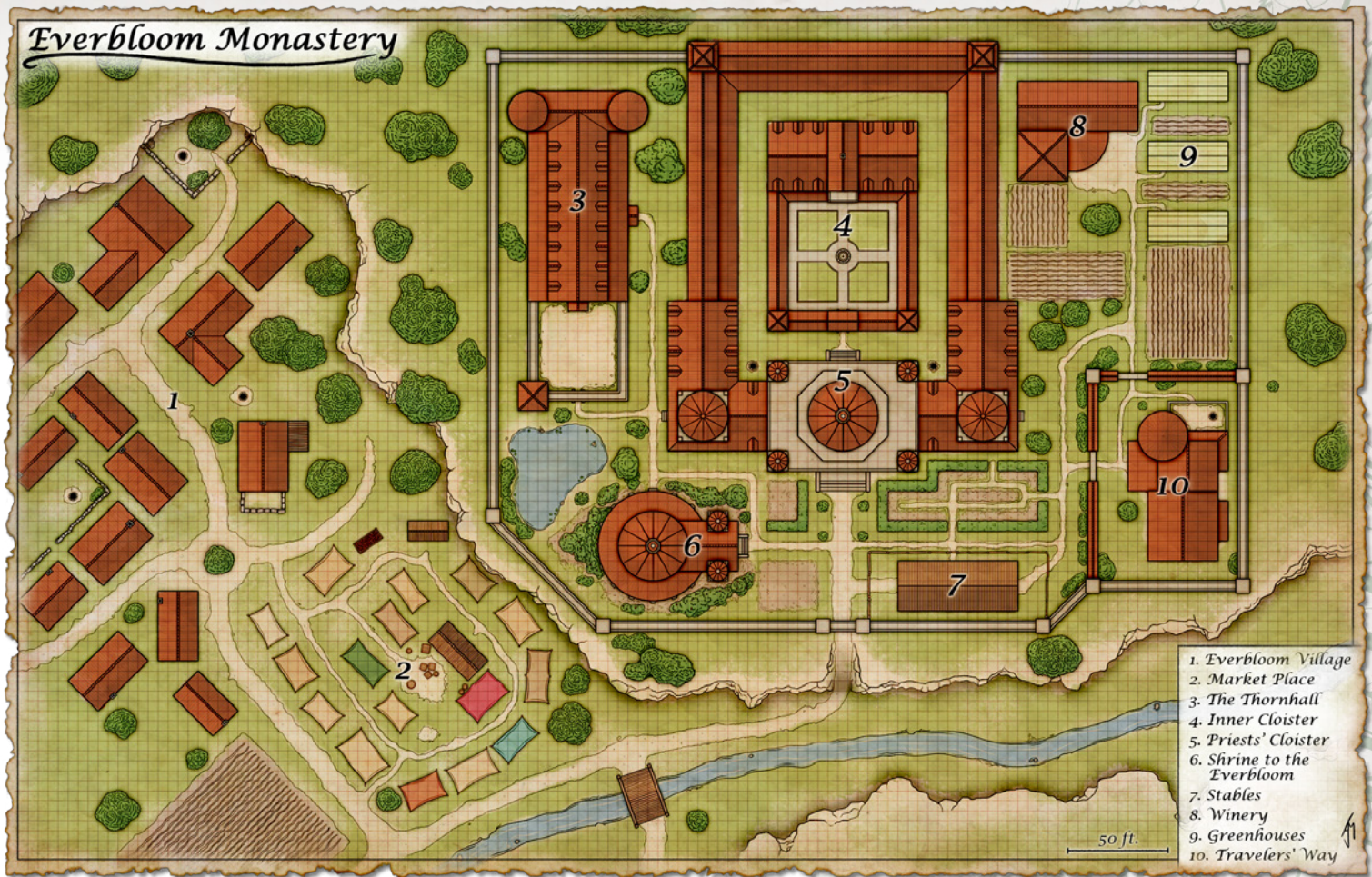
This small chapel, located near the front gates of the monastery, is a beautiful building fronted by slender columns, carvings of roses twining up their sides. Stained-glass windows in the chapel's white stone walls depict Milani freeing slaves, striking down tyrants, and committing other righteous acts. A well-tended rose garden surrounds the building. Inside the shrine, rows of benches provide a place for worshipers to pray and listen to sermons by one of Milani's priests every morning at sunrise. Upon the altar is one of the monastery's greatest treasures: a morningstar rumored to have been wielded by the Everbloom herself during her life as a mortal.

THE THORNHALL

The Thornhall, on the western end of the monastery complex, is a training center for priests of a more martial mindset. The warpriests and monks of the monastery train here daily, engaging in their own drills as well as training initiates of the faith. The Thornhall is generally restricted to monastery inhabitants, though they often run classes down in the village to teach its inhabitants the art of self-defense. As a result, Everbloom's villagers are unusually skilled combatants for the average commoner, even in the chaotic River Kingdoms.

TRAVELERS' WAY

Inside the monastery walls is an area specifically meant for hosting travelers. Whether merchants trading in the village, adventuring parties headed for the wilds, or wandering priests of a variety of faiths, all are welcome to stay at Everbloom—provided, of course, that they do not openly profess allegiance to



an evil deity or disturb the peace of the inhabitants. Travelers' Way is in the easternmost building of the monastery complex, framed by elegantly carved arcades depicting various deeds of Milani while she was still a mortal woman.

NOTABLE INHABITANTS

Head Priestess Iliana Ardyss (CG female half-elf cleric of Milani 11) is the current leader of the monastery and the most powerful cleric within its walls. She was one of the early supporters of Queen Sovella and Prince Edryd's cause, making a strong case to the monastery's governing council that they had a sacred duty to not only give succor to the exiled nobles, but aid them in freeing Artume from a despot.

Lay-Priest Eskander Len (LG male aasimar monk 9) is the unofficial leader of the small group of monks within Everbloom. In his fifteen years at the monastery, he's ably helped build up its defenses against bandits, petty thugs...and any army of Sir Waike's that may come to its doorstep.

Seravie Costis, Captain of the Guard (NG female human warpriest [sacred fist] of Milani 6) leads the town guard, tasked with defending both the monastery and the village of Everbloom. Though her quick temper sometimes causes her to act rashly when she perceives wrongdoing, she is known as tough but fair among the townsfolk.

Aina Mevril (NG female tiefling druid 9) fled to the River Kingdoms to escape racial prejudice and persecution in her homeland of Cheliox. A kindhearted, longtime devotee of Milani's faith, she joined the ranks of Everbloom Monastery. As a powerful druid, she brought her skill in creating Everbloom leshies to the monastery, and her "little friends" now serve as its first line of

defense.

Prince Edryd Artume (CG male human aristocrat 3/ warpriest of Milani 2), the rightful ruler of Artume, was born at the monastery and knows little of his homeland besides his mother's stories. Furious at Sir Waike's betrayal of her trust and Artume's transformation into a brutal kleptocracy, Lady Sovella raised her son with the intention of reclaiming Artume. Edryd has trained relentlessly from childhood to become a leader worthy of the title. The prince is a bright man in his late twenties, but he will need powerful allies in order to accomplish such a goal.

EVERBLOOM

NG village (monastic community)

Corruption -5; **Crime** -2; **Economy** -1; **Law** +0; **Lore** +2; **Society** -2

Qualities holy site, insular

Danger +0

DEMOGRAPHICS

Government Magical (council composed of influential priests of Everbloom Monastery)

Population 192 (95 humans, 35 halflings, 33 half-elves, 8 elves, 21 other)

NOTABLE NPCs

Aina Mevril (NG tiefling druid 9)

Head Priestess Iliana Ardyss (CG female half-elf cleric of Milani 11)

Lay-Priest Eskander Len (LG male aasimar monk 9)

Seravie Costis, Captain of the Guard (NG female human warpriest [sacred fist] of Milani 6)

Village Headman Alden Viatra (LN male human aristocrat 3/swashbuckler 2)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 6th

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —



SCALING MAGIC ITEMS IN THE RIVER KINGDOMS

BY LONDON BELLAVIA

ART BY CARLOS TORREBLANCA
AND SNOW CONRAD



“You Have What You Hold” is one of the mantras of the River Kingdoms. As the ability to protect one’s assets improves, often the value and utility of those possessions increases, as well. Usually, new equipment replaces the obsolete, but not always. Sometimes, the items one already owns grow with him, gaining power and unlocking new abilities as their wielder’s prowess increases. It should come as no surprise then that such items are highly prized in the River Kingdoms: items that do not bestow their full boons on those not yet worthy, items that grant power commensurate with the wielder’s ability to hold what he has. The mechanics, pricing, and creation of such scaling magic items are detailed in *Pathfinder Unchained*. Several scaling magic items created using this system are detailed below, inspired by the River Kingdoms and flavored to accompany many of the settings and cultures of the region, but suitable for use in any Pathfinder game that employs the scaling magic item optional rules set.

GUILD DAGGER

Aura faint conjuration, divination, enchantment, and necromancy; **CL** 5th

Slot none; **Price** 2,302 gp; **Weight** 1 lb.

Scaling wonder

DESCRIPTION

The Daggermark Assassins’ Guild draws the most feared killers-for-hire in all of Golarion. Many guild members carry an *assassin’s dagger* or *assassin’s blade*, or even exotic *daggers of doubling*. But only the most successful members of the guild have ever carried a fabled *guild dagger*, a singular weapon that combines the best qualities of many blades and eventually surpasses all of them.

This +1 *dagger* appears simple and unremarkable, with no distinguishing features.

8th Level: If the wielder of the *guild dagger* studies her target for 3 rounds (which can be the same 3 rounds of study for a death attack) either unseen or without being recognized as an enemy, she can make a sneak attack with all attacks she makes with this dagger against that target for the next 3 rounds. If her target has the improved *uncanny dodge* ability, the wielder of the blade must be 4 levels higher than the target in order to use sneak attack.

10th Level: The *guild dagger* is a +2 *dagger*.

12th Level: The *guild dagger* provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

14th Level: A wielder with a free hand can split the *guild dagger* into two identical daggers as a swift action, or a free action if she has the Quick Draw feat. The doubled daggers can’t be split again. If either dagger is thrown while doubled, the hurled dagger vanishes after resolving the attack and the remaining dagger can be split again. If the wielder drops a doubled dagger or it otherwise leaves her person, it vanishes. If both daggers leave the wielder’s hands at the same time, determine randomly which dagger vanishes. Spells or effects placed on a *guild dagger* don’t duplicate when the dagger is split. Any active effects on a dagger end when it vanishes. Destroying one of the doubled daggers just causes the duplicate to disappear, but any damage to an un-split *guild dagger* remains on both daggers when it doubles.

16th Level: The *guild dagger* gains the *glamer*ed weapon property (both daggers have this property when split). As long as the wielder has at least one dagger in hand, she can cast *slay living* once per day.

17th Level: The *guild dagger* is a +3 *dagger*.

19th Level: The *guild dagger* is a +4 *dagger*.

20th Level: The *guild dagger* is a +5 *dagger*, and as long as the wielder has at least one dagger in hand, she can cast *destruction* once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *destruction*, *guidance*, *instant enemy*^{APC}, *shadow weapon*^{UM}, *slay living*; **Cost** 132,302 gp

MARVELOUS PALETTE

Aura moderate conjuration; **CL** 8th

Slot none; **Price** 1,430 gp; **Weight** —

Scaling bauble

DESCRIPTION

The city of Pitax, home of the Academy of Grand Arts, presents itself as the cultural and artistic center of the River Kingdoms. Whether this is actually so remains a topic of debate, but the Academy does draw a number of artists seeking to hone their skills and ply their trade as artistic sycophants of Lord Irovetti, pursuing his patronage and coin. Occasionally, these artists arrive with magical tools to aid their endeavors, such as the *marvelous palette*.

Once per week, the palette’s owner can command it as a standard action to transform the mundane paints on its surface into a set of magical dyes. The owner can use these paints to create an object as if using *marvelous pigments*, provided that the object is no more than 8-cubic-feet in volume (created by depicting the object two-dimensionally over a 4-square-foot surface) and worth no more than 100 gp. Higher level users can create larger, more valuable objects. Once used, the palette appears as a clean, fresh artist’s board.

14th Level: The object created by paint from the *marvelous palette* can be up to 125-cubic-feet in volume (created by depicting the object two-dimensionally over a 25-square-foot surface) and worth no more than 500 gp.

19th Level: The object created by paint from the *marvelous palette* can be any object that can be created by a standard set of *marvelous pigments* (up to 1,000-cubic-feet in volume, created by depicting the object two-dimensionally over a 100-square-foot surface, and worth no more than 2,000 gp).

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 17,125 gp

MIVON EELSKIN

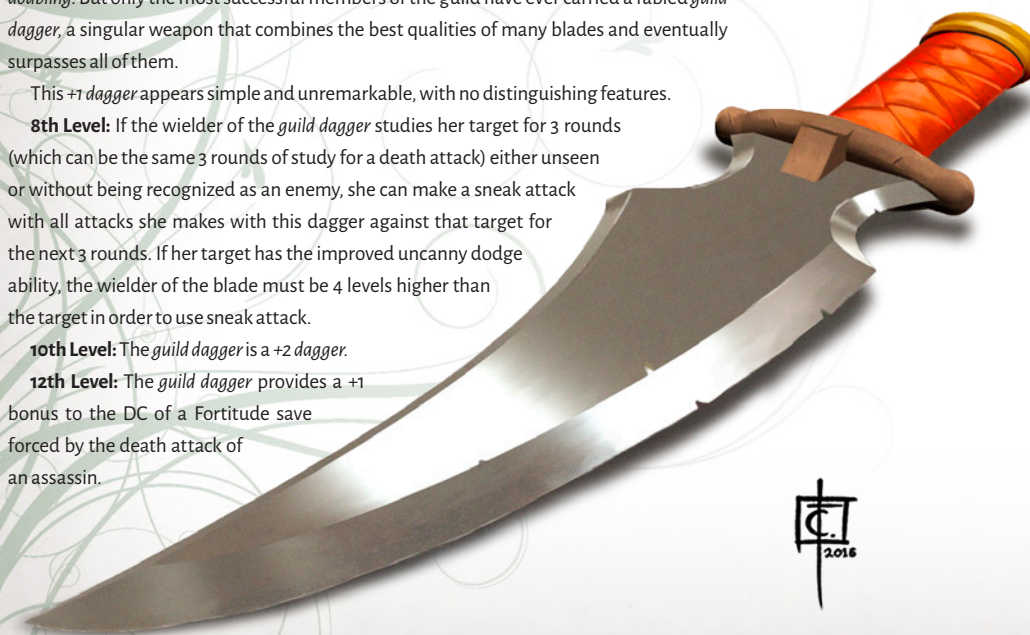
Aura moderate transmutation; **CL** 6

Slot armor; **Price** 2,210 gp; **Weight** 15 lbs.

Scaling prize

DESCRIPTION

The city of Mivon is known primarily for its eels and its Aldori mercenaries. In the early days of the city, some of the families seeking refuge in the River Kingdoms



invested part of their wealth in the creation of custom magic armor, a unique blend of old Aldori riches and the resources available in their new home. These rare suits of eelskin armor are handed down through families of Aldori exiles, though some have been taken as the spoils of victory by outsiders.

This suit of *+1 eel hide leather armor* glistens as if damp, even when dry.

9th Level: *Mivon eelskin* is *+1 slick eel hide leather armor*.

11th Level: When immersed in water, *Mivon eelskin* gains the *shadow* property and grants the wearer a swim speed of 30 feet and the ability to breathe water. In addition, during a surprise round the wearer can act as if he had a full round of actions, rather than a single standard action, as long as those actions do not require leaving the water. If he does leave the water, his surprise round turn immediately ends.

12th Level: *Mivon eelskin* is *+2 slick eel hide leather armor*.

15th Level: The wearer of *Mivon Eelskin* can cast *control water* once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *control water*, *grease*, *invisibility*, *touch of the sea*^{APC}; **Cost** 19,210 gp

THUNDERBULL'S BELT

Aura moderate transmutation; **CL** 6th

Slot belt; **Price** 4,000 gp; **Weight** 1 lb.

Scaling wonder

DESCRIPTION

For centuries, the fabled Arena of Aroden in Tymon has drawn the greatest gladiators from across

Golarion, and many of those seeking fame and fortune in the arena have brought implements to enhance their strength and prowess. One of the many tools to find its way to Tymon in such a manner is *Thunderbull's Belt*, a broad leather belt with a golden bull's head buckle that enhances its wearer's strength, melee prowess, and even vital life force.

Thunderbull's belt grants the wearer a +2 enhancement bonus to Strength. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

9th Level: *Thunderbull's belt* magnifies the wearer's momentum whenever he charges, granting him a +2 bonus on bull rush and overrun maneuvers. Furthermore, when the wearer makes a charge attack, his melee weapons and natural weapons deal damage as if they were one size category larger than they actually are.

11th Level: The enhancement bonus to Strength granted by *thunderbull's belt* increases to +4.

12th Level: *Thunderbull's belt* grants its wearer the ability to ignore difficult terrain while charging or making an overrun, bull rush, or trample attempt.

14th Level: *Thunderbull's belt* grants a +4 enhancement bonus to Constitution. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

17th Level: The enhancement bonuses to Strength and Constitution provided by *thunderbull's belt* increase to +6.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *feather step*^{APC}, *lead blades*^{APC}; **Cost** 64,500 gp



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SIDE TREK SEEDS: ADVENTURE IN THE RIVER KINGDOMS

BY NIKOLAI GEIER, AARON
FILIPOWICH, BRAN HAGGER,
CHUCK DiTUSA, DIXON COHEE, AND
SCOTT YOUNG
ART BY ADAM KOČA AND DAVE
MALLON



The River Kingdoms are known as a place where brave adventurers can go to find adventure and stake their claim on a new life. There are ample opportunities for those who seek fame and fortune to get into trouble. GMs can use the side trek seeds below to start developing their own campaign in the River Kingdoms or to provide hints at short quests for would-be kings and queens.

RAGING RIVER FOLK

PLOT HOOK

A somber tone hangs over Pitax's shoddily-prepared Swallowtail Festival this year. Desnan priest Ghaere Leotos disappeared the night before, his soggy robes and butterfly necklace left abandoned on the Moondocks. Sailors nervously joke that his fishmen friends finally caught him. The laughter stops when they notice the absence of their comrades. Now, the visiting ships and river boats flounder abandoned or with skeleton crews. Desperate to protect his source of income, Jhofré Vascari surreptitiously seeks agents to discover the source of the disappearances and eliminate it or convince it to work for the Riversong Trade House.

BACKSTORY

Leotos opposed the kelpie Nokk and his nameless selkie rival who have slunk between the piers of the Moondocks for years, entangled in a secret stalemate over the fates of drunken sailors. Unbeknownst to the Desnan priest, only his value as an intriguing plaything kept him from dying in a watery grave before Swallowtail Eve.

Swordlord Raston Selline heard of the aquatic pair and schemed to use them to divert river traffic from Pitax to the East Sellen. He arranged for an unmarked box to fall into the river the night before the festival, offering up its cursed contents to the eager fey. As planned, Nokk and his rival fought over the box, and each managed to seize one of the *raging seaborne swords* within. Driven into a frenzy by the souls trapped in the swords, they devoured Leotos, then turned to the sailors sleeping near the docks.

POTENTIAL RESOLUTIONS

Sailors continue to disappear night after night until someone slays the enraged fey or releases them from the swords' curse. The *raging seaborne swords* cause psychosis and require immersion in the blood of a fresh corpse every day to continue functioning. If Nokk and the selkie are left alive but cured of their insanity they remain a nuisance, but the frequency of attacks dwindles to once per week. Given the right gifts, they agree to choose different targets.

THE BANDIT OF THE OPERA

PLOT HOOK

Cinzia Strocalle recently acquired a valuable tiara that she plans to sell to a wealthy merchant. She's grown fond of the beautiful piece of jewelry, however, and would like to show it off before she does. Cinzia seeks the services of a group that can safeguard the tiara while she wears it to a show at the Red Crescent Theater in Pitax, and through the next day, when she has arranged for the sale to take place.

BACKSTORY

The accomplished actress and mysterious beauty known only by her stage name, Umbralina (CE female elf bard 5/shadowdancer 3), is currently enjoying a successful run at the Red Crescent Theater. King Irovetti loves the play, "The Monkeyphaunt of Jandelay," mostly for the animal hijinx and Umbralina's near nudity throughout the third act. What is known by only a few trusted members of her acting troupe is that Umbralina absolutely loves stealing from people. The targets are selected by the troupe mastermind: Srikki, an awakened spider monkey and titular star of the show, who mingles with the patrons at the indulgent after-parties to gather intelligence. Srikki plays herself off as a clever but normal monkey - only Umbralina knows the truth.

POTENTIAL RESOLUTIONS

Srikki and Umbralina plan the heist of the tiara for the day of the sale, as Cinzia and her bodyguards leave the Strocalle's manor. Three rogues (bandit archetype) from the troupe initiate the heist with an ambush while Srikki tries to snatch the tiara. Throughout the heist, Umbralina (disguised with an alter self spell) uses shadow magic to hinder the group. If the party succeeds in safeguarding the tiara, they gain the attention (and possible future employment offers) of Eliste, older sister of Cinzia and head of the Strocalle Bandit House. If the bandit troupe successfully snatches the tiara, Umbralina foolishly brags to her current infatuation, and producer of the play, Salvarri Cattanei. Concerned by the theft's potential ramifications to his House, Salvarri will take drastic actions to distance himself from the whole situation.

A WALK THROUGH HEIBARR

PLOT HOOK

Ricca, a wealthy businesswoman, is heading to Loric Fells to recover the body of her father, the eponymous Loric. She is confident she'll be able to avoid the monsters that plague the region, but needs a band of adventurers brave or foolish enough to get her across the Sellen River. Unfortunately, she's decided to go under cover of darkness by the most direct possible route—through Heibarr, a ruined town said to be filled with the spirits of the dead.

BACKSTORY

The rumors about Heibarr are true. After the mayor's disastrous attempt to instate a toll on the river, in direct violation of the River Freedoms, servants of Gyronna began to cultivate feelings of

unrest among the populace, culminating in a brutal war that left thousands dead. Now, Heibarr is inhabited only by restless spirits.

Ricca is not as foolish as she appears. The real reason for her dangerous route is that she's being pursued. Loric had nearly succeeded in pacifying Loric Fells before he led his mercenaries into a troll ambush. Though most of the mercenaries her father led are largely dead, a few of them survived. These bitter warriors are determined to exact their revenge for the disastrous campaign on whatever remains of Loric's bloodline.

POTENTIAL RESOLUTIONS

The undead and haunts of Heibarr aren't all aggressive, and as long as the PCs abide by the River Freedoms, they simply watch in silence. Some, however, are hostile, and the PCs must keep a delicate balance between keeping those at bay and not angering the rest as they weave around wreckage and ghostly re-enacted battles. If the PCs are respectful, they might actually find some help from the less hostile undead later on, as the mercenaries pursuing Ricca are Chelish and have little respect for the River Freedoms—a fact that canny PCs might be able to exploit.

The PCs must keep Ricca safe and get her across the river, avoiding or eliminating the mercenaries while trying not to anger the spirits who dwell in the dead town.

KNIGHTMARE OF LORIC FELLS

PLOT HOOK

The PCs are hired by Lord Narius of Daggermark to investigate the monstrous migration from Loric Fells. The lord's properties bordering Loric Fells have been invaded in the past months by monsters seemingly fleeing from the Fells. Narius has sent several scouting parties, yet only one scout has returned. The scout spoke of an armored skeletal foe who killed man and monster with equal abandon. Lord Narius wants the source of the threat found and dealt with. If run as a continuation from the side trek "A Walk Through Heibarr", the PCs will discover that recovering the body of Loric won't be that easy.

BACKSTORY

As the Outlaw Council assumed, Loric of Loric Fells is dead, yet did not stay dead. When the scrag ambushed Loric and his mercenaries, they captured Loric for the hag coven. After weeks of torture at the clawed hands of the hags, they burnt him alive and

tossed his corpse into a gorge. Several days later, his undead form rose from the scrag's ambush site. For when the scrag attacked and struck him unconscious, his helm flew off his head and into a small gully. Loric, now a graveknight, once again seeks to cleanse his land of monsters, but now every living thing is a monster to his unliving gaze.

POTENTIAL RESOLUTIONS

Finding the graveknight Loric is easy enough—he will be encountered in Loric Fells, either attacking monsters or the PCs themselves on sight. The PCs might defeat him several times before they realize how to defeat him permanently. They may even have to be summoned back by Lord Narius during other adventures in the River Kingdoms. If the PCs refuse, they risk the "Oathbreakers Die" freedom and may have one or more Daggermark Assassins sent after them. Once the PCs realize what Loric is, then the goal becomes to find all of his armor and destroy it completely. Once Loric is defeated, Lord Narius offers to pay in gold or to fund an expedition to reclaim Loric Fells.

THE BLACK SISTER OF PEYWOOD

PLOT HOOK

The adventurers arrive in the town of Peywood after dark to find its doors barred and windows shuttered, although the town appears to have been decorated for some kind of celebration. As the PCs investigate the town, they are met with a mix of fear and mistrust.

The townsfolk refuse to let them into their homes, and will only reluctantly speak to the PCs through boarded up windows or cracks in doors, but what they have to say is chilling. The town has a ceremony where all the children born that year are introduced to the entire town on a stage in town square, and a great feast is had. This year one of the children that was to

be introduced turned into a hideous monster and started attacking the town. The PCs are attacked by the monster, a scrag, if they approach the town square. Once they defeat it, the townsfolk come out to see what happened. They are thankful to the PCs, and the mayor rewards them handsomely from the



town's coffers, but the townsfolk are now convinced there is a Black Sister of Gyronna in their midst and that she will destroy the town. They whisper that it must be the child's mother, who is now missing, and the townsfolk beg the PCs to help them find her.

BACKSTORY

Years ago, the town of Heibarr was destroyed in a revolt instigated by followers of the hag goddess Gyronna, known as the Black Sisters. The town of Peywood was founded by some of the few survivors of the Heibarr revolt, and the Black Sisters intend to finish off all that escaped their wrath the first time.

POTENTIAL RESOLUTIONS

The PCs must conduct a witch hunt in Peywood to correctly identify the Black Sister (the mayor's wife, who killed and replaced his real wife years ago) and prevent further harm from coming to Peywood. If the PCs identify the wrong person as the Black Sister, falling for the mayor's wife's tricks, then the town is plagued by misfortune and eventually becomes one of the many ruins of the River Kingdoms.

THE COVERED BRIDGE

PLOT HOOK

As the PCs are traveling through a remote area of the River Kingdoms, they come upon a covered bridge crossing one of the Sellen's minor tributaries. The bridge is old but well-maintained, and wooden walls completely enclose the road. As they approach, they see a farmer's cart approaching from the other direction, crossing the bridge before the PCs. Suddenly, there is a scream, and the bridge is quickly obscured by an unnatural green fog which completely fills the tunnel. When the fog dissipates, all that remains are the shriveled husks of the farmer and his mule, and a cartload of withered chicken corpses. Alternatively, the PCs may be hired by a local ruler to investigate missing couriers or supply caravans, and track the issue to the bridge.

BACKSTORY

The bridge is haunted by the restless spirit of a former mercenary who was betrayed by his employer. His body was thrown into the river here, and the corpse lies wedged between the bridge's ancient stone pilings, picked mostly clean by the river creatures. Although the body is out of sight from those crossing the bridge, the mercenary's restless spirit has

manifested as a shadow, driven by revenge against his former employer. When travelers come near, the shadow attacks from the darkness of the bridge's rafters. To make matters worse, a hungry fog has been attracted by the negative energy of the mercenary's spirit, and has taken to waiting under the bridge, spilling forth when the shadow claims a victim.

POTENTIAL RESOLUTIONS

Destroying the shadow and the hungry fog will end the problem only temporarily. After 1d3 days, the mercenary's unquiet spirit will return as a haunt which acts as an *acid fog* spell. The haunt can only be destroyed permanently by recovering and *consecrating* the bones of the mercenary. Doing so earns the gratitude of the locals, and perhaps the enmity of the mercenary's former employer. 🧛



DEFENDERS OF THE RIVER FREEDOMS

BY SPENCER GIFFIN

ART BY LYNNETTE FETTERS

The River Freedoms are a key part of life to the inhabitants of the River Kingdoms. While everyone respects the River Freedoms, some truly take them to heart.

RIVER KINGDOMS REGIONAL TRAITS

The following regional traits are available to any character from the River Kingdoms. Characters with one of these traits tend to believe very strongly in one particular River Freedom.

Free Will, Free Tongue: You believe strongly in freedom of speech and are not afraid to speak your mind. You gain a +1 trait bonus to Diplomacy and a +2 trait bonus against any effect which would specifically take away or hinder your ability to speak freely, including effects which force you to only speak the truth.

Your Word Is Your Life: Keeping your word is everything to you and you expect the same of others. You gain a +2 bonus to weapon damage rolls against anyone who has broken an oath in the last 30 days. You must be aware of the oath and how it was broken to receive this bonus.

Unhindered Traveler: Freedom of travel is everything to you. Choose one spellcasting class. Add *freedom of movement* to your spell list for that class as a 4th level spell.

Legal Wayfinder: You make a point of keeping abreast of the myriad of ever-changing laws. You gain a +3 trait bonus on all Knowledge (local) checks regarding laws.

Suffer No Shackles: Your greatest fear is losing your freedom. You gain a +1 trait bonus to all Escape Artist checks and on all saves against charm or compulsion effects.

Possession Is Ownership: You consider it praiseworthy to take something from someone who has the ability to defend themselves. You gain a +1 trait bonus to all checks to steal an item from a foe and on your Combat Maneuver Defense when an opponent attempts to steal an item from you. If you use this bonus, your target is always

aware of the theft, even if you possess the Greater Steal feat.

RIVER KINGDOMS FEATS

The following feats are available to any character from the River Kingdoms.

FREEDOM OF THE SELLEN (COMBAT)

You have mastered holding what you have when piloting a vessel.

Prerequisites: Profession (sailor) 5 ranks

Benefit: When piloting a ship, you get a +2 bonus on checks to grapple another ship. You also receive a +2 bonus to your ship's Combat Maneuver Defense whenever another ship's pilot attempts a grapple against your ship.

RIVER FREEDOMS PRACTITIONER

You are so used to traveling any road and saying what you will that you can do so even when impaired.

Prerequisites: Character level 7, Iron Will

Benefit: Once per day as a swift action, you may act as though under the effect of the spell *freedom of movement*. This effect is a spell-like ability that lasts for 1 round. While under this effect, you may also speak unhampered regardless of any other effects on you.

Special: If you ever take someone's property without their knowledge, break an oath, disobey a law, or use a compulsion effect on anyone, you lose the benefits of this feat for 30 days. To regain the use of this feat before the 30 days have passed, you must atone in a way determined by those you have wronged. In the case of breaking a law, it is the relevant authority that counts as the person you have wronged. The *atonement* spell does not count as atoning for purposes of this feat.

RIVER FREEDOMS CASTER

Your unwavering belief in the River Freedoms empowers your spells.

Benefit: Select one spell which you have the ability to cast which has both a verbal component and does not have a compulsion effect. Whenever you cast that spell and do not remove the verbal component (such as through the application of Silent Spell), you gain several benefits. First, your caster level for that spell is increased by 1.

Second, if the spell targets anyone that you know has broken an oath in the last 30 days, the DC of the spell is increased by 2 for that target. You must be aware of the oath and how it was broken for this increase in DC to apply. Third, you gain a +4 morale bonus to all concentration checks related to that spell.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.





HIGH AND LOW ROADS: MORE RIVER KINGDOMS

ARCHETYPES

BY GARRETT GUILLOTTE

ART BY KRISTINA SEPPÄ



REPOSSESSOR (BRAWLER ARCHETYPE)

The River Kingdoms neither have nor enforce laws against theft by force; a citizen of this chaotic land owns only what she can defend from others. However, that same freedom also lets victims take their property back by force. Some hire specialized mercenaries known as repossessors, who specialize in using their quick reflexes, sharp eyes, and bare knuckles to recover stolen goods.

Prior Property (Ex): At 2nd level, a repossessor becomes adept at tracking down an object once owned by someone else. After spending 1 minute hearing or reading the former owner's description of an object, the repossessor gains a +5 competence bonus for 24 hours on all Diplomacy, Perception, and Survival checks to gather information about or locate the object. This ability replaces the brawler's^{ACG} 2nd-level bonus combat feat.

Pugilist's Fallacy (Ex): At 4th level, whenever a target within reach of a repossessor attempts to Bluff or Intimidate her or one of her allies, she can attempt an unarmed attack as an immediate action against that target without provoking an attack of opportunity from. If her attack succeeds, it deals half damage (all non-lethal) and the repossessor gains a +10 insight bonus on her next Intimidate check against the target. Creatures immune to non-lethal damage are immune to this ability. This ability replaces the brawler's knockout ability.

Have What You Hold (Ex): At 5th level, a repossessor gains Improved Disarm as a bonus feat, even if she does not meet its prerequisites. Additionally, a number of times per day equal to half her repossessor level, an unarmed repossessor can attempt to remove one held object, equipped weapon, or item equipped in the hands or wrists slots from a target as a disarm maneuver. She does not take a penalty for being unarmed. If her attack is successful, she takes possession of the item from the target even if the target wields it with two hands. This ability replaces the brawler's close weapon mastery ability.

ROAD JUDGE (CAVALIER ARCHETYPE)

Road judges are rare scions of order on the River Kingdoms' roads and waterways, enforcing their patron kingdom's laws and the River Kingdoms' six universal freedoms. The

General's knights of Touvette are the most famous road judges, though other River Kingdoms have since adopted the practice of appointing these mobile, battle-worthy magistrates to enforce their rule.

Alignment: Any lawful.

Magistral Voice (Su): At 1st level, a road judge can briefly quell chaos. Once per day, he can shout as a swift action to daze any creatures who can hear and understand him within 30 feet, including allies, for a number of rounds equal to $1d2 + 1/2$ his road judge level (Will DC $10 +$ the road judge's level negates). This ability replaces tactician.

Jury and Executioner (Sp): At 9th level, a road judge can readily discern the truth of claims against an accused criminal and pass judgment against the guilty. When any creature (including the road judge) accuses another creature in his presence of a crime, the road judge can immediately challenge the accused. The challenge compels an answer to the accusation as *confess*^{APG}, using the road judge's level as the spell's caster level. For the duration of the challenge, the road judge gains an insight bonus on all Diplomacy, Intimidate, Sense Motive, and combat maneuver checks against the accused equal to $1/2$ the road judge's level. The save DC against the road judge's coup de grace attempts against the subject increases by the road judge's level. At 17th level, the target takes damage and is sickened as *confess* even if it truthfully confesses to the crime. This ability replaces greater tactician and master tactician.

ORDER OF THE SIX FREEDOMS

A cavalier^{APG} of this order respects the six River Freedoms above all laws.

Edicts: An order of the six freedoms cavalier must respect the six rights granted across the River Kingdoms: freedom of speech, death to oathbreakers, freedom to travel roads and rivers, respect of local laws, freedom from slavery, and right of might over ownership.

Challenge: Whenever an order of the six freedoms cavalier declares a challenge, he receives a +4 bonus on all saving throws against spells or spell-like abilities cast by the subject of his challenge that would restrict his movement or speech.

Skills: An order of the six freedoms cavalier adds Escape Artist and Knowledge (local) to his list of class skills. Whenever an order of the six freedoms cavalier uses the Escape Artist skill on a creature other than himself, he receives a bonus on the check equal to $1/2$ his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the six freedoms gains the following abilities as he increases in level.

Say What You Will (Su): At 2nd level, the cavalier can shield an ally from being silenced. Once per day as an immediate action when he or his ally is targeted by silence or a similar effect that would render them unable to speak freely, the cavalier can gain or grant a bonus on any saving throws to resist the effect equal to his Charisma modifier. The cavalier must decide to use this ability before the saving throw is attempted.

Walk Any Road (Su): At 8th level, the cavalier and his mount can traverse the first 10 feet of difficult terrain or water they encounter during a movement at their normal speed,

as long as their movement does not end on water or difficult terrain.

Oathbreakers Die (Sp): At 15th level, the cavalier can manifest the moral weight of a broken oath down upon any who refuse to bend to his will. Whenever the cavalier strikes the subject of his challenge, he can forego the damage (but not any other effects of the attack) to instead affect the creature as a *greater command* spell, with a caster level equal to the cavalier's level. If the subject is unable to carry out the command during its next turn, the creature takes damage as though the attack were a confirmed critical hit (Will DC 10 + the cavalier's level halves) at the start of its next turn. The cavalier can use this ability once per challenge.

LOW ROADS DRIFTER (GUNSLINGER ARCHETYPE)

Outside of Alkenstar, gunslingers are often ostracized; their strange weapons and ways strike fear even into those they count as friends and allies. The River Kingdoms has little patience for such prejudice, however, and drifters who travel its riverbanks and trails—colloquially known as “low roads”—enjoy both the freedom and power their guns grant them there.

Deeds: A low roads drifter trades some of her gunslinger^{APG} deeds for the following:

Suppressed Shot (Ex): At 1st level, the low roads drifter learns to compensate for shooting while on the defensive. She halves any penalties on attack rolls when making ranged attacks while fighting defensively as a full-round action. If she has at least partial cover against her target and spends 1 grit point as a free action, the low roads drifter ignores attack penalties from the dazzled, entangled, frightened, or shaken conditions for a number of rounds equal to her gunslinger level. This deed replaces the gunslinger's dodge deed.

Sunder Shot (Ex): At 7th level, a low roads drifter can sunder objects with ranged attacks. If the target is an equipped and loaded ranged weapon and the low roads drifter is within its range, the sunder attempt draws an attack of opportunity from the target's wielder. If her sunder check is against an object binding or restricting a creature's movement, it grants a bonus equal to the sunder check's damage on the bound creature's next Escape Artist check to escape that object. The low roads drifter must spend 1 grit point to perform this deed. This deed replaces the gunslinger's targeting deed.

Standoff (Su): At 15th level, when the low roads drifter readies a ranged attack against a target in her line of sight, she can fascinate the target until she attacks, she or the target are attacked, or she is unable to maintain line of sight with her target, whichever occurs first. On each round at the start of its turn, or any time the target is threatened by another creature or one of its allies spends a standard action shaking it free of the effect, the target can attempt a Will saving throw to end the effect (DC 10 + the low roads drifter's level + her Charisma modifier). If the target successfully saves against the effect, the low roads drifter can make her readied attack as an immediate action, with a penalty to her attack roll equal to the amount by which the target exceeded the save's DC. A standoff attempt draws the target's attention to the low roads drifter's position, even if the target otherwise could not sense

her. The low roads drifter must spend 1 grit point to perform this deed. This deed replaces the gunslinger's evasive deed. ♣





GUNSLINGING GLADIATOR

By ELLIOT SMITH

Art by DIO MAHESA



One gold piece—the price the crowd paid to see a gladiator die. One thousand gold pieces—the prize I'm paid if it's the other guy.

That would be easier if he wasn't a minotaur. The hulking beast looms on the far side of the Arena of Aroden, stroking his double-bladed axe as we wait for the signal to begin. I tap the pistol and alchemy flasks on my belt, barely able to think amid the crowd's thunderous cheers.

Load and fire. That's all I have to do in the few seconds it will take the minotaur to cross gap between us. That's all.

If my parents are watching from Elysium, they won't be happy to see how I'm putting all that education to use. It can't be helped though. An orphan girl has to make a living somehow, and I'm not interested in the other way.

Sewing isn't my thing.

"Morsel!" the minotaur says, hefting his axe. "Be grateful.

As the tenth person I conquer in this arena, your name shall go down in history as a stepping stone on my path to becoming the next Champion of Tymon. For a few seconds after your death, I will feel bad about killing you—largely because of the hassle of cleaning your blood from my fur. I may even say something pleasant about you for a eulogy. Perhaps that you look like you'd be tasty if cooked over an open fire with a dash of honey."

"Thanks," I say, fingers inching nearer to a bullet cartridge. Load and fire.

"You are welcome, morsel."

The arena bell tolls. The minotaur bellows.

I snatch the cartridge from my belt as the beast hurls his axe. Death spins near. I hold my ground just long enough to jam the bullet into the pistol, then I roll beneath the axe's sweep, close enough to feel a breeze. Once I've dodged the blow, I stand, only to find myself eye-level with an incoming pair of horns.

With no time to raise my gun, I fire at the minotaur's hooves. The bullet chips bone, stuttering his rush. His horns strike air instead of my head, but his body plows on. My own bones crack as the minotaur slams into me.

I hit the sand coughing, knife-edged pain stabbing my ribs with every breath. This was a terrible idea. I won't even earn enough money to pay for a grave at this rate. Here lies Joannette L'Ecuyer, who escaped the mobs of Galt only to die alone hundreds of miles from home.

The minotaur retrieves his axe and charges in to finish the job.

Don't embarrass the family, Joannette. A few broken ribs are nothing compared to their deaths at the guillotine.

My pistol has been knocked out of reach, but my catalyst vial is at hand. Pulling it from my belt, I pop the cork on a round alchemy bottle to drip the catalyst in. Before the foaming solution can bubble over the lid, I stopper the cork to build pressure and toss the bomb toward the minotaur.

The bottle explodes in a fireball. It doesn't deter the beast, but the resulting cloud of smoke envelops him. As he disappears, the crowd boos, demanding to see blood. I scramble toward my pistol. They'll get their fill one way or another.

With a roar louder than the crowd, the minotaur bursts through the smoke. The few seconds it takes him to spot me are all I need. Keeping my eyes on the beast, I trace my belt, fingers passing over the alchemy flasks. I skip the first bullet cartridge, then the empty slot after it before grabbing the cartridge in the third position.

Loading the round, I aim the pistol as my opponent's eyes lock onto mine.

Goodbye, minotaur.

The crowd jumps to their feet at the thunderclap of gunfire. Too fast to follow, the bullet hammers the minotaur's chest. He stumbles to one knee, head bowed. Blood dribbles beneath his

fingers as he grips his wound. The beast snorts, stirring sand.

Suddenly, he lunges forward, heralded by a bloodthirsty cheer.

Goodbye, me.

I retreat, hand upon my belt. I have contingency plans, but all my tools are useless for lack of a single ingredient: time. The minotaur is closing faster than I can load or retreat. He knows it. I know it. I have to accept that and make it part of my response.

As the beast hauls back his axe for the killing blow, I soak the first bullet cartridge on my belt with catalyst. Unable to dodge, I step forward inside the strike, letting the axe's haft strike my ribs instead of its blade. A crack echoes as I'm battered against the sand, dropping the bullet

cartridge at the minotaur's hooves.

The crowd stomps the arena's stone flooring. An earthquake could be happening and I wouldn't notice the difference. The noise must be audible throughout the entire city. I can only imagine what they think is happening. It could hardly be worse than what is.

The minotaur raises his axe with a shout matched by the crowd. I still have a few bullets and bombs, but we both know I

*Loading the round, I aim the pistol as
my opponent's eyes lock onto mine.*

Goodbye, minotaur.

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wound. The beast snorts, stirring sand.*

can't ready either before the killing blow falls.

I scoot backwards anyway, not in hopes of escaping his attack but mine.

Just then, the catalyst finishes soaking through the paper shell of the cartridge that I dropped at the minotaur's hooves. The disguised alchemical bomb erupts in a flash of fire and thunder, drowning out the minotaur's scream. The crowd hushes as the minotaur collapses to his knees, legs torn and twisted. Shock paints their faces as they try to make sense of the sudden turn of events. Everyone assumes bullets are harmless unless loaded in a gun. To be fair, they are. But when everyone takes a fact for granted that makes it easy to use their expectations against them.

Pushing to my feet, I dust my hands off while the minotaur clutches his knees, gritting his teeth to smother his groans. The crowd redoubles its cheers as if to make up for lost time. My ears ring from the explosion and the cheering. This audience does love to see blood. The tumult brings me back to Galt and the taunting mobs surrounding the guillotine. I thought it was just Galt that had gone mad, but I guess people are the same all over.

I holster my pistol.

The minotaur crawls toward me. His shattered legs draw strokes of blood in the sand. His fingers shake as he pulls himself closer. "This is not over. I will not be disgraced by defeat."

"Don't be such a baby," I say, taking out a concussive alchemy bomb. "It's only your legs. A priest can heal that."

Backing away as I pour catalyst inside the bottle, I close the lid and toss it onto the minotaur's back. The bomb erupts with a shriek that silences the minotaur, who collapses onto the sand. The arena bell tolls again to declare my victory. I give the crowd a wave, then stumble toward the gladiator dugout, clutching my ribs. The minotaur's team is already rushing into the arena to help their unconscious fighter. Mine waits patiently in the shaded alcove.

I get what I pay for, I suppose.

As I take a seat in the dugout, the hired priestess lays a hand on my ribs. "Gorum, Our Lord in Iron, did you see Joannette wreck that guy? Impressive, right? Please heal her so that she can thrash more people in the future to your everlasting honor."

My ribs twitch as they knit together. When the shudder passes, I'm sore but the pain has dulled. "Thanks."

"No, no. Thank you," the priestess says, writing down her bill while watching the minotaur's cleric. "You really did a number on that minotaur. I'd say in the range of two thousand gold pieces." She sighs.

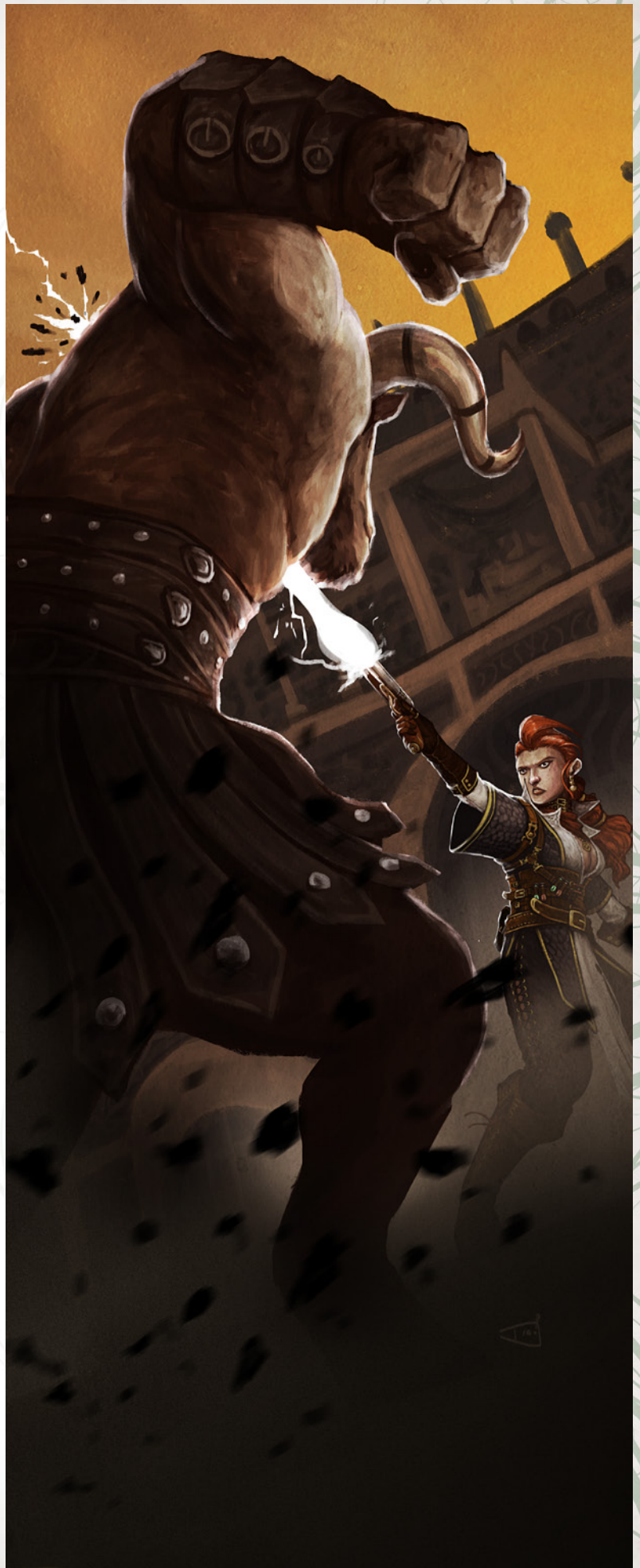
I stand and retreat a step. "Are you disappointed I wasn't hurt worse?"

She pats my shoulder. "Of course not, but never worry about being injured in these matches. Do what you have to do to win even if it means losing a limb or two. That's what Gorum would want. I can acquire regeneration scrolls if you ever need one."

"I can't afford those."

"Don't worry," she says with a smile. "My priesthood offers loans at low interest rates. We also have a resurrection insurance plan if you're interested."

I need to find a new job. 🍀





GOLARION GAZETTEER

LAZLO'S FERRY

By **CHUCK DiTUSA**

Art by **TANYAPORN SANGSNIT**



Lazlo's Ferry was established a mere 12 years ago in 4703 AR, when a trio of adventurers decided to retire and settle into less dangerous pursuits. Located on the banks of the East Sellen River about 20 miles north of Mivon, the little village is best known for its distillery and a small but efficient fleet of river barges. The populations of both the town and the surrounding farmlands are growing every day. Farmers, skilled craftsmen, and mercenaries make up the majority of the newcomers.

The foundation of the local economy is the distillery, which drove the development of the ferry and cargo barge businesses as well as the mercenary company known as the Packet Marine Crew. Although the ferry carries some travelers, it was designed specifically to transport barrels of whiskey from the distillery on the east bank to warehouses on the west bank, and to markets beyond. The majority of the whiskey travels upriver to New Stetven, downriver to Mivon and, infrequently, as far as Isarn in Galt.

Lazlo's Ferry is home to a fleet of 5 river barges that carry whiskey, passengers, cargo, and mail up and down the East Sellen on a regular, dependable schedule. Each barge is protected by a squad of mercenaries from the Packet Marine Crew. These mercenaries are known locally as "Packetmen", though they're a mix of both male and female. The term has double meaning, since "packet" is Brevic slang for a painful beating. Packetmen train and operate in squads of eight, drilling extensively in repelling boarders and shore raiding with crossbow and cutlass. On rare occasions, when the value of the cargo warrants, more than one squad might be used to protect a shipment.

NOTABLE INHABITANTS

Lord Derren Lebeda (LN male human cavalier 6, Order of the Land) is the scion of an offshoot branch of House Lebeda in Rostland. To distinguish themselves from their relatives, Lord Derren's family has taken a black swan on a light blue expanse as their crest. Lord Derren seeks to establish a barony centered on Lazlo's Ferry and the surrounding farmland, which will eventually be incorporated into the nation of Brevoy. He plans, after consolidating his power for a few years, to swear fealty to House Surtova. Lord Derren is serious in all matters concerning his family, but has a surprisingly dry sense of humor and an endless reservoir of patience for his former adventuring companions, Lazlo and Clotilde. He is tall, with long dark hair and light olive colored skin and is just beginning to develop some extra weight around his midsection as he approaches middle age.

Lady Vanka Lebeda (CG female human aristocrat 5) Lord Derren's wife is a favored daughter of Lord Kozek Lodovka of Acuben Isle. She moved out of Issia with great trepidation, but was pleased to discover that she enjoyed the frontier and the freedom it allowed her and, eventually, her children. She hopes to match her eldest, Inka, with an appropriate House Surtova lord. Lady Vanka is pale, with dark hair and piercing blue eyes. She is unusually tall and big-boned, with a habit of standing a bit hunched over to disguise her height.

Lazlo Liddledimp (CN male gnome alchemist [Visionary Researcher] 5) A middle-aged gnome with almond colored skin and mauve hair, Lazlo owns and operates the distillery. He vacillates wildly between periods of energetic inventiveness and brooding funks. His periods of depression are marked by the wearing of outlandish Varisian scarves and recitations of awful, autobiographical poetry. He has long claimed that the key to the special quality of his product is the water from a spring on the eastern side of the river. He maintains that it has a "sort of soft hardness, with a barely detectable note of dissatisfied earthworm" that is simply unobtainable elsewhere. Lazlo has always had a passion for distilled spirits, but not much of a mind for business. His former adventuring companion, Clotilde Proux, handles much of the finances and accounting for the distillery and ferry.

Clotilde Proux (NE female human cleric [Norgorber, Grey Master aspect] 3 / rogue 2) Locally known as The Finder, Clotilde has settled very easily into her post-adventuring career. Introspective and utterly amoral by nature, Clotilde is a woman of few words. She is slow to anger, but never one to forgive or forget a grudge. Of average height and build, she hides her athletic figure and long auburn hair under gray hooded robes. Clotilde also keeps hidden the fact that she is a devout worshipper of Norgorber, though both Lord Derren and Lazlo have long been well aware. They have not realized, however, that she is the leader of a small cult of the Grey Master based out of Lazlo's Crossing. Originally from Galt, Clotilde is notorious for her willingness to smuggle artwork and other valuables from her native land. Clotilde manages the Packet Marine Crew, the fleet of barges, and the business side of the distillery, which is rapidly making her one of the wealthiest people in the village. Her Packetmen are valuable spies for her thieving and smuggling operations, often identifying opportunities for scores. The Packet Marine Crew is an entirely legitimate business, however, and she never steals from a client that has hired her mercenaries.

PLACES OF INTEREST

THE EASTERN BANK

The eastern bank of Lazlo's Ferry contains the river barge and ferry docks, a warehouse and office for Clotilde's businesses (a hidden basement contains a shrine to the Grey Master), a small pub (The Swanning Crab), the Packet Marine Crew barracks, the Lebeda Manor (Riverside House), and Lazlo's distillery (upcoming batches include the 10 year aged reserve, a single-cask infused with fangberries that

will produce mauve freckles on the cheeks of anyone foolish enough to drink it).

THE WESTERN BANK

The western bank contains only a cluster of homes, a few warehouses, a carriage station, a small guardhouse staffed by a squad of Packetmen (7 fighter [Corsair] 1 squaddies, and 1 fighter [Corsair] 2 corporal), and a small stable.

THE EASTERN FARMLANDS

The farmland to the east of the village produces mostly barley and peat. Lord Derren has attracted two minor lordlings from Rostland to establish holdings in the area, and they are able to raise about sixty able-bodied warriors to defend the village should the need arise.

ADVENTURE HOOKS

• Lord Derren has taken **Gavriil Lodovka** (LG male human fighter [Buckler Duelist] 1), Lady Vanka's nephew, as his squire. Last week, young Squire Gavriil eloped with Gerta (NE female human rogue [pirate] 4), the captain of a river barge bound for New Stetven. Lord Derren's alliance with House Lodovka is very important to him, and Lady Vanka would be most embarrassed if Lord Kozek were to find out that the young noble was able to slip from their protection and run off with a commoner. In reality, Gerta does not love the young squire. She plans to kidnap him when they reach New Stetven and ransom him back to his family.

• Last year, Lazlo produced a single malt aged 8 years in Galtan port wine casks. This batch was known to cause a small but significant increase in the sensitivity of erogenous zones for those who drank more than three fingers of the spirit. The

Aldori swordlord Adrik Nadezhen of Mivon was embarrassed in an undisclosed incident caused by the beverage and has challenged Lazlo to a duel in order to restore his honor. Lord Derren refuses to stand in as Lazlo's champion, claiming that the Nadezhens are cowards and that dueling Adrik would be beneath him. House Nadezhen threatens a boycott of all goods from Lazlo's Ferry if Adrik does not get satisfaction.

• **Rolphe Daggett** (CE male human werewolf fighter [Corsair] 4) is captain of the Packet Marine Crew and Clotilde's long-time lover, though they have a decidedly on-again, off-again relationship. Rolphe was stricken by lycanthropy a few months ago and since then has perpetrated several mysterious and grisly murders in the farmlands surrounding the town. Lord Derren seeks to hire investigators to track down the killer, but Clotilde is concerned that any investigation threatens to uncover her cultist activities.



LAZLO'S FERRY

LN village
Corruption +1; **Crime** -3; **Economy** +1; **Law** +2;
Lore +0; **Society** -3
Qualities Prosperous, Strategic Location
Danger 0; **Disadvantages** none
DEMOGRAPHICS
Government overlord
Population 152 (140 humans, 8 gnomes, 4 other)

NOTABLE NPCs

- Lord Derren Lebeda** (LN male human cavalier 6, Order of the Land)
- Lady Vanka Lebeda** (CG female human aristocrat 5)
- Lazlo Liddledimp** (CN male gnome alchemist [Visionary Researcher] 5)
- Legitimate Merchant** -
- Clotilde Proux** (NE female human cleric [Norgorber, Grey Masteraspect] 3/rogue 2)
- Captain of the Packet Marine Company** - **Rolphe Daggett** (CE male human werewolf fighter [Corsair] 4)

MARKETPLACE

Base Value 700 gp; **Purchase Limit** 3750 gp; **Spellcasting** 3rd
Minor Items 2d4; **Medium Items** 1d4;
Major Items —

SAILING IN THE RIVER KINGDOMS: AN ACG ADVENTURE

BY JAMES McTEAGUE

ADVENTURE: SUPPLIES FOR THE CRUSADE!

This adventure is meant as a short replacement to Plunder and Peril. It requires the cards from the Skull and Shackles Base Set (but no adventure decks). The adventure's adventure deck number is 0.

"The wardstones have fallen! Demons are flooding into Mendev!" You've heard the cries for help. Certainly Crusader Road has been more active of late. You know that this all sounds terrible, but quite frankly this sounds like someone else's problem. If other people can't handle it, then you certainly can't. But what you can do is navigate the rivers that give the River Kingdoms its name, so when a priest from the Church of Iomedae offered you gold to deliver supplies to Mendev, you hopped at the deal. Navigate the River Kingdoms and make sure those supplies get to where they're useful!

COMPLETE THESE SCENARIOS IN THIS ORDER:

- Trouble in Tymon
- Can You Hold What You Have?

Reward: Each character gains a skill feat.

TROUBLE IN TYMON

Travel up the West Sellen river is always a little worrisome. On the eastern banks, you have all the banditry typical of the River Kingdoms. On the western banks, you have Razmiran fanatics claiming boats and their cargo in the name of the Living God. Both of them would be frustrating to deal with, but you were confident you could handle any problems.

It seems that the confidence was misplaced. After a couple days of travel, you were attacked by a group of bandits with shark tattoos. Some of them attacked you on deck, while others broke into the hold of your ship and stole all your supplies. They left you bloodied, beaten, empty-handed, and with a slowly-sinking ship.

You managed to steer that ship to a riverbank before it completely sank. With no other real options, you made the short hike to Tymon to report to the Church of Iomedae your utter failure. While in Tymon, however, you spot more of those shark tattoos. Perhaps these people were based out of here? Then all you would need to do is find their captain and challenge them to a duel via the Law of Grievance in the Seaside Warehouse Arena. If you win, then you can

get all your stuff back! You just need to find the captain first, and all you remember is the weird mechanical arm she had...

Villain: Jemma Redclaw

Henchmen: Ruffians

Locations:

- 1: Coastline
- 1: Festhall
- 1: Seaside Warehouse
- 2: House of Stolen Kisses
- 3: Docks
- 4: Alehouse
- 5: Harbor
- 6: Merchant Marina

Ship: Your ship is anchored at the Coastline.

During This Scenario: If you encounter Jemma Redclaw and she isn't in the Seaside Warehouse, she is evaded. Shuffle her into the Seaside Warehouse, opening it if it is closed.

Whenever you defeat a monster at the Seaside Warehouse, stash a plunder card.

Reward: Gain a Class 0 ship feat.



CAN YOU HOLD WHAT YOU HAVE?

You were able to duel Captain Redclaw and win a new ship to boot! However, it's not long afterwards that you find yourself the victim of bandit attacks once again. Fortunately, with this new ship and the new items you've collected, you're able to easily defend against the first wave of bandits. When you dragged them aboard to loot them, you saw the shark tattoos on their arm like the other ones. Apparently Captain Redclaw wasn't their leader. If not her, then who? And will you be able to deal with them while still hanging on to your precious cargo?

Villain: None

Henchmen: Buccaneers

Locations:

- 1: Fog Bank
- 1: Mangrove Swamp
- 2: Tempest Cay
- 3: Sea Fort
- 4: Raker Shoals
- 5: Holy Isle
- 6: Rocky Cliff

During This Scenario: Build only the first location. When you close a location, summon and build the next listed location. When you close the final location listed for your number of players, summon but do not build the location Shark Island; shuffle the villain Adaro Barbarian and 1 henchman Hammerhead Shark per character into it. You win the scenario only when you defeat the Adaro Barbarian.

You start the scenario with 5 stashed plunder cards per character. Whenever a monster is undefeated, banish a plunder card.

Reward: Each player chooses a different card from the Plunder stack. The next time that player starts a character to play through the Wrath of the Righteous Adventure Path, they may add that card to their deck as if it was basic.

NOTABLE ITEMS OF THE RIVER KINGDOMS

BY JEFF LEE

ART BY CARLOS TORREBLANCA

CURSED WATERS

Aura strong necromancy; **CL** 12th

Slot none; **Price** 3,600 gp; **Weight** 3 lbs.

DESCRIPTION

This unglazed clay jug bears the symbol of Gyronna etched on its surface and holds stale water. If poured into a major water source for a kingdom—such as a river, reservoir, or well—the water source becomes tainted. Bad luck, illnesses, and other minor misfortunes will plague the community. This increases unrest in the kingdom by 3 during its next turn sequence. A successful *remove curse* on the tainted water source will dispel the effects if done before the next turn sequence.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, crafter must be a worshiper of Gyronna; **Cost** 1,800 gp

NAKAR'S FANG

Aura strong abjuration and evocation; **CL** 11th

Slot none; **Price** 42,310 gp; **Weight** 12 lbs.

DESCRIPTION

This +2 *defiant halberd* has a sturdy oak haft wrapped in owlbear leather. The head is the huge tooth of some nightmarish creature, rendered as sharp and hard as steel. The weapon is named for Nakar, a Numerian adventurer who traveled the River Kingdoms, slaying fearsome monsters. He was last seen near Mosswater, seeking the local merrow tribe.

Nakar's Fang can form vicious barbs and serrations on its blade as a swift action. This negates the weapon's enhancement bonus, but successful hits with the weapon cause 2d4 bleed in addition to its regular damage. The wielder can return the weapon to its normal form as a free action.

Once per day, when an attack is a critical threat, the wielder of *Nakar's Fang* can choose to shatter the head of the weapon against the target. This automatically confirms the critical hit and inflicts 2d6 bleed on the target. The weapon reforms in 8 hours. Until it has restored itself, treat the haft as a +1 *quarterstaff*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Heroic Defiance, *bleed*, *break enchantment*, *shatter*, *stabilize*; **Cost** 21,310 gp

SCEPTER OF THE RIVER KINGDOMS (MINOR ARTIFACT)

Aura strong varied; **CL** 18th

Slot none; **Weight** 3 lbs.

DESCRIPTION

This darkwood rod is banded in cold iron and crowned with a golden orb, six jewels set evenly round its equator. The *scepter of the River Kingdoms* functions as a +3 *light mace*, in addition to its other powers. Unless otherwise noted, the scepter must simply be in the owner's possession for its powers to function. Rulers in the River Kingdoms covet the scepter, for it is the mark of a good king in the eyes of the common folk. Rumors say Pitax has a standing reward for delivery of the scepter.

If the owner is targeted with a *silence* spell, or enters the effects of an ongoing spell, the scepter immediately attempts to dispel the effect. This functions as a targeted *greater dispel magic* cast at 18th level. The scepter can perform this function up to three times a day.

The scepter can be used to formalize contracts between multiple persons. Up to six intelligent creatures touch the scepter (including the rod's owner, if she is part of the contract) and state the terms of their agreement. All participating creatures are under the effects of a *geas* until the terms are fulfilled. These effects can be removed from a creature as per the spell, or by the rod's owner if all other participants agree.

The owner of the scepter can ignore impediments to mobility. For up to 18 rounds per day she can move normally, regardless of effects that impede movement, as if she were under the effects of *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

The owner can use *project image* once per day, as the spell. If the owner detaches one of the six jewels and places it in a particular location, she may project her image to a square adjacent to the jewel from up to 18 miles away, as if she had line of effect. The effect can be ended by destroying the jewel (hardness 8, 2 hp). If a jewel is lost or destroyed, it must be replaced to use this effect again, at the cost of 5,000 gp.

When held, the owner can use *knock* and *pilfering hand* as spell-like abilities, each twice per day.

DESTRUCTION

If the *scepter of the River Kingdoms* is used to deliver the death blow to a former monarch of the River Kingdoms that has been enslaved, then it shatters as it delivers the killing blow. ☞





URINGEN

ADVANCEMENTS IN

ALCHEMY

BY JEFF SEXTON AND IAN
TURNER

ART BY KRISTINA SEPPÄ



Uringen is a strange place among the already strange River Kingdoms, but its alchemists are second-to-none. The scientists and madmen who draw on the local resources study a wealth of alien and bizarre knowledge. Their unique environment provides a testing ground for experimentation, leading to miraculous discoveries. Uringen's dimensional phasing creates instability in reality: ingredients such as explosives may heal, while benign substances may be toxic, and stable components move in and out of other dimensions. Presented here is a new archetype and some additional alchemical discoveries.

ALCHEMEDIC (ARCHETYPE)

These mysterious brewers are adept at healing tinctures and concoctions, amplifying the abilities of those who drink them. Alchemedics are sought-after adventuring companions for those unwilling to rely on the gods' capricious natures.

Skald (Ex): An alchemedic gains Skald as a bonus language.

Unrestricted Mutagen (Su): Alchemedics can dilute a mutagen to make it fit for consumption by other creatures. When mixing a mutagen, the alchemedic can reduce the alchemical bonus it provides by 2, allowing any creature to benefit from it. If the alchemedic has access to a cognatogen, this class feature can also be used. This alters Mutagen.

Healer's Arts (Ex): Beginning at 3rd level, an alchemedic receives a bonus extract slot for each level of extract he is capable of brewing. This may only be used for an extract of the conjuration (healing) subschool. This replaces swift alchemy and instant alchemy.

Skilled Healer (Ex): Alchemedics are proficient healers. An alchemedic receives a +2 insight bonus on Heal skill checks. This increases to +4 at 5th level, and again to +6 at 8th level. At 10th level, an alchemedic can treat deadly wounds on the same creature a number of times per day equal to his Intelligence modifier. This replaces poison resistance and poison immunity.

First Responder (Ex): Alchemedics are accustomed to treating wounds in dangerous situations. They may attempt Heal skill checks without provoking an attack of opportunity. This replaces poison use.

Healing Tinctures (Su): At 6th level, when brewing a mutagen or infusion, an alchemedic may mix an extract of the conjuration (healing) school into it. Doing so expends that extract slot for the day. Upon imbibing said mutagen or infusion, the extract immediately takes effect. Only the alchemedic can benefit from the modified

mutagen, unless he has the infusion discovery. This replaces swift poisoning.

The following discoveries complement the alchemedic archetype: cognatogen, dilution, elixir of life, enhance potion, eternal potion, extend potion, grand cognatogen, grand mutagen, greater cognatogen, greater mutagen, healing bomb, healing touch, infuse mutagen, infusion, spontaneous healing.

The following grand discoveries complement the alchemedic archetype: eternal youth, fast healing, true mutagen.

NEW DISCOVERIES

The following new discoveries can be taken by any alchemist who meets the prerequisites, but are more common among those from Uringen. Discoveries that modify bombs and are marked with a single asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Banishing Bomb* (Su): When the alchemist creates a bomb, he can modify it so that it deals no damage, but causes the target to vanish from reality for a number of rounds equal to the number of dice of damage your bomb would normally inflict. The target receives a Will saving throw to resist this effect. On a failed save, the target disappears, cannot take any actions, and is treated as though it does not exist for the duration of the effect. Time does not pass for the affected target. Durations of spells, poison, bleed or other effects are not reduced for this time and resume decrementing when it reappears. No external force can affect or harm the target while in this state. Each round, on the target's turn, it may attempt another Will save at the same DC to snap back to this reality, appearing in the nearest unoccupied space to the one it disappeared from. It automatically reappears at the end of the effect. An alchemist must be at least 8th level and have the translocation bomb discovery before selecting this discovery.

Curative Bombs* (Su): Creatures struck by your bombs can attempt a new saving throw against one of the following conditions: bleed, blinded, confused, deafened, exhausted, fatigued, nauseated, or sickened. They may also attempt an additional saving throw against one poison affecting them. An alchemist must have the healing bomb^{MM} discovery before selecting this discovery.

Dimensional Bomb* (Su): The alchemist can create a bomb that either banishes an extraplanar target or binds it to this plane on a direct hit. The target takes half the bomb's normal damage and must make a Will save or suffer the effects of either *dimensional anchor* or *dismissal*, chosen by the alchemist when he creates the bomb. An alchemist must be at least 10th level and have the force bomb or ectoplasmic bomb^{USH} discovery before selecting this discovery.

Mixed Bombs (Ex): You can apply two different bomb discoveries that alter the damage type of your bombs. Reduce the damage of the bomb by 1d6. Half the resulting damage is of one damage type, and half is of the second type. An alchemist must be at least 12th level before selecting this discovery.

Numbing Extracts (Su): When using an extract of the conjuration (healing) subschool, the drinker may make another saving throw against any spell with the pain descriptor that is currently affecting them. If you have the healing tinctures class feature, numbing extracts also applies to conjuration (healing) extracts used in that manner.

Numbing Bombs* (Su): Any creature directly hit by a numbing bomb suffers a penalty on Dexterity-based skill checks, Dexterity checks, and ranged attack rolls equal to 1/2 the bomb's splash damage for 1 round per alchemist level. An alchemist must be at least 12th level and

have the numbing extracts discovery before selecting this discovery.

Planar Extracts (Su): You add *summon monster* spells to your alchemist's extract list. *Summon monster I, II, III* and *IV* are learned at their normal spell level; you learn *summon monster VI* as a 5th level extract and *summon monster VIII* as a 6th level extract. You automatically add these extracts to your formulary at the appropriate levels and can prepare them normally. You 'cast' these spells as a standard action by hurling the extract at the space where you want the summoned creature(s) to appear, choosing at that moment what specific creature(s) appear.

Regeneration (Su): The healing from the spontaneous healing discovery functions as the regeneration universal monster ability, rather than fast healing, and the amount of healing doubles. An alchemist must have the spontaneous healing^{UM} discovery before selecting this discovery.

Regenerative Bombs (Su): When using a healing bomb, affected creatures gain fast healing equal to the number of dice you possess for a number of rounds equal to half your alchemist level. Undead directly hit by a healing bomb take ongoing damage equal to the number of bomb damage dice you possess for a number of rounds equal to half your class level. An alchemist must be at least 8th level and have the healing bomb^M discovery before selecting this discovery.

Regenerative Mutagen (Su): While under the effects of a mutagen or cognatogen, you gain regeneration 1. This increases by +1 at 5th level and every five levels thereafter, to a maximum of regeneration 5 at level 20. If you have the unrestricted mutagen class feature, the benefits of this discovery extend to whoever imbibes your mutagen or cognatogen. An alchemist must have the spontaneous healing discovery^{UM}, regeneration discovery, and the greater mutagen or greater cognatogen^{UM} discovery before selecting this discovery.

Temporal Toxin (Su): As a standard action, you can expend one prepared extract to generate one dose of toxin that coats one of your natural or equipped weapons. At 12th level, you can produce temporal toxin as a move action and the target must succeed at 2 consecutive saves to end its effects. An alchemist must be at least 6th level before selecting this discovery.

TEMPORAL TOXIN

Type poison, injury; **Save** Fort DC 10 + 1/2 your alchemist level + your Intelligence modifier

Frequency rounds equal to level of extract expended;

Effect 1 Dex plus slowed; **Cure** 1 save

Temporal Bomb* (Su): When the alchemist creates a bomb, he may infuse it with a bit of Uringen's instability. The bomb deals no damage, but the explosion triggers a time stop effect, speeding up the alchemist for 1d4 rounds of apparent time. In all other ways, the effect is like the spell time stop. An alchemist must be at least 16th level and must have lived in Uringen for 1 year and experienced the phasing before selecting this discovery.

Translocation Bomb* (Su): The alchemist can create a bomb that deals no damage, instead teleporting its direct target. The base distance teleported is 30 feet plus 5 feet for each damage die the bomb would have inflicted (maximum 75 feet). The target receives a Will saving throw to resist this effect. On a successful save, the target can choose to be unaffected or seize control of the teleportation, appearing in any open space of their choosing within half of the bomb's teleportation range. On a failed save, the target appears in a random open space within range, as close to the maximum range as possible. Non-flying creatures appear on a surface capable of supporting them. An alchemist must be at least 10th level before selecting this discovery. ✎



THE RATS OF CANBOULON

BY AMY C. GOODENOUGH AND
BRENDAN WARD

ART BY BECKY BARNES

Among the many itinerant residents of the River Kingdoms are the Rats of Canboulon. Occasionally disparaged as pirates by the folk of settled kingdoms, these ratfolk are, in fact, a nomadic clan of traders, fisherfolk, and mudlarks, wandering the Sellen and its tributaries in a collection of riverboats known collectively as Canboulon.

An insular community, the ratfolk go to great lengths to keep their movements secret, rarely making deliberate contact with fixed settlements except to trade. Paradoxically, the peripatetic existence of this community has made it one of the River Kingdoms' most stable: while sedentary kingdoms fall to countless wars, coups, and revolutions, these river rats have lived with the same social structures for countless generations.

ORIGINS

When heavy rains fall in the River Kingdoms, flooding can be a danger in even stable settlements. But underground, in caves and sewers, a flash flood can destroy whole communities without warning. After centuries of their subterranean colonies being all but wiped out, many River Kingdoms ratfolk began taking to the water in boats during the rainy season. Over time, this seasonal migration transitioned into a fully nomadic lifestyle, as many ratfolk abandoned their warrens for the freedom of the river.

CANBOULON: THE RIVER TOWN

By both the ratfolk who dwell there and the people they trade with, Canboulon is spoken of as though it were a town. This might seem strange to any traveler who encounters Canboulon on the move, for the 'town' proceeds along the river as nothing more than a loosely organized group of thirty or forty boats of various kinds. At any one time, Canboulon may stretch several miles along the Sellen or its tributaries, composed of everything from the small sailing canoes of its scouts to squat houseboats, rowboats, and punts, as well as the Augur's Great Barge.

At night, Canboulon proper reveals itself. At a signal from the Augur, the larger boats anchor themselves against the riverbank where the current is calmest, and one by one each boat is fixed to the others by means of a complicated tangle of ropes. Wooden walkways are pushed between the boats to form a network of bridges. With its lamps lit, Canboulon resembles a village swaying in the current, a fleeting sight that will be gone by morning.

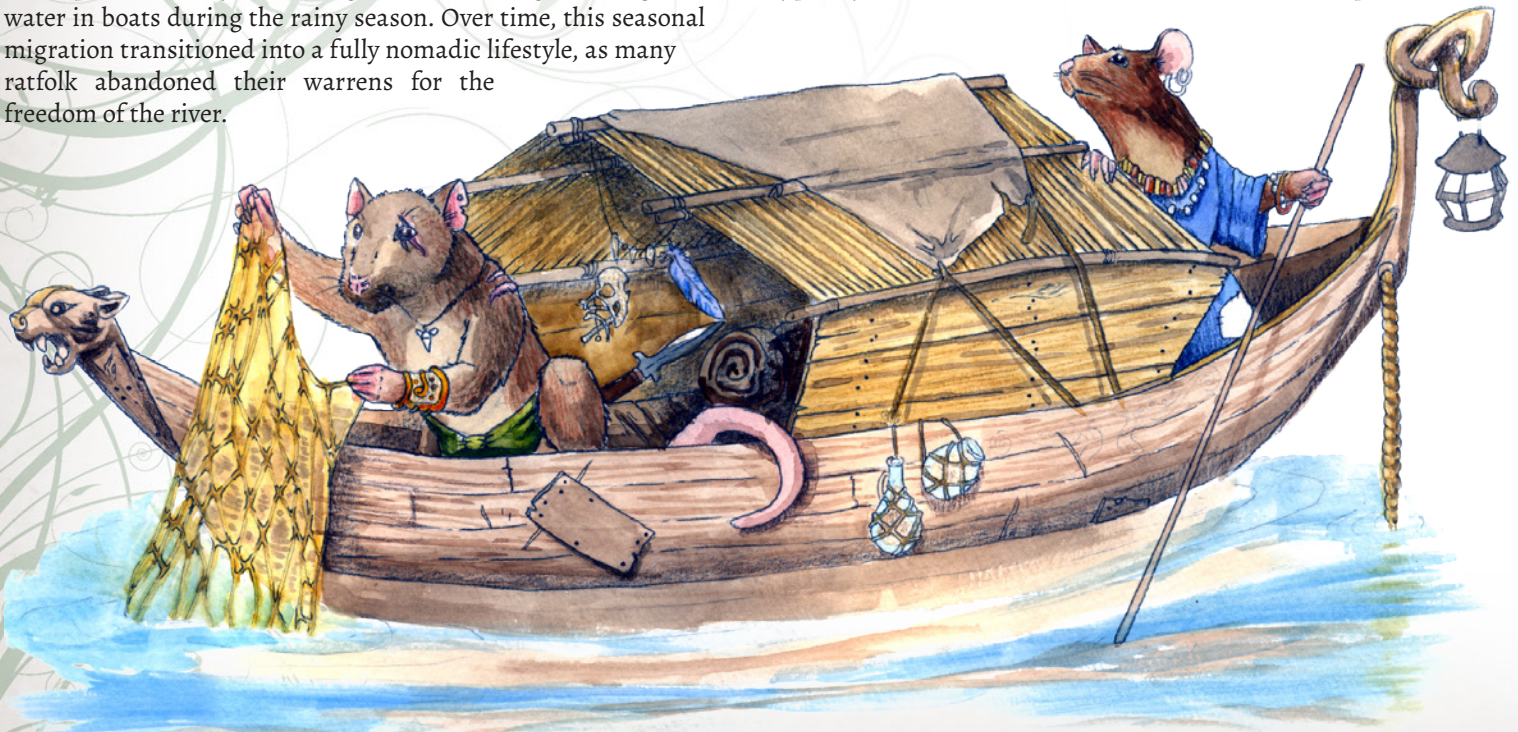
GOVERNMENT AND ORGANIZATION

Two primary positions of power exist in Canboulon society, the Warden and the Augur. The Warden is chosen from and leads the colony's scouts, serving as the warmaster and responsible for all decisions regarding the defense of Canboulon. The Augur, on the other hand, is chosen as a pup and groomed from youth as an apprentice to one day serve as the colony's healer and guide. Through various forms of divination, the Augur predicts the weather and determines the movements of Canboulon.

While these roles are theoretically equal in power, the Augur's voice usually carries greater weight due to its position as the "face" of Canboulon. There is no formal arbiter between the two, which has at times proven a problem, but such disputes are usually settled in consultation with the adults of the colony.

THE BOATS OF CANBOULON

Families within the Canboulon colony keep their own houseboats, typically flatboats with canvas roofs where both parents and



children live in very cramped quarters. The ratfolk keep as many boats as they are able to crew, retaining even the smallest canoes or rowboats for fishing, storage, trading, and scouting.

Rising above these lesser boats is the colony's Great Barge, captained by Canboulon's Augur. This enormous wooden boat boasts an elaborate thatched roof and multiple communal chambers. At the center of Canboulon life, this boat serves multiple functions. It is the living quarters of the Warden, the Augur, and their families, in addition to the Augur's youthful apprentice; it is the clan's meeting hall and town square; and it serves as a communal kitchen and dining hall for meals.

CULTURE AND LIFESTYLE

While not wholly different from the lifestyle of ratfolk in other regions, certain aspects of Canboulon culture are distinct. They share the love of baubles of their land-bound kin, frequently adorning both themselves and their boats with all manner of stones, coins, jewels, and other shiny objects. They favor more colorful clothing, but since they must trade for cloth, the quality and style of dress varies greatly depending on what they have been able to acquire. Unlike ratfolk who live in mixed communities, they make little attempt to hide their features.

In their cuisine, Canboulon ratfolk differ significantly from their kin. During the day they subsist upon a ration of dried fish and flatbread, as well as other foods that may be safely consumed during the ardors of the river journey. Conversely, the evening meal is an event of great import. At the center of this tradition is the Moolepot, a cauldron kept constantly simmering on the deck of the Augur's barge. A variety of fish, mussels, eels, edible riverweed, and any vegetables acquired by trade are all added into the pot, forming a stew known as Moole. Its preparation and consumption are of vital importance to the community. All are expected to contribute to its creation, and the colony eats it together on the Augur's barge.

MUD LARKING AND HOARDING

Like their brethren across Golarion, these ratfolk are drawn to trinkets and baubles, and among the most important activities of the colony is mud larking—scouring the river-muck for valuables that might have been dropped or washed away. While the ratfolk tend to be mistrustful of outsiders, many heirlooms swept away by the Sellen's currents have been recovered in the holds of Canboulon barges. These ratfolk are frequently willing to barter trinket for trinket, and haggle intently with any who come to trade.

The heavily-laden hoardboats wallow low in the water, weighed down by both basic needs and salvaged gewgaws and other flotsam. Outsiders might assume, incorrectly, that these are the barges of the traders. But in reality almost all of the items they hold are the property of individual residents, carefully cataloged by the steward so that ownership is seldom—though occasionally—called into question.

As part of a practice handed down for generations, marker lines are painted along the hulls of the hoardboats. Named Belmy's Lines after a steward particularly prone to unwise hoarding, these lines serve as the capstone on Canboulon's hoards. Belmy, despite warnings from the Augur, refused to lighten his craft and finally paid the price when his boat capsized during a mild flood, ending in both his death and the loss of many vital stores and treasured possessions. The resulting hardship left future generations more cautious about hoarding than other ratfolk are wont to be.

COMBAT

The unique nature of Canboulon brings its own advantages and disadvantages for those who try to defend it, and life on the water brings constant danger from river pirates. Scouts travel carefully and quietly both ahead and behind the main boats, keeping a constant watch for anything or anyone who might pose a threat. When under attack, however, the ratfolk have grown accustomed to defending their homes and possessions with whatever is at hand, leading them to favor two largely improvised weapons. The scouts and strongest adults employ bolas made from the heavy fishing sinkers used on their nets, while most of the other ratfolk wield makeshift guisarmes made by attaching a sharp hook to the top of a punting pole.

RELATIONSHIPS WITH OTHER COMMUNITIES

Shunned by most human society, the ratfolk of Canboulon avoid bank-dwellers as much as possible. The humans of the River Kingdoms, as with many across Golarion, view the ratfolk with suspicion, seeing them as pirates and plague-bearers. This suits the ratfolk well enough, as it keeps Canboulon out of the petty rivalries of local lords. They are slightly warmer in their relationships with certain Hymbrian outposts and with some of the druids of Sevenarches, where they are rarely met with the prejudice they find elsewhere.

While much of this prejudice is groundless, allegations of river banditry are not entirely unfounded. As with most residents of the River Kingdoms, the ratfolk of Canboulon hold to the sixth River Freedom, and without a doubt many of the objects filling their hoard were not simply pulled from the river. Should the owners come calling, the ratfolk will readily trade back stolen goods with minimal haggling, since a dogged pursuer would be a great hindrance to the whole community.



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MAGIC ITEMS: HEIRLOOMS OF FALLEN KINGDOMS

BY JEFFREY SWANK

ART BY CARLOS TORREBLANCA



Those who call the River Kingdoms home have crafted many strange items over the years and have passed them from one generation to the next. As a family's fortunes change, those items sometimes find their way into hands outside of their original bloodline.

CRONE'S HAT OF GYRONNA

Aura faint conjuration and evocation; **CL** 5th

Slot head; **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

This black, velvet, cone-shaped hat has a large, circular brim and a band of woven human hair at its base. The hat allows the wearer to imitate the sounds of any animal she has personally heard.

In addition, the wearer can take a full-round action to emit a horrid cackle in a 30-ft. cone, which causes 2 points of Strength damage to the target unless it makes a successful DC 16 Fortitude save. This is a sonic death effect. This ability may be used every 1d4+1 rounds.

When the wearer activates either of the hat's abilities, she gains the appearance of a green hag as if by a *disguise self* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*, *sonic scream*^{ACC}; **Cost** 6,000 gp

GYRONNA'S EYELID

Aura moderate necromancy; **CL** 7th

Slot neck; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This button is carved in the shape of Gyronna's eye. To activate it, this button must be sewn on in place of a button on the wearer's shirt. The button must be in clear sight. Once per day, upon command, the eye's lid opens and projects a 15-foot cone of bad luck. Any creature in the cone must attempt a DC 16 Will save, rolling twice and taking the lower result. On a failed save, that creature must continue to roll twice and take the lower result on all ability checks, attack rolls, saving throws, and skill checks for as long as it remains within the cone and for 1 minute thereafter. A creature that succeeds at its saving throw is immune to the button's effect for 24 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*; **Cost** 5,000 gp

HANSPUR CLAWS

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 18,320 gp; **Weight** 4 lbs.

DESCRIPTION

This +1 *trident* is made of twisted steel and its tines always appear bloodstained,

no matter how they are cleaned. Upon confirming a critical hit, the trident's serrated tines impale the target creature. An impaled creature gains the pinned condition (though the wielder doesn't gain the grappled condition), and automatically takes damage from the trident plus 1d4 points of bleed damage each round it remains pinned. Use the wielder's CMD to determine escape DCs.

The wielder must succeed at additional grapple combat maneuver checks to maintain the pin. The wielder can release an impaled creature as a free action.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *black tentacles*; **Cost** 9,320 gp

RIVERSIDE JACK-O'-LANTERN

Aura moderate necromancy; **CL** 8th

Slot none; **Price** 8,000 gp; **Weight** 4 lbs.

DESCRIPTION

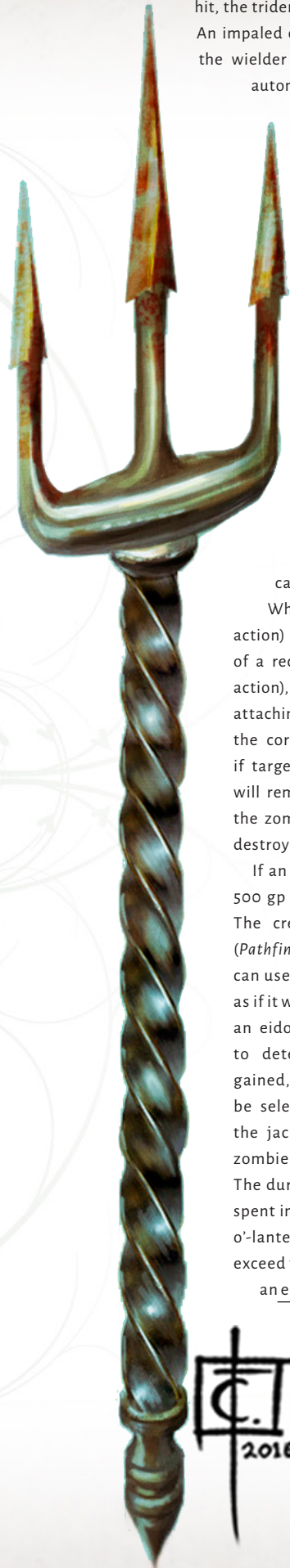
This hollowed-out pumpkin has a face carved into one side, arcane incantations inscribed within the interior, and a mundane candle affixed to the bottom of its interior.

When the owner lights the candle (a standard action) and places the pumpkin upon the shoulders of a recently deceased, decapitated body (a move action), roots grow from the bottom of the pumpkin, attaching it securely to the corpse. Furthermore, the corpse immediately animates as a zombie as if targeted by the spell *animate dead*. This zombie will remain under the user's control indefinitely. If the zombie is destroyed, the jack-o'-lantern is also destroyed and may not be used again.

If an exceptionally crafted candle worth at least 500 gp is used, the item awakens a primal zombie. The creature gains a pool of evolution points (*Pathfinder RPG Advanced Player's Guide*) the owner can use to temporarily give the creature evolutions, as if it were an eidolon. The creature acts as if it were an eidolon summoned by an 8th-level summoner to determine the number of evolution points gained, limitations on how often an evolution can be selected, and so on. Activating evolutions on the jack-o'-lantern zombie is a swift action. The zombie gains these evolutions for 8 minutes per day. The duration need not be consecutive, but must be spent in a minimum of 1-minute increments. A jack-o'-lantern zombie transformed in this way cannot exceed the maximum number of attacks available to an eidolon summoned by an 8th-level summoner.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *limited wish*; **Cost** 4,000 gp





HENDRIC'S JOURNAL: THE ECHO WOOD EXPEDITION

BY DIXON COHEE

ART BY JAMES KEEGAN



This tattered, leather-bound book was found among the personal effects of a man named Hendric who disappeared overnight from a room in Deadbridge's Salmon's Jump Inn.

3 Erastus: We set out from Deadbridge yesterday. A wealthy gambler hired the four of us to take a map he won in a card game, search the area it indicated and bring back whatever we found there. He promised us a third of the loot, which—if it's what he thinks it is—will be more than enough to set us up for years.

4 Erastus: They call this the Echo Wood for a reason. At night I swear I can hear voices on the wind, but Kaiden says it's just a unique property of the wood's trees.

5 Erastus: Tels cannot cook to save his life. Why do we keep letting him make dinner?

6 Erastus: We're right *lost*. This bloody map is ancient and makes no sense. This morning we couldn't find our tracks from the night before. Kaiden assures us it's because of the heavy rains, but I'm not so sure. I could swear the voices are getting louder.

9 Erastus: I think the wood is starting to get to Kro. He's always been a bit jumpy for a half-orc, but today was particularly bad. He sent up the alarm four times and even scorched a tree with a spell. He swears we're being followed, but each time he hears something it's been a false alarm.

10 Erastus: After days of wandering, I think we've found what we're looking for. We've come across a large lake and right there smack-dab in the middle is what looks like the top of a tower. We're building a raft from the trees on shore and tomorrow at first light we're going out there to see if we can get in.

11 Erastus: We've lost Kro. Went to go wake him in the morning after being on watch and his tent was empty. Everyone swears they didn't see him leave his tent. I *did* hear some strange things, but I had thought that was just the wind again. Kaiden's magic isn't able to find him. This isn't good. Kro was our arcane expert, and if the rumors about ruins like these are true, we're going to need him.

12 Erastus: This does not bode well. Tonight, after dinner, Tels found Kro's gear at the edge of the lake not far from camp. Everything was just piled there. His robes, his boots, his smallclothes, even his book, which he never lets out of his sight. But it looks like he may have swum over to the ruins. The window's shutters at the top of the tower are broken.

14 Erastus: These ruins are odd. We couldn't have gone that far down, and yet this place sprawls out like a maze. The

stone of the walls is smooth like glass and there is no lichen or mold growing on it despite the humidity.

16 Erastus?: I don't know how long we've been in here, but I'm convinced those voices I heard outside were real. I can hear them in here, too, and there's no way that it's the trees.

20 Erastus?: Tels is gone. He got too close to a pool of jet black water; something pulled him in, and he vanished.

21 Erastus?: I think we found Kro. His skin is all slimy and turning translucent. We know what killed him. The razor sharp shard of tile from the floor was still grasped in his hand. It looks like he decided he didn't want to let what was happening to him finish.

[The next four entries are too smeared to read.]

Undated entry: A hastily scrawled picture of three red pupil-less eyes in a column is drawn here.

Undated entry: I used Kaiden's scroll of teleportation to get back to Deadbridge. He wasn't going to need it.

3 Arodus: Last night I heard the voices again, and outside my room I heard heavy footfalls and sloshing water. I asked the Innkeeper and the other patrons if they heard anything but they didn't.

The final entry is undated: *[The text of this entry is hastily written and partly smudged.]* Tels is outside my room. He attacked me when I opened the door, screaming I had to come back with him. The door isn't going to hold long; I'm going to charge him when it fails. I'm not letting him take me back there. 🐉





SIDE TREK

ENCOUNTERS AT THE CREEK CROSSING

BY THOMAS LEBLANC

ART BY ANDREW DEFELICE



These encounters provide a boon or drawback, depending on how the party handles it. Each also has an additional boon and drawback for use with kingdom building (*Pathfinder Roleplaying Game Ultimate Campaign*).

ACCUSATIONS AT THE BRIDGE (CR 4 OR 5)

Ahead, a small bridge crosses a swiftly running creek. Stopped in the middle of the bridge, on a wagon, is a well-dressed merchant tightly gripping both the reins and a guard dog's leash. On each side of the bridge are two farmers and a farmhand, each brandishing weapons.

Creatures: The PCs find the farmers unfriendly. Unless contained by intimidation or diplomacy, the farmers attack the party if they try to approach the wagon, or if the PCs later take the merchant's side. They accuse the party of being the merchant's accomplices.

If made indifferent, the farmers tell them that the merchant is new to this area and that numerous homes had been burgled since his arrival. One of the farmers falsely claims to have seen the merchant sneaking away from his house (Bluff –1). Belligerent and stubborn, they want to beat the merchant until he gives up his accomplices and their belongings. They refuse to leave until they get answers.

The merchant is much more amiable, starting with a friendly attitude toward the PCs. He explains that the town constable questioned him at length and even searched his trade goods. He claims he spent his days selling wares door-to-door (Bluff +11) and his nights bartering and trading in town (truth). He offers to let the PCs search his goods if the farmers let them approach. When searching his wagon, the party can discover a false bottom with a DC 15 Knowledge (engineering) or DC 25 Perception check. Underneath they find miscellaneous knickknacks, handmade jewelry, and other common items stolen from the farmers.

If they discover his cache, the merchant whips his horses onward. He releases his guard dog and engages any PC on his wagon.

GM RESOURCES

These scenarios could use the bridge from either the *Pathfinder Flip-Mat: Battlefield*, *Pathfinder Flip-Mat Classics: River Crossing*, or *Pathfinder Map Pack: Road System* from Paizo, Inc.

MERCHANT [EXPERT]

CR 5

XP 1,600

hp 31 (NPC Codex, successful merchant)

DOG

CR 1/3

XP 135

hp 6 (*Pathfinder RPG Bestiary*)

Development: Helping the villagers regain their goods grants the party boons, while attacking the farmers or letting the merchant go with the goods causes drawbacks. If the players cannot prove the merchant's guilt, but manage to appease the farmers' anger, they receive neither.

Boon: The party gains a +4 to Diplomacy and Knowledge (geography, local, and nobility) checks when dealing with or consulting the locals.

Kingdom Boon: Decrease unrest in the kingdom by 1.

Drawback: The party has a –5 penalty on Charisma based skills when dealing with the locals.

Kingdom Drawback: Increase unrest in the kingdom by 1.

MISSING LOCALS (CR 2)

Husbands, sons, and fathers have started disappearing. Following rumors and tracking trails leads the party to a trade route where it crosses a stream. As they near, a wounded merrow emerges from under the bridge.

Creatures: A merrow has taken residence under the bridge after his clan exiled him for not fully partaking in their murderous depredations. He is indifferent unless threatened, not wanting to push his luck while injured. He tells the PCs why he moved under the bridge and admits to threatening travelers to extort food. He has never attacked any of the travelers, depending solely on intimidation to get food.

If asked about his wound, he explains he was poisoned by a bandit's dagger. If forced, he reveals that he is the reason the locals are missing. He had been protecting the travelers who gave him

food by killing bandits who attacked, but has stopped since being wounded.

The merrow is poisoned and has the sickened condition.

MERROW, FRESHWATER

CR 2

XP 600

hp 21 (*Pathfinder RPG Bestiary* 2)

Development: Letting the merrow live grants boons and killing him causes drawbacks.

Boon: The merrow tells the PCs where to find the bandits and the clan that exiled him.

Kingdom Boon: The merrow gives the party 1 BP worth of goods he took from the bandits.

Drawback: The merrow's brother sees the PCs killing him and will return with his kin to attack.

Kingdom Drawback: The party suffers the bandit activity event during the next kingdom turn. 🐉

FARMERS [COMMONERS] (4)

CR 1/2

XP 200 EACH

hp 9 each (NPC Codex, pig farmers)

FARMHANDS [WARRIORS] (2)

CR 1/2

XP 200 EACH

hp 15 each (NPC Codex, brigands)



WEAL OR WOE: A MATTER OF HONOR

BY KENDRA LEIGH SPEEDLING

ART BY BASIL ARNOULD PRICE

WEAL: NAHIA VERAI

Born from a family line who can trace their descent back to Brevoy, Nahia Veral has long been a highly acclaimed duelist in Mivon, and her skill has not lessened as she nears middle age. Though most with her reputation would not bother continually seeking out new opponents at the Sevier, Nahia prefers to keep her abilities well-honed. In addition to meeting challengers who wish to attain her rank, she often uses her skills on behalf of those unable to fight for themselves; nothing raises her ire more quickly than cruelty or bullying. Lately, she has taken to attacking groups of bandits who prey on travelers in Mivon. Though she is hot-headed and quick to anger, she has a mischievous sense of humor and is an intensely loyal friend to those who earn her trust.

ADVENTURE HOOKS

The PCs accidentally offend a Mivoni swordlord, who demands satisfaction in the lists. Nahia offers to train them so they have a chance to win.

Nahia suspects that someone is rigging duels and hires the PCs to investigate.

Rumor has it that one of Nahia's many enemies is plotting to kill her—not in a legitimate duel, but a murder. Nahia asks the PCs to guard her and discover who's responsible.

BOON

Nahia is a prominent figure in Mivon, and her good opinion carries a great deal of weight. PCs

on friendly terms with her get a +2 on both Diplomacy and Intimidate checks within Mivoni borders.

NAHIA VERAI

CR 6

XP 2,400

Female human (Taldan) fighter (swordlord^{ISP}) 5/Aldori swordlord^{Pop} 2

CG Medium humanoid (human)

Init +4; +6 if Aldori dueling sword is in hand when combat starts; **Senses** Perception +6

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 shield)

hp 55 (7d10+12)

Fort +8, **Ref** +10, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1, defensive parry +2^{Pop}

OFFENSE

Speed 30 ft.

Melee +1 Aldori dueling sword^{ISWG} +13/+8 (1d8+5/19–20)

Ranged dagger +11 (1d4+2/19–20)

Special Attacks disarming strike^{ISP}

TACTICS

Before Combat If she has time before a fight, Nahia drinks her *potion of cat's grace*.

During Combat Nahia attacks either the strongest-looking enemy or any spellcasters she can reach, using Dazzling Display to demoralize opponents. If one of her companions is in trouble, she immediately goes to their aid.

Morale Unless she is engaged in a formal duel, Nahia pulls back to regroup and drink a *potion of cure moderate wounds* if she falls below 10 hp. If a companion is in danger, however, she will defend them to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +7; **CMB** +9 (+11 disarm); **CMD** +23 (+25 vs. disarm)

Feats Aldori Dueling Mastery^{ISWG}, Dazzling Display, Dodge, Exotic Weapon Proficiency (Aldori dueling sword), Improved Disarm, Lightning Reflexes, Quick Draw, Vital Strike, Weapon Finesse, Weapon Focus (Aldori dueling sword)

Skills Acrobatics +11, Intimidate +10 (+12 while using Dazzling Display), Knowledge (nobility) +6, Perception +6, Perform (dance) +5, Sense Motive +6

Languages Common

SQ deft strike^{Pop}, display weapon prowess^{Pop}

Combat Gear *potion of cat's grace*, *potions of cure moderate wounds* (3); **Other Gear** +1 studded leather, +1 Aldori dueling sword^{ISWG}, cloak of resistance +2, candlerod, dagger, hourglass, puzzle box, signet ring

SPECIAL ABILITIES

Aldori Dueling Mastery (Ex) Nahia gains a +2 on initiative checks as long as she starts combat with her Aldori dueling sword in her hand. As long as she wields only a single sword in one hand, she gains a +2 shield bonus to AC; this drops to +1 if she wields it two-handed. Her Aldori dueling sword is treated as dealing both piercing and slashing damage.

Defensive Parry (Ex) When Nahia makes a full attack with an Aldori dueling sword, she gains a +2 bonus to AC until the start of her next turn.

Deft Strike (Ex) Nahia can add her Dexterity bonus to any damage rolls made with an Aldori dueling sword. She cannot use this ability if she is using a shield or off-hand weapon.

Disarming Strike (Ex) When Nahia successfully disarms an opponent using an Aldori dueling sword, she also deals normal damage to the target (without modifier).

Display Weapon Prowess (Ex) Nahia adds a bonus equal to 1/2 her class level on Intimidate checks made while using Dazzling Display. She gains a +1 competence bonus on these Intimidate checks due to possessing Weapon

WOE: MIKEL ALSIERR

As a young man, Mikel Alsierr was a skilled duelist with a very profitable swordplay school. He was arrogant and known as a harsh taskmaster, and vague rumors insinuated that he mistreated his students and charged their parents far more than his lessons were worth—rumors only, until Nahia Verai made a public accusation. Incensed, Mikel challenged her to a duel, grudgingly agreeing to fight until one of them was disabled rather than to the death as he would have liked. Nahia defeated him easily, and Mikel fled the city in disgrace. In spite of the rule that a duel's outcome shall not cause a vendetta among the participants, he has nursed a grudge for the past ten years against the woman whom he believes dishonored him and plots a fitting revenge. He has spent his exile engaging in piracy on the Sellen River and smuggling slaves through Mivoni territory, something that would certainly bring a great deal of trouble down on his head were it to become known. He believes a simple death would not be enough of a punishment for Nahia, and plans to destroy her reputation, as he views she did his.

ADVENTURE HOOKS

The League of Merchants in Mivon suspects someone is smuggling slaves through their territory, breaking one of the vital River Freedoms. They engage the PCs to find out what's going on and eliminate the culprit.

When traveling down the Sellen River, the PCs hear rumors of a particularly brutal group of river pirates preying on this section of the river.

Respected duelist Nahia Verai suddenly disappears, and the PCs are asked to find her. Their investigation leads them to her old enemy, who seems to have crueler plans than simply killing her.

DRAWBACK

Mikel has a great deal of influence among the region's river pirates. Earning his enmity doubles the chance for random encounters with pirates in Mivon until he is killed or arrested. If the PCs cause him too much trouble, he may decide to hunt them down himself.

MIKEL ALSIERR

CR 6

XP 2,400

Male human (Taldan) rogue (river rat^{PC:PoR}) 7

NE medium humanoid (human)

Init +3; Senses Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 deflection)

hp 49 (7d8+14)

Fort +4, Ref +8, Will +2; +2 vs. curses, disease, and poison

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +11 (1d6+5/18–20)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat If Mikel expects combat, he drinks his *potion of bull's strength*.

During Combat Mikel targets the weakest-looking foe first, using his sneak attack by feinting or flanking as much as possible. He tries to reduce opponents to 0 hp so he can use Gory Finish to scare their companions.

Morale Mikel is a coward, and flees once he has been reduced to 15 hp. He never forgets a defeat, however, and inevitably come back to wreak revenge on anyone who humiliates him in such a way.

STATISTICS

Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 8

Base Atk +5; CMB +9 (+11 trip); CMD +20 (+22 vs. trip)

Feats Combat Expertise, Dazzling Display, Gory Finish^{UC}, Improved Feint, Improved Trip, Weapon Focus (rapier)

Skills Acrobatics +10, Bluff +9, Disable Device +13, Intimidate +9, Knowledge (local) +8, Knowledge (nature) +9, Perception +10, Sense Motive +10, Sleight of Hand +11, Stealth +13, Survival +5, Swim +11

Languages Common, Hallit

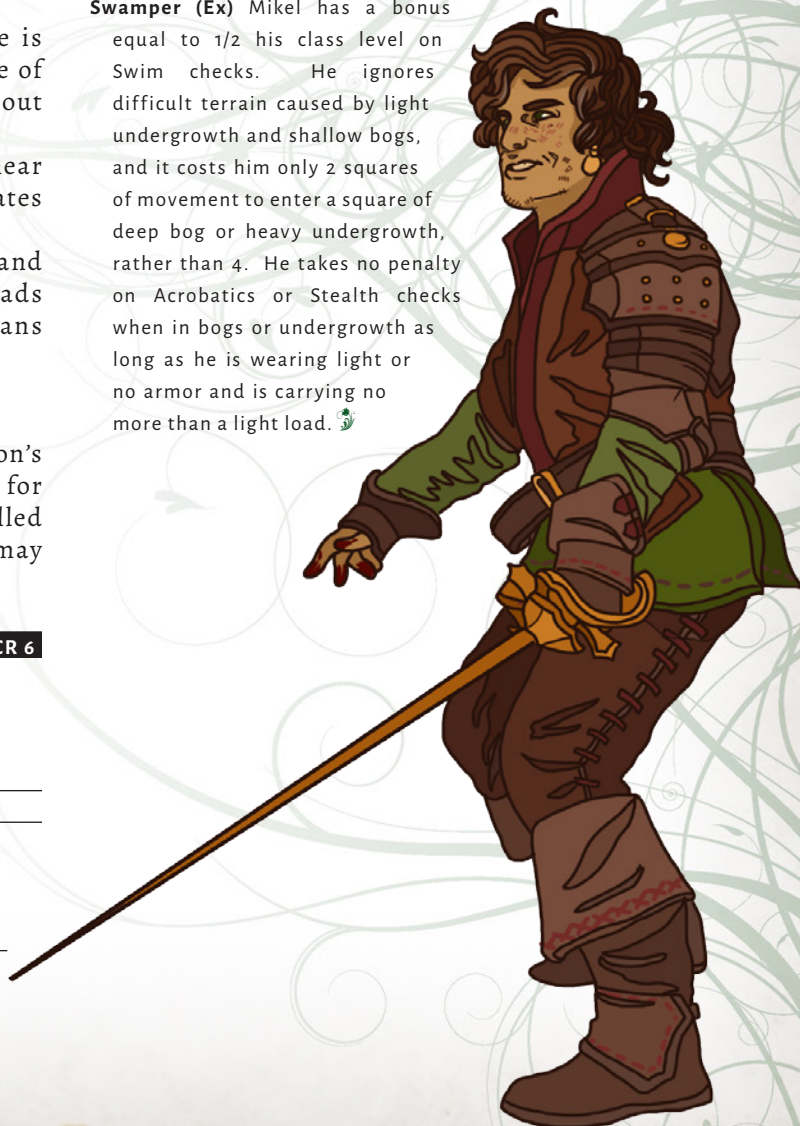
SQ rat's resilience^{PC:PoR}, rogue talents (bleeding attack +4, camouflage^{APC}, weapon training), swamper^{PC:PoR}

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** masterwork light crossbow with 20 bolts, +1 studded leather, +1 rapier, belt of incredible dexterity +2, ring of protection +1

SPECIAL ABILITIES

Rat's Resilience (Ex) Mikel gains a +2 bonus against curse, disease, and poison effects.

Swamper (Ex) Mikel has a bonus equal to 1/2 his class level on Swim checks. He ignores difficult terrain caused by light undergrowth and shallow bogs, and it costs him only 2 squares of movement to enter a square of deep bog or heavy undergrowth, rather than 4. He takes no penalty on Acrobatics or Stealth checks when in bogs or undergrowth as long as he is wearing light or no armor and is carrying no more than a light load. 🌿





SONGS OF THE RIVER KINGDOMS: NEW BARDIC MASTERPIECES

BY MATT ROTH

ART BY SILVIA

"CRESCENTMOON" GONZALEZ



The River Kingdoms are a disparate region of Golarion, united only in the diversity of its inhabitants. Attracting people from across the world, it comes as no surprise that the lush wildlife, bountiful rivers, and region-wide promise of free speech would inspire bards. The following are a selection of bardic masterpieces that were created within the River Kingdoms, but have spread well beyond the borders of its petty kingdoms.

For general rules on Bardic Masterpieces, see *Pathfinder Roleplaying Game Ultimate Magic*; the save DC for masterpieces is equal to 10 + 1/2 the bard's level + the bard's Charisma bonus.

A DANCE THROUGH THE FISHPONDS (DANCE)

Seen as an insult by most dueling Mivoni, this dance mocks the elitist dueling stances of the Aldori Swordlords with a masterful, if deliberately comedic, display of acrobatics. This frantic dance is an elegant blend of swordsman-like footwork and dexterous leaps, rolls, and spins.

Prerequisite: Perform (dance) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: While performing this masterpiece, all willing allies within 30 feet gain a +3 competence bonus to Combat Maneuver Bonus for disarm, dirty trick, and trip attempts, but incur a -2 penalty to Combat Maneuver Defense against these maneuvers.

Additionally, they may improvise a dueling dodge, even if they are not participating in an official duel (see the Duel rules in *Pathfinder Roleplaying Game Ultimate Combat*). This improvised dodge grants only a +2 circumstance bonus to their AC and Reflex saving throws against one attack or ability, but still incurs the -2 penalty to AC and Reflex saving throws until the start of their next turn. The dueling dodge performed with this masterpiece is cumulative with any other dueling dodge they may perform.

Use: 1 bardic performance rounds per round.

Action: 1 swift action.

DAGGER RIVER SHANTY (SING, STRING)

Originating among the river pirates in the Protectorate of the Black Marquis, this masterpiece often changes slightly at the whims of its performers. Regardless of how exactly its verses are sung, it has come to engender fear and timidity in foreign travelers on the River Kingdom's waterways—who are not granted the same protection of the land's River Freedoms.

Prerequisite: Perform (sing) or Perform (string) 6 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: Typically played as a Protectorate boat is about to board another vessel, this shanty helps convince foes to pay their dues. Up to one creature per bard level within 100 feet who can hear your performance is affected as though by a *suggestion* to relinquish their valuables to you and your allies. Upon hearing the song, affected creatures may attempt a Will saving throw to negate the effect. Creatures may attempt a new saving throw whenever they relinquish an item of particularly notable value, at the GM's discretion. As long as the masterpiece lasts, affected creatures do not consider this an unusual act and remain indifferent.

Overt acts of hostility immediately end this masterpiece's effects on all affected creatures. This is a mind-affecting effect.

Use: 5 bardic performance rounds for the first minute, plus 2 bardic performance rounds for every additional minute of the effect's duration.

Action: 3 full-round actions.

LORIC'S FELLING (KEYBOARD, WIND)

Once played upon the flutes of Loric's mercenary army, it is fortunate that this masterpiece spread beyond the Fells' borders before its residents themselves fell. While Loric's disappearance has given this masterpiece its new name, the same melodies that drove his determination to claim the untamed Fells continue to inspire.

Prerequisite: Perform (keyboard) or Perform (wind) 6 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You and up to one ally per every two bard levels you possess enter a tenacious battle frenzy. For the duration of your performance, all affected allies gain the ferocity monster special ability. While acting at negative hit points, dire desperation grants allies favored enemy (goblinoids +2), as per the ranger class ability.

Use: 3 bardic performance rounds per round.

Action: 1 move action.

MELANCHOLY OF THE LANDLOCKED SEA (STRING)

Soft melodies and woeful chords tell the tale of Outsea's aquatic exile. Representative of both the beautiful waters Outsea's residents departed and the prison that their city became, this masterpiece has helped foster relationships between aquatic and surface peoples. Written by a merfolk musician shortly after their entrapment in their saltwater prison, this song has seen frequent use by both Outsea's residents and air-breathing visitors. Known for its two distinct halves, it is a song of dualities; the powerful, rising arpeggios of the first half juxtapose the woeful, lengthy chords of the latter half.

Prerequisite: Perform (string) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: When performing this masterpiece, up to one creature per bard level within 60 feet may reverse their means of respiration. This effect is treated as *aboleth's lung*, except that affected water-breathing creatures may breathe air instead of water.

This masterpiece may be used on unwilling creatures, but they may attempt a Will saving throw to negate the effects. Affected creatures may attempt a new save as a free action at the end of their turn to end the effect.

Use: 4 bardic performance rounds per hour of the effect's duration.

Action: 1 minute.

SIBLINGS OF THE SISTER GUILDS (ACT, COMEDY)

This dark comedy tells the tale of two brothers in sister assassin guilds, both believing themselves denied their rightful inheritances by their father. As the two amateurs repeatedly foil one another's efforts to kill their father, their youngest sister, using the lessons of both guilds, masterminds her entire family's demise. As they all lay dying, victims of their own clumsy



scheming, the father emerges alive to claim his wealth—for he is a master of the sister guilds!

Prerequisites: Perform (act) or Perform (comedy) 8 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: Mastery of this dark comedy grants a knowledge of how to best apply poisons for assassination—as well as how to protect oneself from accidental death. A bard that knows this masterpiece is trained the use of poison and no longer risks accidentally poisoning himself when applying or using poison.

After performing this masterpiece, you and up to one ally per bard level within 30 feet embrace the lessons of the sister guilds for one hour. Any dose of injury poison you use is effective for two successful attacks instead of one. Additionally, attacks against flat-footed opponents do not consume a use. Each dose loses its potency 1 minute after the first successful attack.

Use: 7 bardic performance rounds.

Action: 1 minute.

THE BALLAD OF THE STOLEN LANDS (ORATORY, SING)

This solemn epic extols the natural beauty and wonder of the Stolen Lands, while lamenting the numerous nations that have laid failing claims upon it and the countless settlers who have perished trying to tame it. The tales told within this ballad inspire a thirst for heroic adventure and idyllic wanderlust, while steeling listeners against the dangers of the wilderness.

Prerequisites: Perform (oratory) or Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You and up to one ally for every two bard levels you possess become more aware of the dangers in the wilderness. Listeners gain a +4 competence bonus to Perception checks to avoid being surprised, a +2 morale bonus to all initiative checks while traveling (at the GM's discretion), and a +2 morale bonus to all attack rolls on the first round of any such encounter. Additionally, the inspiring ballad allows all listeners to ignore any fatigue caused by hustling or forced marching.

This masterpiece's effects last for 24 hours. Any nonlethal damage remaining after this time causes the targets to become exhausted. A creature that is fatigued, exhausted, or has nonlethal damage as a result of a hustle or forced march cannot be affected by this masterpiece.

Use: 7 bardic performance rounds.

Action: 10 minutes.

THE BEATING HEART OF WAR (PERCUSSION)

A powerful percussive piece, this song is often played on grand drums in the arena of Tymon during gladiatorial bouts. Spreading across the River Kingdoms, this masterpiece has been played on much smaller drums for much smaller audiences time and again.

Prerequisite: Perform (percussion) 6 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: The pulse-pounding rhythm of this performance is as empowering as a moment spent before the roaring crowds in Tymon's arena. You and up to one ally per bard level within 30 feet gain the Dazzling Display feat for the duration of your performance. Listeners do not need to meet the prerequisites of the feat to benefit from this performance.

Additionally, all spectators that can hear this masterpiece become more enlivened by the arts of war. For the duration of your performance, any crowd gathered for a performance combat (see the Performance Combat rules in *Pathfinder Roleplaying Game Ultimate Combat*) is considered to have an attitude one step higher towards your allies. This benefit is lost if an ally is caught cheating.

Use: 3 bardic performance rounds per round.

Action: 1 standard action. 🎵



ARMIES OF THE RIVER KINGDOMS

BY CHARLIE BELL

ART BY MICHAEL JAECKS



The militaries and soldiers of the River Kingdoms are as diverse as the kingdoms themselves. While none of the River Kingdoms are mighty military powers such as Cheliox or Taldor, most of them maintain some form of standing army, except for tiny settlements such as Cordelon and Riverton. Bush wars and incursions from rapacious neighbors such as Razmiran and Numeria occur frequently in the chaotic, rough-and-tumble River Kingdoms. Consequently, mercenary armies abound and individual soldiers tend to be experienced veterans. Even bandit lords and tribes of savage humanoids can assemble enough warriors to field their own armies.

DAGGERMARK

The Daggermark Assassins' Guild refuses contracts on members of Daggermark's military, but other nations' militaries are fair game.

DAGGERMARK ELITE ASSASSINS

XP 600

NE Tiny army of humans (slayer 7)

hp 11; ACR 2

DV 14; OM +4

Tactics assassination

Resources magic armor, magic weapons, ranged weapons

Special combat style, rogue talent, sneak attack, studied target, track

Speed 2; Consumption 4 (recruitment cost 16 BP)

HEIBARR

The unquiet spirits of Heibarr's three thousand inhabitants haunt the ruined town—terrible armies of ghosts, wraiths, and spectres.

WRAITHS OF HEIBARR

XP 6,400

LE Huge army of wraiths

hp 40; ACR 9

DV 21; OM +9

Special ability drain, blindsight, create spawn, darkvision, flight, incorporeal, sunlight powerlessness, undead, unnatural aura

Speed 4; Consumption 4

LAMBRETH

In the Moonlight Massacre of 4675, a Lambreth force, augmented by baying packs of shadow mastiffs and yeth hounds, destroyed an invading Razmiran army. Lord Kamdyn Arnefax and his elite personal guard, mounted on nightmares, led the vanguard.

LORD ARNEFAX'S GUARD

XP 800

NE Small army of humans (fighter 5)

hp 16; ACR 3

DV 17; OM +7

Tactics cavalry experts, relentless brutality

Resources magic armor, magic weapons, mounts (nightmares)

Special armor training, bravery +1, flight, smoke (as create sandstorm), weapon training

Speed 6; Consumption 4 (recruitment cost 33 BP)

Commander Lord Kamdyn Arnefax (NE male human fighter 10; Cha +1; Profession (soldier) +10; Leadership 14; bonus tactic (relentless brutality), flexible tactics, merciless

LORIC FELLS

A confederation of trolls, commanded by a coven of green hags, seized control of the Loric Fells in 4700 AR.

SCRAG TRIBE

XP 1,600

CE Medium army of scrag

hp 22; ACR 5

DV 15; OM +5

Tactics relentless brutality

Special amphibious, aquatic, darkvision, low-light vision, regeneration (2/phase), rend, scent

Speed 1 (2 in water or 1 land and 1 water); Consumption 2

MIVON

The Swordlord houses of Mivon sponsor mercenary companies that are in high demand due to their prestigious Aldori training and are among the most experienced combatants in the River Kingdoms.

MIVONI MERCENARY VETERANS

XP 1,200

CN Medium army of humans (swashbuckler 5)

hp 22; ACR 4

DV 14; OM +5

Tactics taunt

Resources improved weapons

Special deeds, weapon training

Speed 2; Consumption 3 (recruitment cost 5 BP)

OUTSEA

Schools of sharks accompany the sahuagin of Outsea into battle.

SAHUAGIN COMMANDOS

XP 1,200

N Medium army of sahuagin (hunter 2)

hp 22; ACR 4

DV 15; OM +6

Tactics expert flankers

Special animal companion, aquatic, blindsense, darkvision, light blindness, rage, spellcasting, track

Speed 2 (4 water or 1 land and 2 water); Consumption 2

PROTECTORATE OF THE BLACK MARQUIS

The pirate fleet of the Black Marquis consists of several keelboats, each crewed by an army of rogues and armed with a ballista.

PROTECTORATE PIRATES

XP 600

NE Medium army of humans (rogue 3)

hp 9; ACR 2

DV 12; OM +4

Tactics dirty fighters

Resources keelboat, ranged weapons, siege engine

Special evasion, rogue talent, sneak attack, trap sense

Speed 2; Consumption 6 (recruitment cost 23 BP)

SEVENARCHES

The army of Sevenarches, known as the Underbrush, consists of five companies of rangers. The Oaksteward druids who rule Sevenarches employ spells to alter battlefield conditions in favor of the rangers, who always enjoy advantageous terrain and battlefield advantage while in Sevenarches. Conversely, fey magic proves a bane to invading armies, reducing their OM, DV, and Speed by 1 (to a minimum of 1) as long as they remain within the Sevenarches borders.

SEVENARCHES UNDERBRUSH COMPANY

XP 800

N Large army of humans (ranger 3)

hp 27; ACR 5

DV 15; OM +5

Tactics cautious combat

Resources healing potions, ranged weapons

Special combat style (ranged), favored enemy (elves), favored terrain, track

Speed 2; Consumption 10 (recruitment cost 24 BP)

Commander Captain Dethenesthen Carcusian (N male human ranger 4; Cha +0; Profession (soldier) +4; Leadership 4; hit and run)

TOUVETTE

Touvette's policy of mandatory military service ensures every able-bodied male citizen is a trained and equipped soldier. Touvette can recruit twice the normal number of units per kingdom turn. The rigorous drilling of General Gabol Voran's "charities" grants any army recruited in Touvette full defense as a bonus tactic. In addition to its militiamen, the General's knights serve as elite heavy cavalry during wartime.

THE GENERAL'S KNIGHTS

XP 800

LN Medium army of humans (cavalier 4)

hp 16; ACR 3

DV 16; OM +6

Tactics cavalry experts, spellbreaker

Resources improved armor, improved weapons, mounts

Special challenge, mount, order, tactician (cavalry experts)

Speed 3; Consumption 4 (recruitment cost 10 BP)

Commander Lieutenant Baljaron Tou (LN male human fighter 6; Cha +1; Profession (soldier) +6; Leadership 7; loyalty, merciless)



TYMON

Tymon's Law of Defense requires all "bloodied" gladiators—those who have won ten battles in the arena—to muster in case of invasion. This gives Tymon ready access to a Gargantuan army of highly-experienced fighters.

TYMON BLOODED

XP 9,600

LN Gargantuan army of humans (fighter 4)

hp 55; ACR 10

DV 20; OM +10

Tactics dirty fighters, taunt

Special armor training, bravery +1, weapon specialization (melee)

Speed 2; Consumption 5

Commander Ullorth Ungin (LN male half-orc fighter 10/barbarian 4; Cha +1; Profession (soldier) +0; Leadership 18; bloodied but unbroken)

URINGEN

While Uringen's isolation serves as its first line of defense, it can muster a small but highly-trained force of alchemist grenadiers in case of invasion.

URINGEN GRENADIERS

XP 600

CN Small army of humans (alchemist 5)

hp 9; ACR 2

DV 12; OM +5

Resources improved weapons

Special alchemy, bomb, brew potion, discovery, poison resistance, spellcasting

Speed 2; Consumption 2 (recruitment cost 2 BP)

OTHER RIVER KINGDOMS

Artume: Sir Bransen Waike commands a LE army (Medium)^{UCA} of templar thugs and mercenaries. A NG Small army of rangers patrols the northern marches from Fort Tanveh.

Graltion: Lord General Halidan Tarne managed to assemble a poorly-trained CN militia (Huge)^{UCA} with which he intends to retake Galt.

Hymbria: Several companies of elven wardens^{UCA} protect the woodland kingdom of Hymbria.

Liberthane: Galtan refugee Lord Achilles Parsall commands a LG Small human army at Fort Liberthane.

Mosswater: The merrow tribe claiming Mosswater is a Medium army.

Nystra: Armies invading Nystra must succeed at a DC 15 Morale check each day or succumb to spores from the giant yellow musk creeper infesting the abandoned town. Infected armies become yellow musk zombie armies under the creeper's control with the mindless and plant special abilities.

Pitax and the Stolen Lands: See *Pathfinder Adventure Path #35: War of the River Kings* for statistics of the Pitax and Stolen Lands militaries.

NEW ARMY TACTIC

Assassination: Your army focuses on killing an enemy army's leadership to cripple its command structure. If your army damages the target army, your army attempts a second Offense check. If successful, an unexceptional commander is killed, while a PC or exceptional NPC commander must succeed at a Fortitude save with a DC equal to 10 + your army's OM or die. A dead commander no longer provides boons, and the target army cannot change tactics. After one phase, the army can attempt a Morale check each phase regain the ability to benefit from boons and change tactics. Alternately, the GM may resolve the assassination attempt as an encounter.

NEW ARMY RESOURCE

Keelboats and longships^{UC} are common transports in the River Kingdoms due to shallow waterways and play important roles in transporting armies. Each costs 6 BP and holds a Large army, a Medium army and a siege engine, or multiple smaller armies.

Keelboat (6 BP): The army consists of sailors or marines who travel by keelboat. The army gains the amphibious special ability and uses the ship's speed instead of its own when traveling by water. Its DV increases by 1 when on board the keelboat. A keelboat costs 6 BP initially and increases Consumption by 1. A keelboat can transport a Medium or smaller army and one siege engine. An army cannot have both the mounts resource and the keelboat resource. To purchase this resource, a settlement in your kingdom must have a Pier or Waterfront.

NEW ARMY SPECIAL ABILITIES

Deeds (Gunslinger 1, Swashbuckler 1): Once each Ranged or Melee phase, the army can increase its OM or DV by 1 until the end of that phase.

Sunlight Powerlessness: The army can only make Offense checks in darkness or dim light.

Studied Target (Slayer 1): Once per battle, the army may increase its OM by 1 against a target army for the rest of the battle.

Weapon Training (Fighter 5, Gunslinger 5, Swashbuckler 5): This ability functions as combat style^{UCA}. 🍷

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SOUND OF A THOUSAND WHISPERS

BY SPENCER GIFFIN

ART BY DAVE MALLON



The nymph Qissiae once defended the wilderness region of Thousand Voices within the Stolen Lands. She prevented numerous attempts at conquest and urbanization. She quickly realized that waiting for individuals to wander into her ward would not be enough to stop large numbers of invaders. Instead, she took a more proactive approach and left her ward.

Qissiae would isolate invaders from their companions one by one and promise them that stopping the invasion would earn her affections. Each prospective lover would then return to his companions to request they turn back. Their pleas usually fell on deaf ears and they would inevitably end up committing murder on Qissiae's behalf to deter other would-be invaders. While effective at preventing conquest of the region, each murder committed in her name became a black mark marring Qissiae's soul.

HAUNTS

DIVIDE AND CONQUER

An echo of Qissiae's tactics haunt many of the tokens she bestowed. Such tokens are usually found on or near human remains along the borders of Thousand Voices, as few bearers left the region alive. These tokens typically take the form of a lock of long brown hair held together by hemlock and can be pinned to a cloak or a cape as a brooch. Quite a few of the tokens are *nymph's brooches* and a handful are *brooches of maladroitness*.

DIVIDE AND CONQUER

CR 5

XP 1,600

Alignment CE item-bound persistent haunt (25-ft. radius)

Caster Level 5th

Notice Perception DC 20 (to hear faint whispers coming from the item)

hp 10; **Weakness** tricked by *haunted fey aspect*^{UC} or any illusion to appear as a fey

Trigger proximity; **Reset** 1 day

Effect When this haunt is triggered, the whispering words take on an alluring tone and begin to turn allies against each other. Each round the haunt affects a random target in range, and never the same target in consecutive rounds. For that round, the whispering can only be heard by the target. Targets are only chosen amongst those who are not fey. Creatures who appear to be fey through the use of illusion magics such as *haunted fey aspect*^{UC} count as fey for purposes of this haunt.

The target becomes invisible to all allies as if affected by an *isolate*^{MC} spell for 5 rounds. If the target succeeds at a DC 14 Will save, this effect is reduced to 1 round. Allies who can see invisible creatures or who count as a fey can still see the target.

The target also attacks the nearest ally it can see who does not count as a fey as if affected by *murderous command*^{UM}. A separate DC 11 Will save negates this second effect.

Destruction A *compassionate ally*^{UM} spell successfully cast on any non-fey creature within 25 feet of the item destroys the haunt. If the item was a *brooch of maladroitness*, it becomes a *nymph's brooch*.



MAGIC ITEMS

The following magic items are commonly given as tokens of affection by nymphs. Brooches of maladroitness are a cursed item occasionally created by nymphs who subconsciously fear that the intended recipient will bring civilization to her ward, but they are usually created intentionally for the leaders of nearby settlements.

NYPH'S BROOCH

Aura faint transmutation; **CL** 5th

Slot neck; **Price** 2,000 gp; **Weight** —

DESCRIPTION

This brooch, made from a lock of nymph's hair, slowly loses its color when not in a pristine natural setting. When its wearer enters any pristine natural setting it quickly regains its color. Regardless of how faded the lock becomes, its powers remain unchanged.

The brooch grants its wearer a +4 competence bonus on all Bluff checks to feign harmlessness^{CH} and a +4 competence bonus on all Diplomacy checks to make requests. Neither bonus applies against fey.

The brooch does not function in an urban environment. If the wearer spends 30 consecutive days in an urban environment the brooch permanently loses its powers.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a nymph; **Cost** 1,000 gp

BROOCH OF MALADROITNESS

Aura faint transmutation; **CL** 5th

Slot neck; **Weight** —

DESCRIPTION

This brooch is identical in appearance to a *nymph's brooch*, but grants none of its bonuses and won't lose its powers in an urban environment regardless of time spent there. If the wearer of this brooch holds a kingdom leadership role (such as Ruler, Marshal, or etc.), the benefit they grant their kingdom as part of that role takes a -2 penalty.

INTENDED MAGIC ITEM

nymph's brooch



THE HUT

A TAVERN BY THE SELLEN RIVER

BY KELLY PAWLIK

ART BY JESS DOOR



THE TAVERN

Not far from the banks of a fork in the winding fingers of the Sellen River, on the border of the civilized Sevenarches and refugee populated Gralton, is a large hut propped up on stilts in a marshy expanse. The boards are weathered and it is obvious the structure has stood for some time. Various birds, fish, and crocodiles inhabit the area surrounding the dilapidated building; though more threatening creatures have been known to make their way into the vicinity. Those traveling by boat will find several mooring posts in the river where they can safely tie off their barges before making the short trek to The Hut. Those unfortunate enough to be traveling by foot will likely find the building a welcome and dry sight after traipsing through the swamp.

Delicious smells waft out of the building and lights are visible through the windows. There are no signs denoting a name for the building, or even its purpose, but the weathered old shack emanates a strange, welcoming feeling. Despite how rickety they look, the steps leading up to the large hut feel secure underfoot. The wooden door opens with a slight creak and inside a plump Mwangi woman hangs a food-splattered apron, on a hook before she bustles over to greet newcomers. An easy smile spreads across her lined face as she welcomes her guests to The Hut, introducing herself as **Mama** (NG middle-aged human expert 4 rogue 1).

Various trinkets from all around the Inner Sea decorate the interior of The Hut. On one wall hangs a tarnished cutlass from the Shackles, while a mammoth's tusk, covered in elaborate scrimshaw, rests on brightly colored Qadiran silk. Mama's favorite was a gift crafted in Iadara—an illusionary elf dancing on a tiny stage. The main room has an expansive table with two long benches. There is easily enough room to seat twenty guests. Three doors lead off the main room, leading to the kitchen, Mama's room, and the guest quarters. The cluttered kitchen utilizes every inch, and is crammed full of spices, seasonings, dried goods, curing meat, and large pots and pans. Mama's room, the smallest of the three, holds a neat cot and a locked chest of colorful clothing, beaded necklaces, and a coffer with an assortment of coins and semi-precious stones. The guest quarters are choked by five teetering bunk beds. There is just enough space to walk between the surprisingly comfortable beds and their secure footlockers, but no more. While there is only sleeping space for ten, many more people can sleep on

their ships moored close by and visit The Hut for meals and conversation. The prices at The Hut are very reasonable, especially given the sheer quantity of food included with lodging rentals. Those who appear to be down on their luck will often find Mama refuses payment, encouraging them pay her by going out and doing something good for the world.

THE FOOD

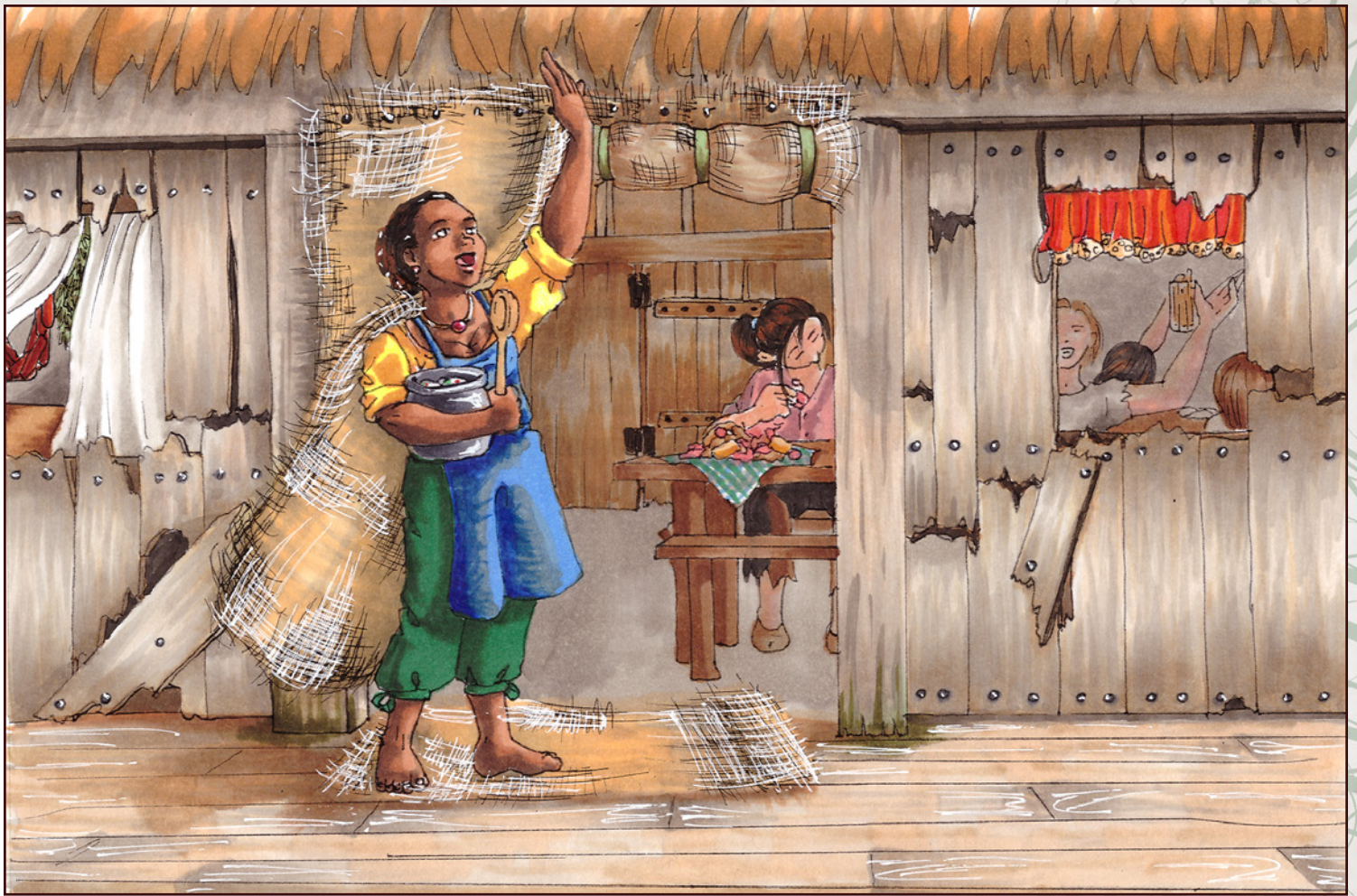
Mama serves an assortment of food, mostly depending on what she can get her hands on. Jambalaya, soup, stew, and biscuits are often served for lunch and dinner while breakfast typically features duck eggs with a rich creamy sauce, bread soaked in eggs and fried, or battered deep-fried dumplings. Whatever Mama makes, she makes a lot of, no matter the number of guests. If asked, Mama simply says that here is always someone hungry out in the swamp, and her food never gets wasted. Many of her dishes are spicy, and all are full of flavor. Mama encourages guests to eat by serving heaping plates of food and bringing early second, and even third, helpings. Wine abounds, but Mama also has a limited assortment of hard liquors, and all are of decent quality. Those wishing to stop at The Hut just for a bite to eat and something to drink before continuing on their travels find the prices quite affordable and get Mama's safe travel wishes for free.

MAMA

The proprietress of The Hut is a jolly middle-aged woman with dusky black skin and dark, pinned braids. She wears colorful clothes with loose fitting pants and greets everyone, even strangers, who enter The Hut with a huge smile and, often, a hug. A few of her white teeth are missing and her arms have faint scars on them from cuts and burns. Her jovial attitude quickly puts all those in her presence at ease.

Mama grew up with her mother in Bloodcove. The two were close and she learned to cook, mend clothes, and otherwise take care of those in their close-knit community. When she was a young teenager, Mama's mother was attacked by thieves in the street and killed. The criminals were caught, but their punishment didn't bring her mother back. Mama, alone for the first time in her life, decided she couldn't stay in Bloodcove. She snuck onto a merchant ship in the harbor and hid. She was only discovered after the ship left port. The captain took pity on her and offered her a job in the kitchen. Mama took her role seriously, and ensured that all of the crew were well fed for their strenuous jobs and whatever may come their way. The older crew members joked that she was more motherly than some of their own mothers, and they started calling her "Mama." Despite her young age, the name stuck. Now, only Mama knows her real name, though perhaps she too has forgotten it.

After over two decades on the ship, Mama awoke one morning to find the ship under attack by river pirates. She had gained some skill with a cutlass and took up arms beside her crew. The captain and crew were able to fend them off, but the battle was fierce. The captain, who had become like a father to Mama, succumbed to his injuries. His first mate took up as captain, but Mama, distraught over the former captain's death, decided she could no longer stay. She



traveled around for a few months, even briefly returning to her former home of Bloodcove, but she never found anywhere that felt like home. Eventually Mama decided to set up The Hut in the otherwise unpopulated area along the Sellen River, as a place where she could care for those traveling through the River Kingdoms.

RUMORS

With so many travelers passing through, rumors abound at The Hut—and *about* it. Mama is well-loved and has a talent for getting people talking. She isn't afraid to tell a story or two, herself. You can roll a d8 or choose a rumor from below.

1. "Mama once fought off a boat of river pirates on her own. They certainly picked the wrong target!" **True**—A very small group of river pirates came to The Hut one day and thought they could take advantage of Mama. They quickly found themselves mistaken.
2. "Esmet Silkenlock, the mayor of Sevenarches? Well, I heard she tried to shut this place down." **False**—Esmet has no problem with The Hut and has actually visited on occasion just to see what people were talking about. The food wasn't her favorite, though she did admit it was decent.
3. "A tribe of March Giants has settled in a few days to the West. They'll be trouble if they make it this way." **True**—If left unchecked, the marsh giants will bother travelers and disrupt Mama's business.
4. "There's this one elf, makes the trek up from Kyonin now and again. He loves my jambalaya, always has

three servings." **True**—The elf in question is actually a member of the Winter Council in Kyonin, and he cannot get enough of Mama's jambalaya.

5. "The nagas have been more aggressive lately, really causing trouble for some merchants." **True**—Water and spirit nagas have become more active lately and several ships have fallen prey to their attacks.
6. "Mama once wrestled a dire crocodile. Then she made the best fried crocodile I've ever had." **Partially True**—It was a regular crocodile, but everyone agreed it was delicious.
7. "Cordelon's been having real trouble of it lately. More bandits than ever stealing some strange black oil. Heard they're offering a reward if someone can help them out." **Partially True**—A group of bandits has been striking continually, stealing and selling the barrels. Locals have been unable to solve the problem as of yet, but they have little interest in outsiders getting involved and certainly have not offered a reward.
8. "There's supposed to be some great treasure to the North. A secret stash planted by Lady Sovella Artume before she fled. Rumor is, she never had a chance to get it." **False**—Either the treasure never existed, or the queen already retrieved it. Dozens of adventurers have gone looking for it, many of whom have lost their lives, but for obvious reasons, none have had any luck finding the treasure. 🍀



“STEADY AS YOU SAIL”

A SONG OF THE

SELLEN

BY DANA HUBER

ART BY JESS DOOR



“A traditional song of the Sellen, as sung to me by my mother, Tharsa Ven, a veteran river rat and captain of her own boat. Aside from possessing a catchy cadence, it teaches young sailors major ports of call and some river hazards. I have taken the liberty of altering the profanities of the original to more palatable verbiage, and of transcribing only the most well-known stanzas; some versions of the song have as many as a hundred.”—Tannor Ven, Pathfinder

“STEADY AS YOU SAIL”

Chesed marks Grandfather’s start
Feeding from the Lake of Mists
Fog wraps the Black Sov’rin’s heart
An’ covers up the Sellen’s twists.

—So steady as you sail, lads, steady as you sail.

Set your course south, an’ leave behind
Numer’a’s plains and tec’nic rats;
Hajath Hakados at the bend
Make port an’ take leave where it’s at.

—So steady as you sail, lads, steady as you sail.

Now home we are, in river marsh
Poles out! and eyes for pirates—
For Hanspur knows that times are harsh
An’ profit stays with him who hides it.

—So steady as you sail, lads, steady as you sail.

Elf-land to starboard, Galt to port
Mind the cargo, in white waters
For dwarves dumped their rocks in Sellen’s court
An’ they’re keen for hulls to slaughter!

—So steady as you sail, lads, steady as you sail.

In Bellis-town they’ll treat you right
The mead is sweet, and so’s the honey
An’ the warmth of a berth for a night
If you ain’t spent all o’ your money!

—So steady as you sail, lads, steady as you sail.

Last leg’s sweetest, through the trees
Of Verduran, to Cassomir
The sea wind carries a salt breeze
An’ journey ends at yonder pier.

—Steady as we sailed, lads, steady as we sailed! 🍷



PERSONAL SCRIVENER'S GUILD

BY KIEL HOWELL

ART BY SNOW CONRAD

Alignment: N

Headquarters: Gralton

Leader: Persama Lendleholt

Prominent Members: Arin "Quickfinger" Rulash, Darabon Xyhill III, Trenthook

Structure: Guildhall in Gralton, scrivener's trade shops across the River Kingdoms

Scope: Regional

Resources: Strong income from scrivining and identity creation, favors owed by many in all walks of power.

The Personal Scrivener's Guild is, at the face of it, an association of professional copyists and writers who banded together to increase their resources. Behind this facade is the simple yet unlawful wholesale creation of identities for those who come to the River Kingdoms to leave their past behind. Many owe their new lives' completeness to the Personal Scrivener's Guild—without the paperwork provided by the organization, their lives would still be in constant danger from their past. The guild protects its facade of legitimate business efficiently; anyone found revealing the true identity of a client or detailing the guild's involvement is tied to a massive upturned log and left in the Sellen, or one of its tributaries, to be eaten piece by piece by any of the creatures hunting in the waters.

STRUCTURE AND LEADERSHIP

The Personal Scrivener's Guild is led by **Persama Lendleholt** (NG wizard 7), a female halfling knowledgeable in magical arts. Whether this is her true identity is unknown, as the guild's records show nothing of her, and even the highest ranking members know her as nothing else. Persama is kind but pragmatic. Her control over the guild is a mixture of respect and complacency; those who do well to further the guild's influence and resources are rewarded quite handsomely. She commonly visits different settlements in the River Kingdoms, ostensibly to tour guild scrivener shops, and is known for throwing lavish feasts and parties and leaving expensive tokens for members and their families.

Beneath Persama are her three most trusted associates. **Quickfinger**, also known as Arin Rulash (CN rogue 4), is a female gnome who gained her nickname in bypassing the magical traps Persama created to safeguard her grimoires and guild records when she first assumed leadership of the guild. Quickfinger immediately enlightened Persama as to the vulnerabilities in her measures and quickly became a friend to the halfling. Her skills have also aided the guild in secretly moving folks into their new lives and in devising the "Guide to a New Identity" booklet given to all new clients, which self-immolates in alchemical fire three days after it is first opened.

Darabon Xyhill III (NG archivist bard 5), is a human who endeared himself to the guild with his extensive knowledge of customs, notable families, and royalty of most of the regions around the River Kingdoms. His is an assumed identity, but one which he came with to the guild instead of bargaining their services to create it.

Trenthook (N investigator 5) is a female half-orc who, in a prior life, was a talented private investigator hired to find someone who had contracted the guild to create their new identity in the River Kingdoms. Despite her gruff name and appearance, Trenthook is extremely intelligent, and her insight has been invaluable to Persama and the guild in devising better methods for hiding clients with newly created identities from those who would seek them out.

Underneath Persama and her three most senior members of the guild are various treasurers, executors, lawyers, and scriveners who make the guild's day to day operations run smoothly. Guild dues cover what each member owes for protection, resources, and business, and it also provides the guild with funds. Every creature seeking a new identity from the guild has their application recorded and sent to the guildhall in Gralton for review by senior members. This allows for those of special interest to be marked by the guild for a reduced price for its services in exchange for favors to be called in at a future date.

GOALS

The goals of the guild are simple: create income, employment, and a modicum of safety from one's past. Many owe their new lives to the guild, and with the freedom granted by their new identity, they violently protect the knowledge of

the guild's true operations.

PUBLIC PERCEPTION

The public's perception of the guild is positive, in a wink-wink nod-nod manner. The guild's legitimate front is respectable and widely used at reasonable prices. The illegitimate activities benefit so many of the River Kingdom's denizens while doing nothing to destabilize regional leaders' rule that it is often overlooked and silently supported. 🐾





MATTERS OF FAITH

BY CHARLIE BROOKS

ART BY DODEQAA POLYHEDRA



Once the pyres start burning, it's hard to tell the dead from the undead. It doesn't help that one becomes another so easily.

I try to count faces as each body lands on the bonfire. I see a bearded bald man that I recognize as the retired baker Matheo. Had he died before, or was he one of the victims? Something split his head wide open, but I'm not bright enough to figure out if it was a battleaxe or a ghoul's claws. As it turns out, I'm not bright enough to do much of anything but cause disaster.

"This is where priests would come in handy," I tell Linnea, trying to sound like the thought just barely popped into my head.

"Don't talk nonsense, Davorik." Her reaction isn't very surprising, even to me. Nearly a dozen people died last night before the city watch managed to get the ghouls under control.

"It's not nonsense," I defend. "Clerics kill undead, right? They could have stopped the attack or at least gotten folks back on their feet."

"And what do you think created these things in the first place?"

I swallow. "I don't know...what?"

Linnea laughs bitterly and taps a long fingernail against one of my protruding fangs—a habit she has whenever she wants to remind me that I'm only her half-brother. "People see you with your big muscles and green skin and they think they see a dumb brute. Don't let them be right. Do some studying once in a while. Magic makes the dead rise. That type of magic comes from the gods and their followers."

"But it's not all like that. There are good clerics, too."

"Look around you, brother. Look past last night's disaster and you'll see a thriving city. The wounded are being treated in hospitals that didn't exist a few years ago. Children go to schools that used to be nothing more than money sinks for corrupt clergies. Everything we have in Avendale comes thanks to the fact that General Voran got rid of the churches and their damned holy wars." She waves a hand at the burning corpses in the city square. "When the god-worshippers get involved, we get this."

"But if it wasn't for the god-worsh...I mean, if it wasn't for a cleric, you wouldn't—"

"No," she says, cutting me off and turning away. "I wouldn't. But you know what? Maybe I shouldn't."

She storms off to help with repairs, leaving me to deal with my questions alone.

The setting sun whisks most people away to the safety of their homes, because fear dies more slowly than ghouls do. Even though I know where they came from, my stomach tenses with every step I take into the broadening shadows.

Part of me wants to ask Linnea to come with me. But the other part of me has a sick premonition of how that would end.

By midnight my feet ache and my heart wants me to make a mad dash back to Avendale. I bite my lip and march on. It's only when the ground gets soggy and the cave comes into sight that I realize I should have brought a weapon with me. I pause long enough to find a sturdy tree I can use as a club. Not exactly the weapon of a warrior, but then I'm not much of a fighter. The stereotype of the muscle-bound half-orc isn't quite as common as people think it is, and despite my size the only thing I'm really good for is spending long hours digging graves—or, more recently, digging them up.

I never thought of Orden as dangerous, and now I'm starting

to wonder why. Maybe it had to do with the light. He first showed me the cave at midday, so I paid the most attention to the many streams that crisscross the area before flowing away toward the Red Reed miles to the south. The cave that rises out of the soggy ground didn't seem like such a hunched, evil thing when it wasn't silhouetted in the moonlight. And my conversations with him always seemed pleasant—nothing that would freeze the blood in my veins like it is now.

He doesn't have a door. That should have been a clue. What decent person doesn't allow you a friendly wooden door to knock on?

"Orden?"

I cross the threshold and step onto the wet, rocky floor. Unfortunately, it's hard to wave a giant stick around nonchalantly like I'm not planning to crush somebody's skull with it.

"Orden, are you there?"

"Of course I am, Davorik." An elderly voice trails down from a bend in the cave. I see the flicker of lamplight on the walls, cutting through the gray shades that my orc eyes had been showing me.

"Did I catch you sleeping?" I turn the bend and stop, letting the rock wall conceal the makeshift weapon in my right arm.

"Not at all, my boy. I was working."

My eyes separate shadows from light and I suddenly wish they hadn't. Ice and bile replace the organs in my chest, and the only thing that keeps me from screaming in rage is the small voice in the back of my head that tells me it's all my fault.

There's Orden, cheerful, gray-haired man that he always is. He wears mud-encrusted boots, an old white tunic, and a stained gray

"Individual people don't affect change," continues Orden. "A society does. And for a society to change, people sometimes need to die."

"But you can't just—"

"We can always bring them back," he interrupts. "Tell me again...what was it that convinced you to ignore the propaganda and accept faith into your life?"



vest, like he was going to a social gathering and wound up in a swamp instead. He's at his workbench, one of the many broken-down pieces of furniture he's moved into the place to make his life as a hermit seem at least somewhat comfortable. And he has... guests.

A dead woman sits slumped in an overstuffed chair, staring at the lamp Orden has just lit. No...she's not dead. Her eyes are shining with tears, her lips trembling. She can't move.

Two tables here, both with bodies on them, like the flesh of the living is an appetizer to some grander main course. And dining on those corpses are two pallid, bald-headed monsters that look like men—almost.

I stop trying to hide the club. "Orden, you said you had control over these things!"

"And I do. I wouldn't be standing so close to them if I didn't."

"So you're *letting* them eat people? You were supposed to scare people, not murder them!"

"I was supposed to scare the city, my boy. People scare easily." He walks behind the paralyzed woman and puts his hands on her shoulders as though he were about to give her a massage. Her eyes lock onto mine pleadingly, but she can do nothing else.

"Individual people don't affect change," continues Orden. "A society does. And for a society to change, people sometimes need to die."

"But you can't just—"

"We can always bring them back," he interrupts. "Tell me again... what was it that convinced you to ignore the propaganda and accept faith into your life?"

I shudder as the image springs to my mind unbidden. I see

Linnea's eyes close for what I thought would be the last time as the plague finally finishes its work. I see the sale of our family's property, the grave robbing and the fencing that came after that... all to bring a diamond to Orden, the only man who said he could save her. And then I see my sister's eyes open again.

"You had to see a miracle with your own eyes. Until you did, you had no hope. And that's the problem with Avendale—there's no faith and no hope. They need something to open their eyes, and just scaring them with our ghouls won't do it."

Our ghouls. The words stab into my heart and stick there. I'm the one who dug up the first corpses for Orden. I had faith in Orden's claims, and he betrayed me. But I also had faith in him before and he brought Linnea back from the dead.

The confusion almost freezes me, but I finally raise the club and step forward. "We've gone too far, Orden. It's time to—"

A wiggle of his fingers and a few whispered syllables stop me in my tracks. My muscles lock up and my body almost falls over. My eyes, one of the only parts of my body that can move, look toward the woman in the chair as I realize it wasn't the ghouls that paralyzed her.

"No," says Orden. "This keeps going until Avendale either stops me or realizes it needs me. Don't worry—I know you'll be by my side, just like before."

He waves a hand at one of the ghouls. The monster stops its feast and begins advancing on me, its bloody fangs exposed in a wide grin.

I focus every ounce of effort in my body into breaking Orden's spell—not to swing the club, but to close my eyes. It doesn't really matter, though. I know they'll open again. 🍀

REFORMER

A RELIGIOUS PRESTIGE CLASS

BY GARRETT GUILLOTTE

ART BY CATHERINE BATKA

A deity's teachings have at least as many interpretations as it has followers, but like any organization, a religion functions only when its followers agree on certain fundamental goals and rules. But when rules and traditions harden over time into laws and rituals, some disillusioned followers feel disconnected from their divine power. These dissidents don't lose faith—indeed, they would argue that nobody is *more* faithful than those who challenge precepts out of divine inspiration instead of rote obedience to outdated dogma.

With much of the Inner Sea region devoted to a handful of divine powers—and with all the legal and social complications that entails—the relatively unaffiliated, centrally located River Kingdoms are a hotbed of reformers. In particular, Galtan refugees who fled across the border brought their shaken faiths and critical intellects with them, creating a class of unfettered philosophers tucked away in the River Kingdoms' lawless corners. The River Freedoms also encourage the lands' use as a base for reformers who would be persecuted in their homelands or unwelcome as destabilizing forces in cities. Reformers are especially courted in Liberthane and meritocratic Mivon, though not in Touvette where organized religion was abolished, nor in Lambreth where reformers are seen as potential agents of Razmir.

Hit Die: d8.

REQUIREMENTS

To qualify to become a reformer, a character must fulfill all of the following criteria.

Alignment: Within one step of the chosen deity, but not the same alignment.

Deity: Must worship a single, specific deity.

Feats: Deific Obedience^{ISG}.

Skills: Knowledge (religion) 5 ranks, Diplomacy 5 ranks.

CLASS SKILLS

A reformer's class skills are Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (planes) (Int), Knowledge (religion) (Int),

Perception (Wis), Sleight of Hand (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the reformer prestige class.

Weapon and Armor Proficiency: A reformer is proficient with all simple weapons and light armor. A reformer gains weapon proficiency with their chosen deity's favored weapon.

Reformed Obedience (Ex): In order to maintain the abilities granted by this prestige class (including all spellcasting abilities that have been augmented by this prestige class), a reformer must perform a daily obedience to the deity

she worships. This obedience must

somehow reflect at least one difference in the reformer's beliefs. After completing an act of obedience, a reformer can spend an additional hour writing a treatise about her faith to replace all bonuses to ability checks, skill checks, or saving throws that she gained from her obedience with a +3 bonus of the same type to any reformer class skill. This ability cannot replace or modify the benefits of a divine boon.

If a reformer does not normally gain any such bonus from performing her obedience, she can choose to gain a +3 bonus (sacred if her alignment is good, profane if evil, or her choice if neutral) to any reformer class skill instead of her obedience's normal benefits.

At 2nd level and every two levels thereafter, these bonuses increase by +1.

Compelling (Ex): A reformer speaks precisely and persuasively, especially among followers of her chosen deity. She gains an insight bonus on Bluff (except feinting), Diplomacy, and Perform (oratory) checks equal

to 1/2 her reformer level (minimum 1). This bonus increases to her reformer level for such checks against followers of her deity. At 4th level, a reformer increases the aid another bonus by +2 for these skills. At 8th level, she can aid another on one of these skill checks as a free action.

Divine Boon: A reformer's understanding of her obedience



evolves with her growing knowledge, and disregards the barriers that divide her colleagues. At 3rd level, a reformer gains any one of the first-tier boons granted by her deity's obedience. At 6th level, she gains any single second-tier boon, and at 9th level, she gains any single third-tier boon. When a divine boon grants a spell-like ability, the reformer's caster level for the spell-like ability equals her total character level. If the boon refers to a prestige class level, use her reformer level instead. This ability allows a reformer to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Reform Faith (Su): At 3rd level and every two levels thereafter, a reformer can modify an aspect of her faith. She can treat an additional weapon from the same weapon group as her deity's favored weapon as a favored weapon, add an additional class skill of her choice, or permanently replace one domain spell with another spell of the same school and caster level (following alignment restrictions).

Gnostic Schism (Su): At 10th level, a reformer gains an unprecedented understanding of forgotten lore about her deity. She can spend a month authoring a new holy text of her learnings, then spend 5,000 gp printing and distributing it to initiate a schism in her deity's worship. This text depicts a gnostic version of the deity with a variant holy symbol and a new alignment matching the reformer's alignment. Followers of the gnostic deity are considered followers of the normal deity. Alignment domains not matching the gnostic deity are removed. The schism also replaces one of her deity's other domains, which can be replaced with any non-alignment domain. The deity's altered domains are affected as if by the forbidden rites class ability of the separatist^{UM}. If her class features depend on removed domains, she must replace them with available domains.

The reformer also gains Leadership as a bonus feat, and all followers of her gnostic deity view her as having great renown and special power. Her cohort and followers must worship her gnostic deity, and can gain divine class levels using the gnostic deity's alignment and domains. The divine powers of a reformed sect's followers are unaffected if the reformer dies; they can continue to follow the gnostic deity, gain new divine class levels, and recruit new worshipers to the reformer's gnostic faith.

TABLE: REFORMER

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|--|
| 1st | +0 | +0 | +0 | +1 | Reformed obedience +3, compelling |
| 2nd | +1 | +1 | +1 | +1 | Reformed obedience +4 |
| 3rd | +2 | +1 | +1 | +2 | Divine boon 1, reform faith |
| 4th | +3 | +1 | +1 | +2 | Reformed obedience +5, compelling (aid another +2) |
| 5th | +3 | +2 | +2 | +3 | Reform faith |
| 6th | +4 | +2 | +2 | +3 | Divine boon 2, reformed obedience +6 |
| 7th | +5 | +2 | +2 | +4 | Reform faith |
| 8th | +6 | +3 | +3 | +4 | Reformed obedience +7, compelling (free aid another) |
| 9th | +6 | +3 | +3 | +5 | Divine boon 3, reform faith |
| 10th | +7 | +3 | +3 | +5 | Gnostic schism, reformed obedience +8 |

REFORMERS OF THE RIVER KINGDOMS

Several people across the River Kingdoms are prominent reformers of popular deities.

Tannis Mayeda (NG female cleric of Pharasma 5/reformer of Pharasma 3): The sister of Uringen's high priestess of Pharasma, Tannis sees the town's bizarre condition—partially unstuck from reality and disappearing for days at a time—as the last straw in her faith in Pharasma as a goddess of fate. While still working amicably with her sister and the town, Tannis has taken to exploring discredited texts and theories about Pharasma's relationship with Aroden to try to make sense of her seeming powerlessness over the fabric of reality.

Ganteron Pollera (CN male inquisitor of Cayden Cailean 5/reformer of Cayden Cailean 5): Owner of the Eternal Drunkard distillery and bar in Mivon, Ganteron came to a faith-shaking revelation while sleeping off a drunken stupor. What if Cayden Cailean passed the final Test of the Starstone because the final task was to outdrink the gods? When Ganteron's theory was laughed out of every Caydenite temple from Absalom to Andoran, he sold off a lifetime of adventuring possessions to pursue his own theory: if he can distill a beverage powerful enough to intoxicate a god and survive drinking it, then Cayden could've done it, and only then would Cayden's ascension make any sense (to him). To this end, he's smuggled rare technological equipment from Numeria and stolen brewing techniques from Drumish dwarves. He's unfazed by how popular his whisky has become across the region and uses the money only to drive its proof to supernatural heights.

Alizar One-and-Twenty-and-Twenty-One (N female elf rogue 7/reformer of Abadar 9): Across the Inner Sea region, Abadar is worshiped as a god of law and order. Alizar claims to see through the Gold-Fisted God. This secretive bandit chief believes Abadar is the greatest thief of the Great Beyond, and his church is an elaborate con to gather all wealth across time and space. She backs these claims from a quiet underground library in Pitax, where she's accumulated thousands of Abadaran tomes in extraplanar containers to both reveal the First Vault as Abadar's private hoard and draw Abadar's attention. Even her legally changed last name is meant to goad the god; Alizar claims it's the simple combination that would unlock the First Vault's final barrier. 🍷



WOODLANDS AND WATERWAYS

SPELLS IN THE WILDS OF THE RIVER KINGDOMS

BY ALEXANDER WRESCHNIG
AND BRIAN MINHINNICK

ART BY ANDREW DEFELICE



THE WILDS

Many tracts of wilderness challenge travelers with acres of tree-choked thickets, by their numerous rivers and wetlands, or through the machinations of fey, but the wilds of the River Kingdoms are almost archetypal in providing travelers with all three problems. Those who learn and adapt to these challenges survive longer in their native terrain—and often, those who travel into the lands beyond discover that the skills they honed in the land of the Sellen River translate well to foreign forests.

FALSE TRAIL

School illusion (glamer); **Level** druid 2, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range Close (25 ft. + 5 ft./2 levels), representing up to 1 medium creature/level

Effect 100 ft./level of trail

Duration 1 hour/level

Saving throw Will negates; **Spell Resistance** No

While casting this spell, choose a point within the spell's range, then choose a direction. You create an illusory trail representing up to one medium creature per caster level that extends in the direction you chose for up to 100 feet per level. Those who search for tracks may spot the trail as normal, and may make one Will save when they first encounter the path to detect its illusory nature.

The trail can represent a mixture of creatures of different sizes; a large creature counts as four medium creatures and a small creature counts as half a medium creature. The trail creates tracks and other suggestions that these creatures have passed through the area recently that can be followed through the use of the Survival skill. The DC of the Survival check needed to follow these tracks follows the appropriate Survival rules, and they can be covered by snow or made harder to follow by rain.

The path always proceeds in the direction set by the caster, but follows the local terrain in a believable fashion. If it meets a reasonably surmountable barrier (a cliff face, for example, or an impenetrable bush) it will create a trail around it or over it, but an insurmountable barrier will cause the trail to end immediately in front of that barrier.

FOREST SIGHT

School divination; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range Personal

Target You

Duration 10 minutes/level

Saving throw Will negates (harmless); **Spell Resistance** Yes

The caster of forest sight gains a supernatural ability to see through concealment. The subject of this spell ignores any cover or concealment less than total cover or total concealment, so long as it is provided by living plants.

HIDE FROM FEY

School abjuration; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range Touch

Target One touched creature/level

Duration 10 minutes/level

Saving throw Will negates (harmless); see text; **Spell Resistance** Yes

As the spell *hide from undead*, except it affects fey creatures instead of undead and the spell ends for all recipients if a warded creature attacks or casts a spell upon a fey.

SIEGE OF TREES, LESSER

School transmutation; **Level** druid 4

Casting Time 10 minutes

Components V, S, DF

Range Touch

Target One tree with a trunk at least two feet in diameter

Duration 1 minute/level

Saving throw None **Spell Resistance** No

As *siege of trees*^{UC}, except as noted above.

WATER SPRINT

School transmutation [water]; **Level** druid 1, ranger 1

Casting Time 1 swift action

Components V, S

Range Personal

Target You

Duration See text

Saving throw Will negates (harmless); **Spell Resistance** Yes

Until the end of your turn, you may walk on the surface of water, or another liquid, as per the *water walk* spell, but only as part of a run or charge action. If you do run or charge across a body of water, your movement speed increases by 10 feet until the end of your turn. Sprinting across the water in such a manner is draining, and beginning at the end of your turn you are fatigued for two rounds.

WHITewater

School transmutation [water]; **Level** cleric 3, druid 2, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range Touch

Target One river, stream, creek, canal, or other watercourse with a maximum width of 10 ft. plus 5 ft./level

Duration One round/level (D)

Saving throw Fortitude partial (see text); **Spell Resistance** None

You urge a river, stream or other flowing water violently forward at great speed.

When you cast the spell, touch the surface of a body of flowing water. Water downstream becomes churning whitewater, extending 400 feet plus 40 feet per level from the point at which you cast the spell. The turbulent current makes for difficult swimming conditions so any Profession (Sailor) and Swim checks are subject to a -10 penalty in the whitewater. The current is also faster, increasing the water's speed by 20 feet per round. At level 7, the current's speed is increased by 40 feet per round instead, and the penalty to Profession (Sailor) and Swim checks is increased to -15. At 11th level, the current's speed increases by 60 feet and the penalty to Profession (Sailor) and Swim checks is -20. This spell cannot increase the current's total speed



above 90 feet per round.

Swimming creatures, as well as objects caught in the current, are moved downstream at the end of each turn a number of feet equal to the total speed of the current and are dealt 1d6 points of nonlethal bludgeoning damage per two caster levels (maximum 5d6). Creatures standing in the current must make a Fortitude save at the beginning of each turn or be swept off their feet and pulled into the water. On a successful save, creatures may move at half speed during their turn. This penalty stacks with other penalties to movement, for example those applied for wading through water.

OUTSEA

Nestled away in the River Kingdoms lies the mysterious aquatic realm of Outsea. this cosmopolitan underwater fiefdom has existed in the heart of Avistan for generations, separated from the sea by many long leagues in any direction. This has created a unique situation for the water-breathing races who reside there as they need to interact with land dwellers on a regular basis. The following two spells are favored by the aquatic spellcasters of Outsea. Through their use, the military and leadership of Outsea can function on land nearly as well as they do in the water.

AQUA GLOBE

School conjuration (creation) [water]; **Level** bloodrager 3, druid 3, magus 3, sorcerer/wizard 3, summoner/unchained summoner 3; Bloodline aquatic 3; Elemental School water 3

Casting Time 1 standard action

Components V, S, M (a drop of water and a glass bead)

Range medium (100 ft. + 10 ft./level)

Target one willing medium or smaller creature

Effect 10-ft.-diameter sphere

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell creates a rolling globe of water around the target. The globe stays centered on the target and follows them for the duration of the spell. A single target may swim inside the globe normally as if they were completely submerged in water. The water in the globe counts as calm water for the purposes of Swim checks. The globe prevents sprays and blasts of mundane and magic water from striking with enough force to deal damage, move creatures or halt their movement, or perform any action that requires an attack roll or combat maneuver check.

The globe blocks all natural and magical precipitation such as rain, snow, and hail (including spells such as *ice storm*). This globe also pushes out any fog or mist within the area, though it does not affect temperature and can't block natural or magical lighting.

Anything attempting a melee attack or combat maneuver against the target of an *aqua globe* must first make a successful swim check upon entering the sphere's radius. Further, any actions taken inside the globe are considered to occur underwater.

WATER BUBBLE

School conjuration (creation); **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action


Components S, M/DF (a small bladder filled with water)

Range touch

Target one water breathing creature or one object no larger than a Large two-handed weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Water bubble creates a small pocket of breathable salt or fresh water (depending on the type of water used in the material component) that surrounds the touched creature's head or the touched object. The water bubble allows the creature touched to breathe freely if it could normally do so in water. If an object is touched, it functions as if it were submerged in water for the duration of the spell. 



THE HUNDRED CUISINES OF THE HUNDRED KINGDOMS FOOD OF THE RIVER KINGDOMS

BY STEVEN LLOYD WILSON

ART BY SNOW CONRAD



One can taste a kingdom's soul in its food, and so in the land of a hundred kingdoms, there are a hundred tastes of a hundred cuisines. A poor kingdom's cuisine is meager, an extravagant one's bold, a decadent one's rich. Ravaged lands grow no wheat, sunless ones no grapes, starving ones no meat. And so the political realities are reflected in the food at the common man's table.

The River Kingdoms are defined by a lack of definition, the very incarnation of political chaos, and so foods that require permanency are victims of that chaos. Fruit trees require years of careful cultivation to reach maturity. Cattle are an investment of a decade, needing consistent access to grazing lands yet can be easily butchered for meat in the short term when the long term holds little promise. Grain might mature in a season, but it is an easy target for those who burn what they cannot carry off. When bandits are rife, and a homestead likely to find the borders of kingdoms shifting around it three times in a year, it is a rare commoner who can manage to cultivate the foods that take years rather than weeks.

And yet throughout the River Kingdoms there arise some commonalities. Livestock and kept poultry are rare, making any meat but fish and game a luxury for most people in the River Kingdoms. By extension, dairy and eggs are also rare. Grains are more scarce than in most nations, though not nearly as uncommon as meat and dairy. For all but the major kingdoms stable enough to support grain agriculture (especially Gralton and Sevenarches), it tends to be an import: flour purchased rather than grain grown. Bread is affordable for the common man, but hardly the staple of the poor it represents in most other parts of the Inner Sea Region.

It is a tragic irony that thanks to their eponymous rivers, the River Kingdoms represent some of the richest and most fertile black soil on Golarion. If the region ever experienced true long term stability, it could potentially be the bread basket of the Inner Sea. But that soil and moist climate means that even in the hinterlands, vegetable gardens are a cheap and easy source of food production, needing no

irrigation or other agricultural infrastructure to produce high yields with little maintenance. Tomatoes, zucchinis, peas, summer squash, and peppers are especially popular, along with seasonal herbs of basil and thyme.

In border regions particularly prone to ravages, these give way to root vegetables like potatoes and onions. Although they grow less well in such a wet climate, they have a chance of surviving underground even if the homestead and garden are destroyed, and can be recovered later.

The uncountable rivers and streams that flow through the area inevitably bring a vast supply of freshwater fish to even the lowliest of citizens. The common people of the River Kingdoms tend to live predominantly on subsistence fishing, with excess catches being sold or bartered while still fresh (rather than salted) in exchange for imported flour and small amounts of luxuries like butter or the occasional bit of beef. Fish is often simply grilled quickly with a bit of vegetables and garlic thrown in for flavor, while clear fish stews round out diets.

Most fish caught year-round in the Sellen are varieties of bass and trout, but the Sellen Salmon is the most prized. Every year as they fight their way up the Sellen River from the Inner Sea to their spawning grounds deep in the River Kingdoms, thousands of salmon are caught, practically jumping into nets and onto the shore in their hordes. The numbers are staggering, and throughout the River Kingdoms everyone eats like kings for a few weeks. The flesh is blood red and so filled with oils and flavor that it only needs to be seared over fire and eaten quickly with scalded fingers.

The roe is especially prized, so pitch black and briny with the taste of the distant sea, that it's often called Besmara's Gift. Sellen caviar is sold around the Inner Sea for monstrous sums to the wealthy. Even so, for those few days every year it is traditional that everyone, down to the smallest child and poorest beggar, has a single taste of it at midnight on the night of the yearly festival each village has during the peak of the run.

A warning should be made clear though: a curse comes upon any who eat the salmon that pass through the River Kingdoms to spawn in the Lake of Mists and Veils. These salmon are larger, with black scales and a blue streak down their bellies. Any such caught are thrown back alive with a prayer, and any who eat of them die in their sleep, seized by terrible magical nightmares.

The paucity of both grapes and grains means that the standard peasant alcohols of wine and beer tend to be luxuries that most inhabitants of the River Kingdoms only occasionally enjoy. Primitive distilleries are common though, and every village at every crook of the river seems to have its own local spirit.

In the slightly drier, western and northern parts of the River Kingdoms, the drink of choice is a vodka with an orange tinge, called *torcha*, which is distilled from sweet potatoes and yams. In the rest of the country, varieties of rum called *lachka* are commonly distilled from the sugar beets that grow naturally in the marshlands. The color of the rum (which can be found in every hue, depending on the type of beet) clearly identifies the village of origin. Three hundred years ago, the famous geographer (and amateur connoisseur) Kalenhus Wetbeard was the first to note that



when mapped, the colors of local lachka perfectly match the colors of the rainbow when overlaid onto the River Kingdoms, with red lachkas originating in the western-most branches of the Sellen all the way to purple in the eastern branches. This discovery earned Kalenhus a posthumous elevation to sainthood by the church of Cayden Cailean in the year 4701 AR.

Especially sought after is *Nethys' Lachka*, which is made from a variety of rare beet found only in the swamps east of Mivon. Infected with some ancient magic, the beets glow in the dark, and when distilled the drink glows an effervescent and ghostly purple. Local legend insists that the drink has arcane properties, though wizards have yet to empirically prove that supposition, despite years of research.

The major kingdoms tend to have specialized cuisines, most of which feature ingredients far beyond the reach of the majority of the residents of the dozens of lesser River Kingdoms, thus being the exceptions that prove the rules summarized above. Five such examples are described below.

Daggermark: The most metropolitan of the River Kingdom's major cities, Daggermark's wealthiest have a tendency to flaunt their wealth by dining exclusively on salt water fish grown in vast, magically sustained tanks of salt water in the capital. It is intended as an insulting foil to the freshwater fish that feed the majority of the population. Even street vendors sell fish pies purported to be the discarded cod from the lesser of these tanks, though most are probably selling lies.

Gralton: Though a suffocating dictatorship, Gralton is

one of the few places in the River Kingdoms where bread is commonplace. Peasants work the fields under the watch of a multitude of guard towers that serve both to protect the fields and control the workers. The lowest classes are paid not in copper pieces but in shares of grain. Gralton rye is found in every store and hovel, a thick black bread baked in small loaves that make a meal each. The grain fields also make Gralton the source of a pale ale, one of the few native beers of the River Kingdoms.

Lambreth: One of the few kingdoms that supports large herds of cattle, Lambreth produces a score of different cheeses, favoring those with thick veins of color. Similar to bleu cheeses, the "Flowers of Lambreth" are made in conjunction with lachka imported from all around the River Kingdoms to produce an entire rainbow of cheeses, each with its own distinct color and flavor.

Mivon: The Mivonian Eel lives in great numbers in the sprawling marshes outside the city, and though the flesh is tough, Mivonian chefs have mastered the art of tenderizing it in thick broths of fish and peppercorns.

Uringen: While the strange trans-dimensional city state is forced to import almost all of its food, spices grown within the greenhouses of the "unstuck" part of the city have mystically perfect and intense flavor. When the city phases, its greenhouses are touched by the cultivars in the First World itself, for reasons yet to be understood. Even a mediocre chef can make breathtaking food, and so the Spices of Uringen are exported for enormous sums all around Golarion. 🌿



WARDROBE OF THE RIVER KINGS

BY SPENCER GIFFIN

ART BY JESSE MOHN



With the rise and fall of fiefdoms in the River Kingdoms, would-be rulers need any edge they can get. Equipment designed for the battlefield isn't always the best in a king's court: whether it's watching out for poisoned drinks, tracking the economy, or making sure their people can eat, the rulers of a kingdom need to be prepared in different ways than adventurers. The following items are often commissioned by rulers in the River Kingdoms.

ATTUNED CROWN

Aura moderate transmutation; **CL** 8th

Slot head; **Price** 28,500 gp; **Weight** 5 lbs.

DESCRIPTION

When worn by the Ruler or Consort of a kingdom, this ornate crown grants a +6 enhancement bonus to Charisma, but only for purposes of the benefit the wearer grants their kingdom. The wearer is also treated as being under a continuous *cultural adaptation* spell attuned to their kingdom. Additionally, once per year after the event has been rolled during the Event Phase, the wearer may roll twice and choose which result to take on any single roll required by that event.

CONSTRUCTION

Requirements Craft Wondrous Item, *cultural adaptation*^{HOC}, *eagle's splendor*, *guiding star*^{APC}; **Cost** 14,250 gp

COURTIER'S GLOVES

Aura faint enchantment; **CL** 1st

Slot hands; **Price** 400 gp; **Weight** —

DESCRIPTION

These delicate silk gloves are favored by courtiers and nobility hoping to gain favor. Once per day, they may be used to cast *charm person* (DC 11 Will save) on one humanoid within 25 feet by waving at them as a standard action.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*; **Cost** 200 gp

ENFORCER'S WHIP

Aura moderate necromancy; **CL** 10th

Weight 2 lbs.; **Price** 24,800 gp

DESCRIPTION

This +1 *cruel whip* is particularly effective when used to keep order in a kingdom. During a kingdom's Upkeep Phase, a Royal Enforcer who bears this whip automatically succeeds at the Loyalty check to reduce Unrest.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cause fear*, *death knell*, creator must have 10 ranks in the Intimidate skill; **Cost** 12,550 gp

ERASTIL'S FERTILIZER

Aura faint transmutation; **CL** 5th

Slot —; **Price** 1,000 gp; **Weight** 10 lbs.



DESCRIPTION

After the user spreads this powder over a hex with a Farm improvement and succeeds at a DC 5 Profession (farmer) check, the affected Farm reduces Consumption by 3 BP for 1 month. If the skill check roll is a natural 20, this effect lasts for 2 months. The fertilizing takes 2 weeks, but for each point by which the user surpasses the DC, the process takes 1 less day (to a minimum of 1 week). The user gains a +2 bonus on this check for each 10' by which his movement speed exceeds 20 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *plant growth*, creator must have 5 ranks in the Profession (farmer) skill; **Cost** 500 gp

HIGH PRIEST'S RING

Aura moderate abjuration; **CL** 9th

Slot ring; **Price** 16,200 gp; **Weight** —

DESCRIPTION

This ring is keyed to the official religion of one kingdom. If kissed by at least 100 different believers of that religion within one week, the High Priest of the kingdom may perform an hour-long ceremony within a week to reduce Unrest in the kingdom by 1 with a DC 15 Knowledge (religion) or Perform (oratory) check. The process must be restarted if she removes the ring between the first kiss and the completion of the ceremony. For each successive ceremony performed within 12 months, the skill check DC increases by 5.

CONSTRUCTION

Requirements Forge Ring, *atonement*, *guiding star*^{APC}; **Cost** 8,100 gp

KING'S MANTLE

Aura moderate enchantment; **CL** 6th

Slot shoulder; **Price** 10,000 gp; **Weight** 3 lbs.

DESCRIPTION

This regal mantle grants its wearer a +4 resistance bonus on all saves vs. poison. Once per year this mantle grants a +2 morale bonus to one Loyalty check made by its wearer.

CONSTRUCTION

Requirements Craft Wondrous Item, *delay poison*, *heroism*; **Cost** 5,000 gp

MACE OF STATE

Aura moderate enchantment; **CL** 10th;

Slot —; **Weight** 8 lbs.; **Price** 11,312 gp

DESCRIPTION

This +2 *heavy mace* is attuned to one good-aligned kingdom. It grants a +1 morale bonus to that kingdom's Loyalty so long as it is in that kingdom.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *good hope*, *guiding star*^{APC}, creator must be the High Priest or Magister of the kingdom; **Cost** 5,812 gp

POISON-WATCH GOBLET

Aura faint divination; **CL** 1st

Slot —; **Price** 750 gp; **Weight** 1/2 lb.

DESCRIPTION

This silver goblet is particularly favored by the nobility of Daggermark, though owners tend to keep it secret for fear of retaliation by the Daggermark Poisoners' Guild. When any liquid is placed in the goblet the lining on the inside lip of the goblet changes tint slightly if the liquid contains poison of any form. Noticing this change of tint requires a DC 5 Perception check by the bearer and a DC 15 Perception check by others. Rumor holds that there are similar dishes, such as plates and bowls, that detect poison.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect poison*; **Cost** 375 gp

RAZMIRAN BRAZIER

Aura strong transmutation; **CL** 13th

Slot —; **Price** 90,090 gp; **Weight** 5 lbs.

DESCRIPTION

The first of these is rumored to have been created for Razmir, in honor of his alleged ascension to divinity. This brazier allows control of the weather in an entire hex. Once per day, upon command, the weather in that hex can be specified as a *control weather* spell. Until the season changes or the brazier is given a new command, it continues to produce the specified weather in that hex.

If used continuously for one month on a hex with a Farm improvement, that Farm's effect on Consumption can either be increased (calm, ideal weather) or decreased (inclement weather) by 1 as desired.

Other effects on other hex types are possible at the GM's discretion.

CONSTRUCTION

Requirements Craft Wondrous Item, *control weather*; **Cost** 45,045 gp

STATELY SASH

Aura faint abjuration; **CL** 1st

Slot chest; **Price** 3,400 gp; **Weight** 1 lb.

DESCRIPTION

These decorative sashes are attuned to one kingdom at creation, and are usually commissioned for key functionaries. While within the kingdom's borders, the wearer is immune to possession and gains a +2 competence bonus on Diplomacy checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *guiding star*^{APC}, *protection from evil*; **Cost** 1,700 gp

STUNTING SICKLE

Aura moderate transmutation; **CL** 8th

Slot —; **Price** 17,300 gp; **Weight** 2 lbs.

DESCRIPTION

Once per day, this +1 *plant-bane sickle* can be buried in the ground to stunt the growth of crops in a half-mile radius, reducing their output by one-half for a year, as *diminish plants*.

Alternatively, the sickle can affect an entire hex. In this case, Consumption in the affected hex only decreases by 1 BP for a 4-month period. However, the sickle must remain in the ground for the duration and such an act uses up the sickle's magic for the following year, causing it to temporarily become a masterwork sickle.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *diminish plants*; **Cost** 8,800 gp

TOME OF INSIGHTFUL RULERSHIP

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lbs.

DESCRIPTION

This heavy tome contains various insights on running a kingdom, but entwined within the words is a powerful magical effect. Anyone spending a minimum of 48 hours reading the book over the course of at least 6 days gains an inherent bonus from +1 to +5 (depending on the type of tome) when making Kingdom checks of one type (Economy, Loyalty, or Stability), chosen at the time of the tome's creation.

Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 26,250 gp (+1), 52,500 gp (+2), 78,750 gp (+3), 105,000 gp (+4), 131,250 gp (+5)

TREASURER'S LUCKY ABACUS

Aura moderate transmutation; **CL** 10th

Slot —; **Price** 20,000 gp; **Weight** 2 lbs.

DESCRIPTION

A kingdom's ledgers just seem to work out better when done using this platinum abacus. The *abacus* grants a +1 luck bonus on Economy checks made by the Treasurer.

CONSTRUCTION

Requirements Craft Wondrous Item, *guiding star*^{APC}, *lucky number*^{GM}; **Cost** 10,000 gp

ZOG'S CROWN (MINOR ARTIFACT)

Aura strong transmutation; **CL** 20th

Slot head; **Weight** 1 lb.

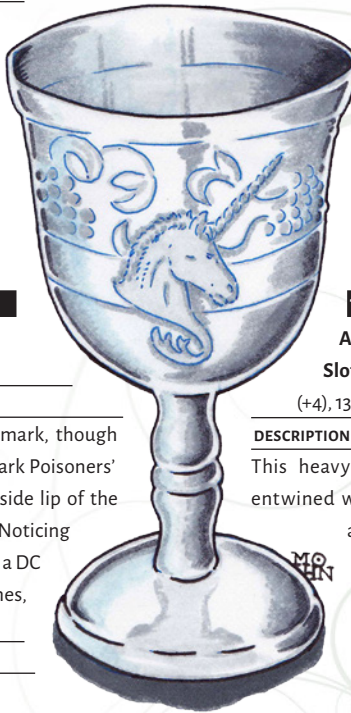
DESCRIPTION

When worn by a goblin or barghest that is Ruler of a kingdom, this iron crown grants a +4 profane bonus on all Loyalty checks, Charisma-based skill checks, and attack rolls against elves. When worn by any other evil or neutral creature, this bonus is reduced to +2.

Good-aligned creatures who wear the crown are cursed. They suffer a –4 penalty and any variable numeric effects of plague events in a kingdom ruled by the wearer are maximized. A cursed wearer cannot remove the crown without a *wish* or *miracle*.

DESTRUCTION

Zog's Crown is destroyed if any goblin dies of disease while wearing the *Crown* in territory once ruled by Zog. 🐉



WEAL OR WOE: THE MISFITS OF WILKESMONT

BY CHARLIE BROOKS

ART BY BEATRICE PELAGATTI

WEAL: MADRA GREYKIN

Astout woman, standing just over five feet tall, Madra usually wears concealing clothing to cover what others might see as deformities at best and signs of a monstrous nature at worst. She has amber eyes, pointed yellow teeth, and leathery gray skin. Of all her unusual physical traits, the pointed teeth bother Madra most. She loves to smile and is disheartened when her broad grin makes children feel frightened instead of welcome.

Because her fiendish heritage made her an outcast in her home town, Madra spent a great deal of her childhood in the Shroudwood, learning the lay of the land and collecting a fair amount of lore. She also engaged in petty theft and might have given in to the more violent thoughts swirling in her young mind were it not for her ability to see how close a given creature is to death—observing the life force as it leaves a person's body has always disturbed the tiefling greatly. Madra is always keen to make friends and seeks to entertain first and foremost, although she realizes that most adventurers find her tracking skills and knowledge of local lore to be more useful.

ADVENTURE HOOKS

Any PC seeking information about bandit activity or sites of interest in the Shroudwood eventually hears of the gray-skinned tiefling, though few Wilkesmont locals have kind things to say about her.



For PCs in need of magic cures or spellcasting services, Madra knows a nymph within the Shroudwood and can bring them to her grove if their intentions seem pure. If she doesn't fully trust the adventurers, she may ask them to perform a minor service to the forest before bringing them to meet the fey.

If a fight against bandits or monsters in the Shroudwood starts to turn sour for the PCs, Madra may aid the PCs by using her bardic performance from afar. Though she tries to stay hidden, she immediately flees the scene if the PCs spot her.

BOON

PCs that gain Madra's favor gain a +2 competence bonus to Survival checks in the Shroudwood and may make untrained Knowledge (nature) checks about lore pertaining to that forest.

MADRA GREYKIN

CR 4

XP 1,200

Female tiefling bard 1/ranger 4

NG Medium outsider (native)

Init +3 (+5 in forests); **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)

hp 36 (1d8+4d10+6)

Fort +5, **Ref** +9, **Will** +4

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft. (30 ft. unencumbered)

Melee club +3 (1d6–1)

Ranged +1 *light crossbow* +8 (1d8+1/19–20)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate, inspire courage +1), favored enemy (magical beasts +2)

Spell-Like Ability (CL 5th, concentration +7)

At will—*deathwatch*

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*cure light wounds*, *sleep* (DC 13)

0 (at will)—*detect magic*, *lullaby*, *prestidigitation*, *read magic*

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*entangle* (DC 12)

TACTICS

Before Combat Madra always keeps her *deathwatch* spell-like ability active. Prior to battle, she positions herself at a distance and tries to ensure she has cover before attacking.

During Combat Madra casts *entangle* on melee-focused combatants and does her best to stay out of arm's reach of her foes. She focuses her attacks on those who are most wounded, doing her best to drop them quickly.

Morale Madra flees if she finds herself forced into melee against three or more foes or is reduced to fewer than 7 hp.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 17

Feats Dodge, Endurance, Point-Blank Shot, Precise Shot, Rapid Reload

Skills Bluff +4, Handle Animal +7, Knowledge (nature) +10, Perception +9, Perform (dance) +10, Perform (wind) +10, Spellcraft +7, Stealth +11, Survival +9 (+11 to follow tracks)

Languages Abyssal, Common, Infernal

SQ bardic knowledge +1, favored terrain (forest)

+2), hunter's bond (companions), track +2, wild empathy +6

Combat Gear *potion of cure light wounds*, *silversheen*, thunderstone; **Other Gear** +1 *hide armor*, club, +1 *light crossbow* with 20 bolts, antitoxin, wooden holy symbol of Erastil, 17 gp

SPECIAL ABILITIES

Soul Seer (Sp) Madra possesses the soul seer alternate racial trait (*Pathfinder RPG Advanced Race Guide*), which grants her the ability to cast *deathwatch* at will in place of a tiefling's normal *darkness* and fiendish sorcery abilities.

WOE: LYRA AGENRIS

With silvery-blue hair and smooth brown skin, Lyra is a tall, beautiful woman who has known almost since birth that she carries angelic blood. People in her hometown of Wilkesmont saw her as a good omen and practically worshipped her as a child—a situation she took full advantage of as the years went by. She found that she could steal, lie, and manipulate others without anybody ever suspecting her and became an accomplished thief by the time she entered adolescence.

Lyra befriended Madra Greykin when they were both children. The two were initially drawn to each other by their clear extraplanar nature, albeit from almost completely opposite sources. As they grew older, Lyra discovered that the blame for many of her crimes got placed on the innocent tiefling, making Madra a perfect scapegoat. It took Madra years to figure out how frequently her best friend was manipulating her, and the two parted ways on poor terms.

After her falling out with Madra, Lyra left for Daggermark, where she joined the Assassins' Guild. With bandits encroaching upon Wilkesmont, a call for aid from Daggermark went out. Lyra is one of the assassins who answered that call, and she realizes that becoming a local heroine will allow her to get away with even more than before.

ADVENTURE HOOKS

The PCs learn of a rash of burglaries throughout Wilkesmont. The most recent victim caught the criminal in the act and got his throat slit as a result.

The PCs are hired to capture a bandit leader dead or alive, and Lyra sees them as rivals seeking a reward that is rightfully hers.

Madra Greykin has learned of Lyra's return to Wilkesmont as well as her unsavory activities in Daggermark. She asks the PCs to help her find her old friend and turn her away from the dark path she currently walks.

DRAWBACK

If the PCs cross Lyra, she spreads vicious rumors about them throughout Wilkesmont and Daggermark, resulting in a –2 penalty to all Diplomacy checks in those areas. If they kill Lyra without providing evidence of her criminal activities, they suffer a –4 penalty to all Diplomacy checks in Wilkesmont. Additionally, they may face retaliation from the Daggermark Assassins' Guild.

LYRA AGENRIS

CR 6

XP 2,400

Female aasimar rogue 5/assassin 2

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

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

hp 47 (7d8+12)

Fort +4, **Ref** +9, **Will** +3; +1 vs. poison

Defensive Abilities evasion, improved uncanny dodge, trap sense +1; **Resist** acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee +1 *mithral rapier* +8 (1d6+1/18–20)

Ranged hand crossbow +7 (1d4/19–20)

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

1/day—*daylight*

Special Attacks death attack (DC 12), sneak attack +4d6

TACTICS

Before Combat Lyra plays innocent and tries to talk for as long as possible before the start of a fight. She uses her Bluff and Diplomacy skills as appropriate, taking time to study her foes and line up a death attack against the most dangerous-looking one for the first round of combat. If she doesn't think her enemies will take some time to talk with her before combat, she instead hides and tries to study them from the shadows.

During Combat Lyra uses feints to set up sneak attacks, seeking to cause bleed damage to as many enemies as possible. If the terrain allows for concealment, she employs hit and run tactics, taking time to line up additional death attacks as possible.

Morale Lyra flees from battle if reduced to fewer than 8 hp or if she finds herself pitted against a foe immune to her sneak attacks.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 17

Feats Combat Expertise, Combat Reflexes, Improved Feint, Weapon Finesse

Skills Acrobatics +11, Bluff +13, Diplomacy +13, Disable Device +12, Disguise +11, Escape Artist +8, Knowledge (local) +9, Perception +12, Sense Motive +10, Sleight of Hand +9, Stealth +13

Languages Celestial, Common

SQ poison use, rogue talents (bleeding attack +4, fast stealth), trapfinding +2

Combat Gear blue whinnis poison, medium spider venom (2), oil of taggit poison, *potion of cure moderate wounds*, *smokestick* (2); **Other Gear** +1 *studded leather*, +1 *mithral rapier*, hand crossbow with 10 bolts, *cloak of resistance* +1, disguise kit, mwk thieves' tools, 4 gp



THE SHADOW OF FREEDOM

BY MATT ROTH

ART BY DARRAN CALDEMEYER



Wisps of fog drifted in the distance, rising from the banks of the West Sellen in the autumn twilight. Varin stared out the window, watching the last of the night watchmen saunter down the cobblestones towards Maashinelle proper. The hulking hound at his side blurred into the shadows, its figure revealed only in silhouette by the flickering lantern in the watchman's hands. A shiver on his neck, Varin secured the window's shutter and turned back to finish closing.

The Forlorn Albatross was a simple tavern, frequented by simple people. Few stayed to closing on a good night, and tonight—like most nights in Lambreth—was hardly a good night. Only a pair of patrons remained seated as Varin shut the door. He double checked both latches before crossing the small taproom, dimming the ceiling lamps as he went. The elder of the two patrons nodded quietly.

"Foggy again," Varin murmured as he sat among his companions in near darkness. The eerie similarity to the shadows Arnefax draped over Lambreth was not lost upon him.

"Always is, lad," grunted the older man. Droplets of the pale ale he'd been nursing had collected in his graying beard. "Was before Lord Arnefax, and will be when he's gone."

"I'll drink to that," whispered the lady in their company. The cloak draped over her shoulders hid most of her figure, but links of chain beneath heavy cloth still caught in the candlelight. Her scabbard lay across her lap, as it had for the past two hours.

Varin knew neither of their names, for no names were necessary. Prior to tonight, they'd never met in person. For months, they had exchanged coded messages and secret letters. Hidden symbols in plain sight, known to none outside of their organization. Or so they all hoped.

Names could make a man trust too easily. And trust was not something that came easily among the Twilight Talons.

Still, Varin was glad to finally be meeting his co-conspirators. He'd built his cover from the ground up over the last decade. A long and arduous decade, filled with lies and deceptions and masterful improvisations. Estranged from his homeland, he'd taken up a new

identity that, unbeknownst to everyone, bore some heart-wrenching similarities to his old life. Those details had made his new life so convincing he'd almost grown to believe the lies himself.

"Agreed," Varin said at last, lifting the tankard to his lips. The bitter wine within only made him long for Almas' culinary delights all the more. "I suppose we should start."

"Agreed. The sooner we depart, the less Arnefax's dogs will suspect." The cloaked woman leaned across the table, her face fully visible for the first time in the dim light. She was younger than himself, Varin noted, but she had the unmistakable look of a soldier. He pondered where she'd been recruited, but knew he would never know.

She rolled up her sleeve, kissing the bare flesh of her arm with a whisper. A stark black tattoo shimmered from nothing: an eagle with its wings spread wide. A curt smile graced her lips, as though reunited with an old friend. It faded as quickly as it appeared and the woman sat back, a hand carefully resting on the hilt of her blade.

"Your turn."

Varin nodded, glancing at the older man who raised an eyebrow, obviously taking offense to the suggestion that the eldest among them was not trusted.

"Very well," Varin said. He rolled up his right sleeve and lay his forearm across the table. With a whisper into the crook of his neck, the mark of the Twilight Talons appeared. The name of his lost love felt as foreign upon his lips as he did in the shadows of this accursed land.

"Very well," Varin said. He rolled up his right sleeve and lay his forearm across the table. With a whisper into the crook of his neck, the mark of the Twilight Talons appeared. The name of his lost love felt as foreign upon his lips as he did in the shadows of this accursed land.

"Good, good," said the bearded man as Varin rolled his sleeve back down. He leaned forward, setting both elbows on the table. For a moment they sat in silence, waiting for the man to reveal his identity. Varin spotted the smirk upon the man's lips a second too late.

With a flick of his wrists, a pair of daggers sprung from his coat-sleeves into his palms. As the trio jumped to their feet, the old man moved with alacrity beyond his years, tossing both knives and moving to pull more from the folds of his clothes.

Varin narrowly avoided the attack. The lady was not so fortunate, catching the blade in her shoulder. Though the chain beneath protected her vitals, the

dagger had struck true.

"Lord Arnefax sends his regards," the old man whispered into the shadows. Neither Varin nor the woman moved to stop him from exposing the tattoo on his forearm. His eagle's bloodied talons seemed to writhe in the darkness. It glared back at the Twilight Talons in its company, as if it somehow knew.

Arnefax's old dog waited as the other two drew their weapons.

"Why?" Varin stammered, still in shock. He leveled his hand crossbow at the old man, but waited. If they'd been discovered, then it was already too late to escape. He needed to know.

"Why?" the old man repeated, laughing. "You know well why. Exiling Lord Arnefax from his homeland, banishing him simply for doing his job."

"Lies," the woman interrupted. "Kamdyn Arnefax is nothing but a



bloodthirsty conqueror, a petty tyrant in a land of equally petty *kings*.” The last word tasted of venom.

“Is that what they tell the youths of Andoran?” He almost sounded disappointed. Shaking his head, he kicked the chair he’d been sitting on at Varin. As he dodged, Varin didn’t even see the dagger until it was lodged in his thigh. He went down on one knee.

He glanced up to see the traitor locking blades with his companion. Steel clashed as they rebounded off of one another, pausing a few steps away and breathing heavily.

Despite his age, the old man hadn’t been scratched.

“I suppose they would,” he continued as if he’d never stopped, “born into its freedoms without the stomach to protect them.”

Varin sneered, raising his crossbow and launching the bolt into the man’s side. He flinched, but was largely undeterred by the tiny quarrel. He snapped it off and tossed the remains to the floor, frowning at the hole in his shirt and the expanding stain around it.

“But exile was not good enough. Now his former masters send a pair of peons to keep tabs on him!”

Climbing to his feet, Varin pulled and carefully nocked another bolt into his crossbow. The woman circled the table to stand beside him. The tankards they’d once shared lay scattered across its surface, their contents dripping to the floor.

“Arnefax enslaves these people with fear.” Varin raised his weapon, leveling it at the old man’s chest. “And it is our fault he does so.”

The old man simply shook his head. “Nonsense. The bleeding hearts of Andorens are weak. Freedom—true freedom—cannot be won with words. It must be claimed with one’s own strength. Lord Arnefax understands the price of freedom.”

“You believe such a price truly worthwhile?” The lady spat, blood running down the links of her chain shirt. Her blade was pointed at

the man’s chest, her longsword eager to strike.

“Absolutely.”

And then, Varin knew, there was no more need for words. He pulled the trigger, yanked the dagger from his thigh and leapt into battle.

His ally proved a more capable combatant than he, to no surprise. Whoever the warrior woman was, Varin was glad that she, at least, was loyal to the Talons. The fight lasted only seconds, but the old man fought with the experience of age. Varin and his companion each took another blow from the man’s blades before the gray-bearded rogue fell.

Even as he lay dying, laughter sputtered from his bloodied lips. “You’ll understand... one day.” His eyes met Varin’s for his last moment. The man’s unflinching loyalty to the tyrant—and his betrayal—hung over their heads like the mists of the West Sellen.

“We must make haste,” the woman grunted as she bound her wounds with clean linens.

He nodded, watching the nameless old man’s blood stain the floor of a tavern Varin had spent too long building and was about to watch burn. “Varin,” he said simply, as much to the traitor as his new companion. “My name is Varin.”

“A pleasure,” the woman said, offering him a bloodied hand to shake. “Call me Tayla.” A faint smile. Trust tried in blood. “Formalities later. We’ve got a few hours at most before Arnefax’s hounds sniff us out.” Together they headed into the fog-kissed twilight of Lambreth.

The hulking mass of a shadow mastiff greeted them with an otherworldly growl as they opened the door. A black stallion stood motionless beside it, waiting patiently. Upon its back sat a single rider, clad in armor blacker than even Lambreth’s night sky. The knight’s blade made Tayla’s longsword seem a toy.

“Perhaps less,” Tayla corrected. 🍀



THE WITCH-TREE

SACRIFICES

A SIDE TREK ADVENTURE

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ADVENTURE BACKGROUND

Deep in the Embeth Forest, a war is brewing. On one side are the people of Uringen—a town at the northern end of the forest where a malfunctioning magical clock tower built on an ancient fey circle causes part of the town to fade in and out of reality. On the other side are the fey of Embeth Forest, led by the evil grig, Mather Nithra, based in the evil twisted section of the forest to the south, Spry's Heart.

The evil grig has set his latest plan in motion to bring about the utter destruction of Uringen. Bolstered by new alliances with a hobkins malefactor and a lurker in light, the grig has marshalled the evil fey of Spry's Heart to abduct twenty individuals throughout the marshy forest. The fey are taking their captives to an ancient dead oak, located in a clearing halfway between Nightmoss Camp and Spry's Heart. They will serve as sacrifices in a special ritual in which the lurker in the light will ask the old gods of the fey to imbue the ancient oak with the powers of the Tane and summon a sard. Mather Nithra will then send the sard to

ADVANCEMENT TRACK

This adventure is designed for four PCs of 5th level. They should accumulate enough XP under the Medium advancement track to reach halfway to 6th level.

destroy the insult that is Uringen so that he and his kin may finally reclaim the power of the ancient fey circle that lies beneath the clock tower.

ADVENTURE SUMMARY

While travelling through the Embeth Forest, the party encounters an Embeth Traveler patrol out of Uringen. They warn the PCs of increased fey activity and a series of disappearances in the area. The Travelers ask the PCs to help by investigating the reports, starting with Nightmoss Camp. Interviews with people in the camp reveal that the last group of people to disappear were venturing a day's

journey deep into the forest to the south, to a strange, ancient oak.

The PCs' route to the south is littered with evil fey and carnivorous plant hazards. From quickling assassins waiting to dispatch any pursuers from the camp, to a twigjack ambush, a chaneque hunting party, and a patrolling tendriculos, Mather Nithra has sent every resource he has to prevent anyone from interrupting the ritual at the ancient oak. Once there, the PCs must prevent the lurker in light from sacrificing their twenty captives to open its ritual gate and summon a sard. Foiling Mather's plot can save a number of the captives and prevent the fey from gaining an ally that could destroy all of Uringen.

A TRAVELER'S WARNING

Read or paraphrase the following:

Your travels have brought you into the Embeth Forest, about half a day's journey to Nightmoss Camp. Along the trail, two archers dressed in simple green and gray leathers approach you.

"Hail, travelers! We hope your journey has been a safe one, but we bring you a warning. The fey here have been more active over the past few days and several people have gone missing—trappers, woodsmen, travelers such as yourself, and even a few of our own scouts."

"This stinks of that grig again," the other scout grumbles. The look on her face is grim as she explains, "Mather Nithra is an evil fey that resides south of here in Spry's Heart. He hates all settlers in this forest, especially those in Uringen to the north. He's up to something, I tell you, and that's bad for everyone in the area."

The scouts explain that the Travelers are spread thin trying to keep everyone safe, and do not have the time to try and find out what happened to all the missing people. They appeal to the PCs for assistance. If the party agrees to help, the Travelers explain that several people have disappeared from Nightmoss Camp and advise the PCs to go there to find out more. The scouts also provide the party with 8 +1 fey bane arrows from their own quivers. If the PCs uncover what is going on in Embeth Forest, the two Travelers promise to speak with their leader, **Jamel Visser** (NG male human ranger 6), about payment.

NIGHTMOSS CAMP

Composed of a jumbled mess of tents and lean-tos, Nightmoss Camp looks like a portable alchemical factory dropped in the middle of the woods. **Erinin Thulgath** (N female human druid 7), also known as Mother Nightmoss, runs the camp. A junior alchemist tells the PCs that Mother Nightmoss is currently away running delicate experiments and cannot be disturbed, but they are free to explore the camp and speak with anyone about the disappearances.

INVESTIGATE THE DISAPPEARANCES

Inquiring around the camp requires skill checks (Diplomacy or Knowledge [local]). While gathering information, many



camp residents try to sell the PCs their potions, salves, and ointments as part of the discussion. Making a purchase adds a +5 circumstance bonus to the skill check, but there is a 50% chance that the item is a fake. A Sense Motive check (DC 15) or *detect magic* reveals the truth about the item. Successful skill checks reveal the following information:

DC 10: Some gnomes came into camp a few days ago. They had been exploring to the south. One of the druids in the camp was very interested in something they found and now he is one of the people missing.

DC 15: One camp resident overheard **Ziplostorin** (CN gnome druid 3), or “Zip”, talking with the gnome explorers about an old oak tree about a day away. Zip paid a couple of them to take him to it. They left four days ago and haven’t returned. The rest of the gnome explorers couldn’t wait for them and continued on to Mivon.

DC 20: A camp resident got a good peek at the map those gnomes were fretting over with Zip. They can point the PCs to the approximate area (not exactly), reducing the PCs’ travel time by 4 hours. The camp resident offers to share this information for 10 gp.

AMBUSH (CR 5)

This encounter should take place in the forest a short distance from Nightmoss Camp. See the Mapping Options sidebar for combat suggestions.

Creatures: Shortly after the PCs exit the camp, two quicklings ambush them. Sent by Mather Nithra to eliminate anyone who may try to disrupt his plans, the quicklings have been watching the camp and took special note of the PCs’ activities.

QUICKLINGS (2)

CR 3

XP 800 EACH

hp 18 each (*Pathfinder RPG Bestiary 2* 227)

TACTICS

Before Combat The quicklings are standing motionless, and are, therefore, naturally invisible (Perception DC 58), setting up a surprise round.

During Combat The quicklings target elf and gnome characters first, due to their strong hatred of other fey. They attempt flanking positions, rushing in to stab a PC, and then Spring Attack away to find a hiding place to wait a

MAPPING OPTIONS

Most of the encounters in this adventure take place in a general forest setting, with the exception of the two encounters specifically mapped in this article. For all other encounters, you can create your own forest layout or stage the encounters using one of Paizo’s flip-mats or map packs. Here are a few suggestions:

FORESTS

Gamemastery Flip-Mat: Deep Forest
Pathfinder Flip-Mat Classics: Woodlands
Pathfinder Flip-Mat Classics: Forest
Pathfinder Map Pack: Forest Trails
Gamemastery Map Pack: Ancient Forest

CAMPsites

Pathfinder Map Pack: Camps & Shelters
Gamemastery Map Pack: Campsites

round to become invisible again, before repeating this tactic.

Morale If brought below 5 hp, the quicklings retreat and attempt to hide and become invisible. If the PCs attempt to capture them, the quicklings fight to the death.

Development: If the PCs return to Nightmoss Camp to inform the residents of the fey ambush, Mother Nightmoss provides additional assistance to the party, giving them six *potions of cure light wounds*, two *potions of cure moderate wounds*, a *potion of barkskin +2*, and a *potion of bull’s strength*.

EMBETH FOREST

The ancient oak site the PCs seek is approximately 12 miles (1 hex) away from Nightmoss Camp. The PCs experience a number of encounters with the fey as they progress through the Embeth Forest towards the ritual site. This series of encounters assumes a traveling time of 12 hours (party speed of 20 feet), with the first 6 hours during the first day, a night’s rest at a campsite, and an additional 6 hours the following day. If the PCs secured a rough map in Nightmoss

Camp, travel time is reduced by 4 hours, with two 4-hour segments (one each day).

ENCOUNTER: HUNTING PARTY (CR 5)

This encounter takes place as the first encounter of the second day. Any forest setting map will work here (see Mapping Options sidebar for suggestions).

Creatures: The PCs happen upon a group of four chaneques attacking a pair of fauns in a forest clearing, likely hunting them for their skulls. The fauns are already wounded.

CHANEQUES (4) CR 1/MR 1

XP 400 EACH

hp 19 each (*Pathfinder RPG Bestiary* 4 28)

TACTICS

During Combat The chaneques use their fear special ability against the party, then attempt to control one or two of the PCs using their steal soul special ability.

Morale The chaneques fight to the death.

FAUNS (2) CR 1

XP 400 EACH

hp 6 & 10 (*Pathfinder RPG Bestiary* 3 114)

TACTICS

During Combat The fauns start combat already wounded. One has 6 hp, and the other has 10. If the chaneques are fully engaged, the fauns retreat into the woods and try to assist the PCs with their spell-like abilities.

Treasure: The PCs find five small, jeweled fey skulls (valued at 200 gp each) on the chaneques' belts, as well as 3 pieces of amber, 3 sardonyx, and an amethyst (a total of 550 gp in gems).

Development: If the PCs save at least one faun, the fey thank them profusely and beg for a guarded escort back to "the Lady Fiornith," promising a reward for their bravery. If the PCs refuse, skip the next encounter and go to "Guarding the Perimeter."

ENCOUNTER: A TOKEN OF GRATITUDE

Read the following aloud:

The faun leads you through the forest for a mile or so to a small grove of exquisite flowering trees. Before entering the grove, he warns you, "Do not look upon the Lady Fiornith until she bids you to!" Head bowed low, the faun enters the grove, announcing, "My Lady, I bring visitors! They have saved your beloved pets from the evil fey headhunters!"

"Then, welcome them in, my dear Gorgi. Let us see your saviors."

Creatures: The nymph Fiornith resides in this protected pristine grove. She suppresses her blinding beauty special ability for the duration of the encounter, so long as the PCs show her, the grove, and the fauns respect.

NYMPH CR 7

XP 3,200

hp 60 (*Pathfinder RPG Bestiary* 217)

Treasure: Fiornith gives one of the PCs a lock of her hair as a token of affection. For the duration of this adventure, the token grants a +4 insight bonus on all Will saves, Craft checks, and Perform checks. If given to a bard, it also grants 7 additional rounds of bardic performance per day.

Development: Fiornith thanks the PCs for saving her faun friends, but is concerned for other fauns and fey that have recently disappeared. If the PCs explain their mission, Fiornith says she knows the ancient oak tree they seek. If the PCs did not acquire directions to the oak from their interviews in camp, the nymph gives them directions that reduce their remaining travel time by 2 hours. If they did acquire directions back at camp, then the nymph confirms them. She urges the party to make haste with the remaining daylight, and firmly dismisses them from her grove. A new faun escorts the PCs out of this section of the forest; they will not be able to locate the grove again on their own.

ENCOUNTER: BEWARE THE BRAMBLES (CR 6)

This encounter occurs when the PCs make camp for the night. Any forest or campsite map will work here (see Mapping Options sidebar for suggestions).

Creatures: During the night, two twigjacks ambush the party.

TWIGJACKS (2) CR 3

XP 800 EACH

hp 27 each (*Pathfinder RPG Bestiary* 2 274)

TACTICS

During Combat The twigjacks open with their splinterspray ability, then use their bramble jump special ability to confuse and flank their opponents.

Morale If brought below 9 hp, the twigjacks retreat into the vegetation using bramble jump.

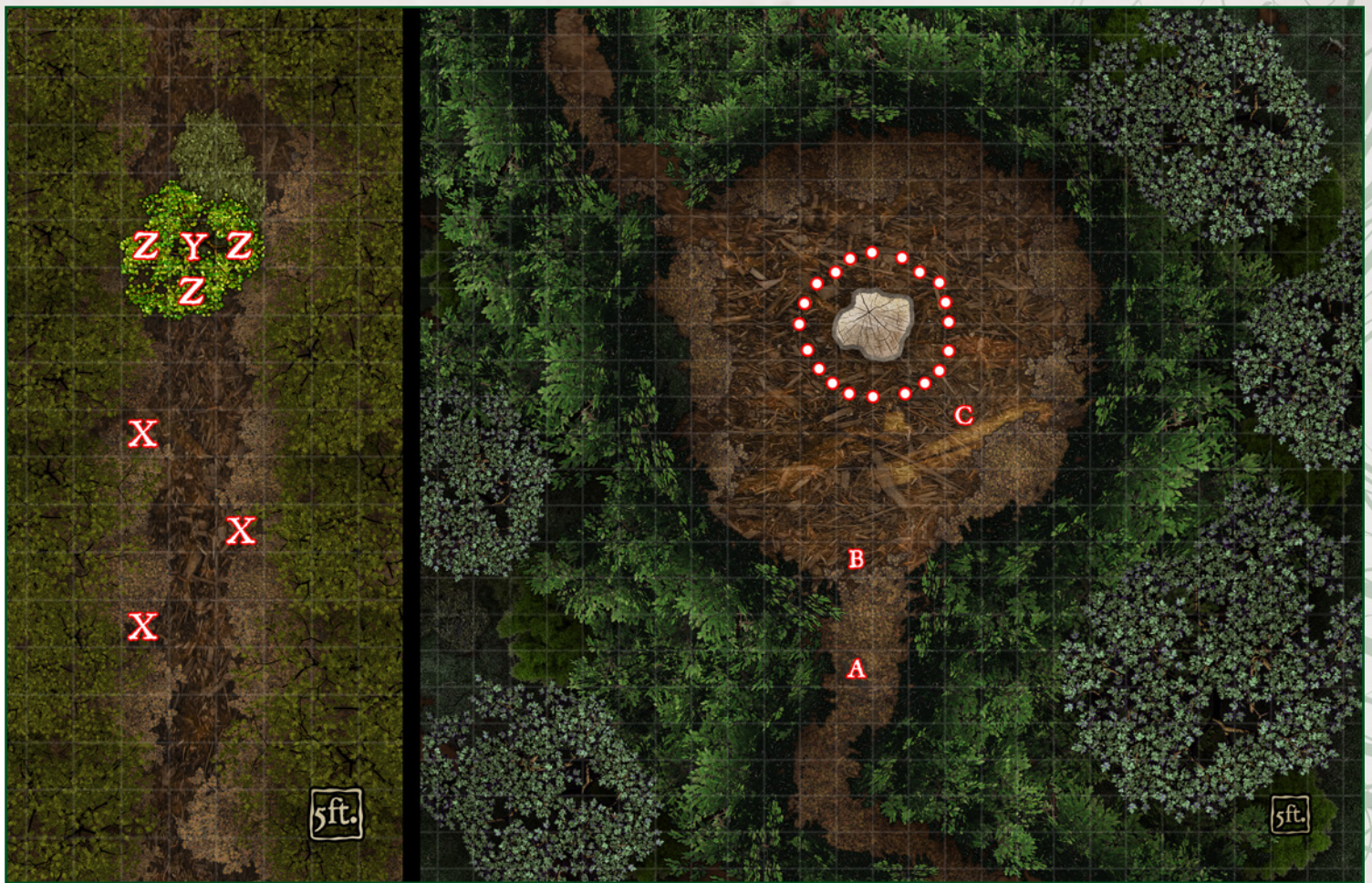
Treasure: Embedded in the twigjacks, the PCs find 5 onyx and 2 topaz gems (worth a total of 1,250 gp) and a wand of faerie fire.

ENCOUNTER: STOP AND SMELL THE FLOWERS (CR 5)

The tree canopy begins to close over the trail, narrowing to a 10-foot wide passage through dense undergrowth for 75 feet before opening up again at the far end. Thick bushes and several patches of vines adorned with beautiful crimson and violet flowers line the path. Patterns on the petals resemble tiny faces.

This pathway (see map, pg. 69) leads through thick vegetation from one clearing to the next. The foliage here is dense and tough. It is obvious that it will take a long time to cut a path through the side brush. Doing so, or turning back to look for another route, bypasses this encounter but adds 2 hours of travel time. Additionally, cutting through the forest is noisy work and imposes a –10 penalty to any Stealth checks made to sneak up on Mather Nithra's ritual.

Creatures: The three patches of flowering vines are xtabay (X's on map). They are strategically positioned every 15 feet, on alternating sides so that their 10-foot bursts of soporific pollen together cover a 50-foot long zone along the pathway. The PCs must roll separate DC 14 Will saves for each xtabay. Additionally, the death of so many animals and travelers



drew a yellow musk creeper (Y on map) to the far end of the trail. It nestles in the undergrowth that temporarily splits the path. Three yellow musk zombies (Zs on map) guard the creeper.

XTABAYS (3) CR 1/2

XP 200 EACH

hp 8 each (*Pathfinder RPG Bestiary* 2 289)

TACTICS

During Combat Each xtabay releases its pollen burst when a creature passes within 5 feet of it. An xtabay takes a full-round action to move to occupy the space of the nearest sleeping creature not already taken by another xtabay.

YELLOW MUSK CREEPER CR 2

XP 600

hp 22 (*Pathfinder RPG Bestiary* 285)

YELLOW MUSK ZOMBIES (3) CR 1/2

XP 200 EACH

hp 12 each (use statistics for standard zombies, *Pathfinder RPG Bestiary* 288, with plant traits special quality, *Pathfinder RPG Bestiary* 285)

Treasure: Scattered along the passageway, the PCs find 150 gp, 80 sp, 300 cp, 4 agates, 4 rose quartz, and 2 red garnets (worth a total of 440 gp), masterwork chain mail, splint mail, 2 sets of studded leather armor, a quiver of 22 cold iron arrows, and a masterwork composite short bow.

ENCOUNTER: GUARDING THE PERIMETER (CR 6)

This encounter takes place in the forest, as the PCs approach the ritual site (see Mapping Options sidebar for suggestions).

Creatures: Mather Nithra has assigned a tendriculos to patrol the area leading to the ancient oak clearing and prevent intruders from disrupting the ritual.

TENDRICULOS CR 6

XP 2,400

hp 76 (*Pathfinder RPG Bestiary* 2 259)

Treasure: Within the tentriculos, the PCs find 250 gp, 25 pp, a +1 *breastplate*, and a scroll case with a *scroll of darkness* and *scroll of glitterdust*.

THE ANCIENT OAK CLEARING (CR 8)

Continuing through the thick forest brush, the trail bends to reveal a large dead oak tree standing in a wide clearing. A number of bound figures are positioned in a large circle around the base of the tree. At the entrance to the clearing four small, blue-gray humanoids stand guard, their attention drawn to the tree and hostages.

One of the bound figures, a young half-elf in a Traveler scout's uniform, suddenly jerks straight up, then collapses in a heap. A red pool of blood spreads around him, quickly soaking the ground. A flash of red lightning ripples up the length of the ancient tree. The other hostages cry out, while the strange blue-gray beings jump up and down, shrieking, "It begins! It begins!"

The encounter begins with the PCs about 20 feet from the

entrance to the clearing (see map, page 69). The clearing is 60 feet long and 50 feet wide, with the oak tree slightly off-center.

Development: A lurker in light moves clockwise around the tree to each hostage in turn, sacrificing them to fuel its ritual gate special ability. It takes a move and attack action each turn, sacrificing one victim per round. The PCs have 20 rounds to stop the lurker in light from killing all the prisoners and completing the ritual. If the lurker in light kills 20 individuals during the encounter (either the hostages or PCs), the ritual gate opens, powerful forces flood in from the First World, and the ancient oak becomes a sard (*Pathfinder RPG Bestiary 2* 237).

A. ENTRANCE TO THE CLEARING

Creatures: An assassin vine hides in the thick vegetation approximately 10 feet from the entrance of the clearing. The PCs can detect the vine with a DC 20 Perception, Knowledge (nature), or Survival check. Standing at the entrance of the clearing, four hobkins gremlins watch the ongoing ritual. They notice the PCs when the assassin vine attacks and move to intercept any PCs that get through.

ASSASSIN VINE CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary 22*)

HOBKINS (4) CR 1/2

XP 200 EACH

hp 9 each (*Pathfinder RPG Bestiary 5* 131)

TACTICS

During Combat The hobkins initially use their Intimidate skill to frighten or demoralize the party. They limit their attacks to those who fight free of the assassin vine, taking care to stay out of its reach. Once the PCs defeat the assassin vine, the hobkins fully engage them, working to bunch the party together and using their collateral damage special ability to force the PCs to redirect any of their missed attacks upon each other.

Morale The hobkins fight to the death to give the lurker in light as much time as they can.

B. THE RITUAL CIRCLE

Twenty sacrifice victims are bound and positioned around the oak (see Ritual Sacrifices table). All are considered helpless; the lurker in light can make a coup de grace attack against each one and apply its sneak attack damage. The PCs can attempt to free the captives during the encounter. Freed NPCs run to retrieve their weapons nearby, or accept weapons from the PCs, and join in the attack against the lurker in light.

Creatures: Mather Nithra offered the lurker in light these twenty individuals to fuel its ritual gate to transform the oak into a sard, which Mather can then direct to destroy Uringen.

LURKER IN LIGHT CR 5

XP 1,600

hp 44 (*Pathfinder RPG Bestiary 2* 180)

TACTICS

Before Combat The lurker in light remains invisible as long as there is light, and continues to sacrifice one victim per round until successfully attacked by one of the PCs.

During Combat The clearing is open and well lit, giving the lurker in light *greater invisibility* during the encounter. It attacks with its dagger, which it coats with shadow essence poison if forced to engage with the PCs and inflicts sneak attack damage (+3d6). If the PCs attempt to free any of the hostages, the lurker in light attempts to kill that hostage before they escape.

Morale If brought below 5 hp, the lurker in light will flee, using its daylight door special ability to put distance between it and the PCs. It will become visible to the PCs as it enters the passages leading from the clearing.

Treasure: If killed, the lurker in light disintegrates into 8 pounds of magical dust (faint evocation) that glows for 1d6 days with a cold light equal to candle light. The dust also damages shadows as if it were holy water. One pound of dust is equivalent to one flask. In addition, the PCs find a pile of unclaimed weapons and gear nearby, presumably from the slain hostages, which include a *cloak of resistance +1*, *muleback cords*, a *campfire bead*, a *bird feather token*, and a masterwork composite longbow.

Development: For each hostage saved from being sacrificed, reward the party the XP value for that creature. If the party saved Ziplostorin, the druid explains Mather Nithra's plan to them.

CONCLUDING THE ADVENTURE

After defeating the lurker in light, the party can escort the survivors back to Nightmoss Camp. Mother Nightmoss rewards the party with a jar of her miraculous *salve of the second chance*^{GetRK} (1,600 gp value), and the Travelers reward the party with 500 gp and the offer of an Embeth hound as an animal companion. 🐾

TABLE: RITUAL SACRIFICES

| Order | Name | CR | XP | hp | Source |
|-------|------------------|-----|-----|----|----------------------------------|
| 1. | Novice Scout | 1/2 | 200 | 12 | (NPC Codex 128) |
| 2. | Gnome Explorer | 1/3 | 135 | 7 | (AP#32: Rivers Run Red 20) |
| 3. | Ratfolk | 1/3 | 135 | 8 | (Bestiary 3 231) |
| 4. | Faun | 1 | 400 | 13 | (Bestiary 3 114) |
| 5. | Bandit | 1/2 | 200 | 11 | (Gamemastery Guide 258) |
| 6. | Faun | 1 | 400 | 13 | (Bestiary 3 114) |
| 7. | Pooka | 2 | 600 | 12 | (Bestiary 4 216) |
| 8. | Seasoned Trapper | 1 | 400 | 13 | (NPC Codex 261) |
| 9. | Novice Scout | 1/2 | 200 | 12 | (NPC Codex 128) |
| 10. | Gnome Explorer | 1/3 | 135 | 7 | (AP#32: Rivers Run Red 20) |
| 11. | Bandit | 1/2 | 200 | 11 | (Gamemastery Guide 258) |
| 12. | Novice Scout | 1/2 | 200 | 12 | (NPC Codex 128) |
| 13. | Bandit | 1/2 | 200 | 11 | (Gamemastery Guide 258) |
| 14. | Faun | 1 | 400 | 13 | (Bestiary 3 114) |
| 15. | Ratfolk | 1/3 | 135 | 8 | (Bestiary 3 231) |
| 16. | Vagabond | 1 | 400 | 15 | (Gamemastery Guide 291) |
| 17. | Seasoned Trapper | 1 | 400 | 13 | (NPC Codex 261) |
| 18. | Forlarren | 2 | 600 | 15 | (Bestiary 2 125) |
| 19. | Storyteller | 1 | 400 | 11 | (Gamemastery Guide 272) |
| 20. | Ziplostorin | 2 | 600 | 24 | (Sylvan Protector, NPC Codex 63) |

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BLOOD SAPLING

This tall, slender plant has a large cage-like bulb topping its brownish-green stalk. Inside the cage rests a brain interlaced with a series of roots. Two small green leaves are centered on its head, giving the appearance of eyes with veiny branches for arms and roots curled underneath as legs.

BLOOD SAPLING CR 1

XP 400

NE Medium plant

Init +1; Senses low-light vision; Perception +4

DEFENSE

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

hp 11 (2d8+2)

Fort +4, Ref +1, Will +0

Defensive Abilities life harvest, plant traits; DR 5/slashing

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 2 claws +5 (1d4+3/19-20 plus grab)

Ranged sap spray +2 (blind 1d4 rounds, DC 13)

Special Attacks blood drain (1d2 Constitution)

STATISTICS

Str 17, Dex 13, Con 12, Int 10, Wis 10, Cha 14

Base Atk +1; CMB +4 (+8 grapple); CMD 15

Feats Weapon Focus (claw)

Skills Bluff +4, Climb +11, Perception +4, Stealth +5 (+9 in forests); Racial Modifiers +4

Stealth in forests

Languages Common, Sylvan

ECOLOGY

Environment any forest

Organization solitary or grove (2–7)

Treasure standard

SPECIAL ABILITIES

Branches (Ex) A blood sapling makes its primary claw attacks with its branch arms, dealing slashing and piercing damage. The sharp branches threaten a critical hit on a roll of 19–20.

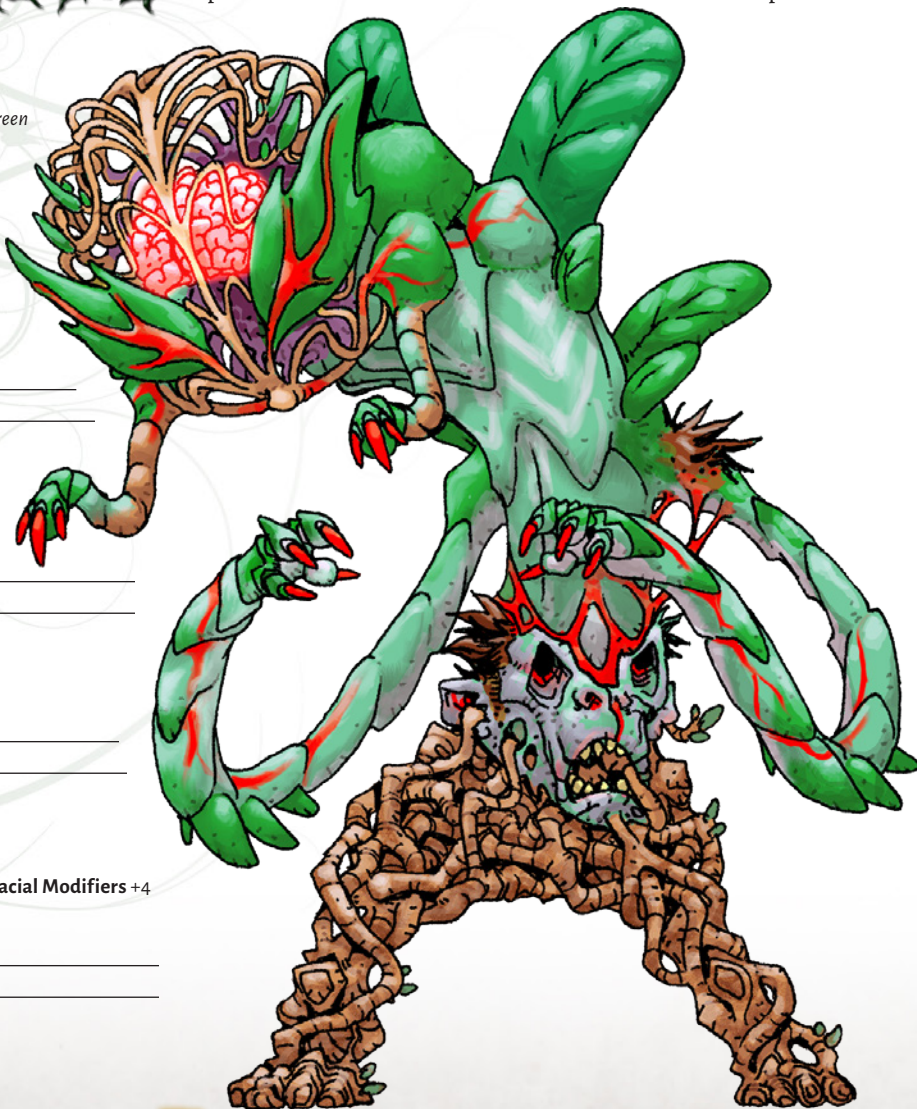
Life Harvest (Su) A blood sapling harvests the dissipating life force of dying and injured creatures. The blood sapling gains fast healing 1 for each bleeding or dying creature within 20 feet.

Sap Spray (Ex) After using blood drain, the blood sapling can emit a stream of bloody sap as a swift action at one target within 30 feet. The target is blinded for 1d4 rounds (DC 13 Reflex negates). This gummy sap can be removed with a full round action. The save DC is Constitution-based.

A blood sapling grows from a seed pod inserted into a corpse and planted with only the body's head left above ground. A seed pod grows upward to split the skull and extract the corpse's brain, which the blood sapling incorporates as its own.

Blood saplings have a taste for blood but are unable to produce a naturally sustaining bodily fluid of their own. Even animal and vermin blood doesn't provide enough nourishment for their humanoid brain tissue unless they ingest an exorbitant amount. For this reason, blood saplings prize fey, outsiders, and humanoids as delicacies. When left to their own devices, blood saplings have a difficult time interacting with other creatures due to their taste for blood.

The dull-red seed pods are the size of a walnut. A single blood sapling generally has 1d6 seed pods when slain, and harvesting one requires a successful DC 20 Survival check. After harvesting, these pods can be inserted into a creature that is then planted in the



ground up to its neck, in order to grow a new blood sapling.

Blood sapling seeds are often mistaken for walnuts, since they are intricately shaped and look like diminutive brains. A creature that ingests a seedpod must succeed at a DC 14 Fortitude save or become seriously ill, gaining the nauseated condition for 1 day as it begins to cough up a bloody sap unless *remove sickness* or a similar spell is cast.

Blood saplings tend to have thick, pulpy leaves that produce a bloody red sap when squeezed. Blood saplings grow to stand 6 feet tall and weigh 200 pounds.

DRAGONFLY, GIANT KNIFEWING

This metallic green dragonfly is as large as an adult wolf. The chitinous leading edges of its four iridescent wings resemble long, curved knives.

| GIANT KNIFEWING DRAGONFLY | CR 3 |
|--|------|
| XP 800 | |
| N Medium vermin | |
| Init +3; Senses darkvision 60 ft.; Perception +1 | |
| DEFENSE | |
| AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural) | |
| hp 22 (4d8+4) | |
| Fort +5, Ref +6, Will +2 | |
| Defensive Abilities instinctive dodge; Immune mind-affecting effects | |
| OFFENSE | |
| Speed 20 ft., climb 20 ft., fly 80 ft. (perfect) | |
| Melee bite +6 (1d6+3 plus grab), wing +6 (1d4+3/18–20 plus bleed) | |
| Special Attacks bleed (1d4) | |
| STATISTICS | |
| Str 16, Dex 17, Con 13, Int —, Wis 12, Cha 9 | |
| Base Atk +3; CMB +6 (+10 grapple); CMD 20 (28 vs. trip) | |
| Feats Dodge ^B , Flyby Attack ^B , Lightning Reflexes ^B , Mobility ^B (when flying) | |
| Skills Acrobatics +3 (+11 when flying), Climb +11, Fly +11, Perception +1; Racial Modifiers +8 Acrobatics when flying | |
| SQ acrobatic flight, wing blades | |
| ECOLOGY | |
| Environment temperate or warm marshes | |
| Organization solitary, flight (2–4), or swarm (5–12) | |
| Treasure incidental | |
| SPECIAL ABILITIES | |
| Acrobatic Flight (Ex) A giant knifewing dragonfly is a true aerial acrobat, and gains Flyby Attack and Mobility as bonus feats. When using Acrobatics while flying, it can move at full speed through threatened squares without increasing the DC to avoid attacks of opportunity. | |
| Instinctive Dodge (Ex) A giant knifewing dragonfly has evolved to react automatically to sudden movements. As a result, it gains Dodge and Lightning Reflexes as bonus feats. | |
| Wing Blades (Ex) The leading edges of a giant knifewing dragonfly's curved wings are incredibly hard and sharp. Its wing attack is a primary attack that deals slashing damage plus 1d4 points of bleed damage, and threatens a critical hit on a roll of 18–20. | |

Aside from their metallic green color, smaller size, and knife-like wings, giant knifewing dragonflies resemble normal giant dragonflies. They typically inhabit wetlands and marshes near slow-moving rivers, but can also be found near other damp environments, such as lakes, ponds, swamps, bogs, and fens. A typical giant knifewing dragonfly measures around 8 feet long including its tail, and weighs between 125 and 175 pounds.

To reproduce, giant knifewing dragonflies must deposit their



eggs in shallow, bloody water. To this end, they slash warm-blooded creatures with their razor-sharp wings as they dive and swoop past, favoring targets at least as large as themselves. Their wings inflict deep, long wounds that continuously bleed, which helps bring about the necessary conditions to lay their eggs.

When hunting for food, a giant knifewing dragonfly chases smaller creatures to bite, carry off, and eat. Giant knifewing dragonfly eggs and nymphs (treat as a giant dragonfly nymph) are difficult to distinguish from those of normal giant dragonflies. A successful DC 20 Knowledge (nature) check is required to tell the difference between the two species' eggs and nymphs.

When harvested and properly handled within 1 hour of its death, each of a giant knifewing dragonfly's four wings yields a shiny green scimitar (treat as bone weapons). Each of its two front wings yields a Medium scimitar, while each of its two hindwings yields a Small scimitar. Properly removing and handling a wing requires 5 minutes and a successful DC 15 Survival or Craft (weapons) check; failing this check destroys the wing. If the check succeeds by 5 or more, there is a 5% chance the giant knifewing dragonfly wing is strong enough to yield a masterwork quality weapon. In the same manner, the wings of exceptionally robust giant knifewing dragonflies (such as those with the advanced creature template or increased Hit Dice) yield slightly larger blades that resemble elven curve blades or falchions.

FERRYWIGHT

An ancient and shriveled face is barely visible beneath the hood of the heavy cloak that obscures this bipedal figure. It clutches a large oar, appropriate for piloting a rowboat, in its gloved hands.

FERRYWIGHT

CR 6

XP 2,400

LE Medium undead

Init +7; Senses darkvision 60 ft; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)

hp 71 (11d8+22)

Fort +5, Ref +6, Will +9

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee oar +12/+7 (1d10+6 plus push) or slam +12 (1d4+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 17), enervating waters, push (oar, 10 feet)

Spell-Like Abilities (CL 11th; concentration +13) 3/day—*hydraulic torrent*

STATISTICS

Str 18, Dex 17, Con —, Int 11, Wis 14, Cha 15

Base Atk +8; CMB +12; CMD 25

Feats Blind-Fight, Catch Off-Guard, Combat Reflexes, Deceitful, Dodge, Improved Initiative

Skills Bluff +8, Disguise +11, Intimidate +9, Knowledge (religion) +7, Perception +16, Profession (sailor) +4, Swim +19, Stealth +10; Racial Modifiers +4 Swim

Languages Common

SQ oar mastery

ECOLOGY

Environment any river or lake

Organization solitary or pack (ferrywright plus 2–8 wights)

Treasure standard (rowboat, other treasure)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a ferrywright becomes a wight in 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per Hit Die. Spawn are under the command of the ferrywright that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Enervating Waters (Su) As a standard action, the ferrywright can dip its oar into a body of water, creating dark ripples in a 10-foot radius spread centered on the oar. Each creature in the spread that is in contact with the water must succeed at a DC 17 Fortitude save or gain one negative level exactly as if it were affected by the ferrywright's energy drain attack.

Oar Mastery (Su) The ferrywright can use any oar intended to propel a small boat as a two-handed improvised weapon that deals 1d10 points of damage. The ferrywright gains the push ability with all attacks using the oar. In addition, the ferrywright can use the oar to activate its enervating waters ability.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a ferrywright destroys it (Will negates). Using the spell in this way does not require a material component.

When a humanoid drowns while desperately trying to cross a body of water, it might rise again as a ferrywright. A ferrywright derives its sustenance from the life energy of others meeting a similar fate. A typical ferrywright owns a small rowboat, either crafted from driftwood or stolen from a previous victim. The undead poses as a living ferryman to lure potential victims onto the water. Once the boat reaches the middle of the waterway, the ferrywright uses its oar or its *hydraulic torrent* ability to push



the victim into the water, then attempts to feed on the life energy of the victim while it is in the water. Although it has no need of treasure, a ferrywright often keeps mementos of previous victims.

The presence of ferrywrights is a tragic feature of many waterways in the River Kingdoms, as the turmoil in those lands leads to many drownings during desperate river crossings. These wretched beings take no pleasure in their treachery, which they perform to sate their hunger. A wise traveler in the River Kingdoms knows to take careful measure of anyone offering a ride across a river.

HEARTH WRAITH

This ghostly figure's tormented visage flickers and shifts as if lit with firelight, its arms reaching longingly for the flame.

HEARTH WRAITH

CR 6

XP 2,400

CE Medium undead (incorporeal)

Init +8; Senses darkvision 60 ft., firesense; Perception +12

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +4 Dex)

hp 66 (7d8+35)

Fort +7, Ref +6, Will +7

Defensive Abilities channel resistance +4, flicker in the firelight, incorporeal; Immune fire, undead traits

Weaknesses cold powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +10 (2d8 fire plus 1d6 Con drain)

Special Attacks shadow in the flame

STATISTICS

Str —, Dex 19, Con —, Int 15, Wis 14, Cha 21

Base Atk +5; CMB +9; CMD 24

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Fly +18, Intimidate +15, Perception +12, Sense Motive +12, Stealth +14, Survival +9

Languages Abyssal, Common

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Cold Powerlessness (Ex) A hearth wraith takes full damage from cold attacks and becomes staggered for 1 round after taking cold damage.

Constitution Drain (Su) Creatures hit by a hearth wraith's touch attack must succeed at a DC 18 Fortitude save or take 1d6 points of Constitution drain. On each successful attack,



the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Firesense (Su) A hearth wraith can notice and locate any non-magical fire the size of a campfire or larger within 300 feet, as if it possessed the blindsight ability.

Flicker in the Firelight (Ex) A hearth wraith has partial concealment in areas illuminated by non-magical fire.

Shadow in the Flame (Su) A hearth wraith can cause a non-magical fire within 60 feet to drain the vigor from nearby creatures as a standard action. Creatures within a 30-foot burst from the flames must succeed at a DC18 Will save or become fatigued. Creatures that are already fatigued become exhausted, and exhausted creatures fall asleep as the *sleep* spell. Slapping or wounding an affected creature only awakens it if the creature succeeds at a DC 18 Will save. In large fires, the wraith must choose 1 square on which to center the ability. The save DCs are Charisma-based.

Hearth wraiths are born from the souls of dying travelers longing for home who have felt the touch of unholy fire. Appearing as little more than a ghostly image of an anguished figure caught in firelight, hearth wraiths are drawn to the campfires of travelers and frequent rivers and roadways. While not vulnerable to sunlight as true wraiths are, hearth wraiths typically hunt at night when fires are more commonplace. When away from fires, the creatures avoid direct combat if possible.

Hearth wraiths lurk around the edges of a camp, their resentment growing as

they hear tales of homecomings and family, and wait for travelers to sleep before consuming their lives. A hearth wraith might leave a despairing or lost traveler alone—or even protect the traveler—to follow and enjoy their misery, attacking only if the creature finds hope of returning home.

Hearth wraiths have become an increasingly common threat to small groups traveling the River Road. Many Mendevian crusaders returning from or deserting the war find dark fates on their journeys home and rise again to haunt the living. The subjects of the small kingdom of Artume in particular have recently found the scorched corpses of ranchers gathered around the remnants of their campfires.

KRAKEN, RIVER

This monstrosity resembles a large freshwater squid, but its malevolent gaze betrays an evil intelligence.

RIVER KRAKEN

CR 12

XP 19,200

NE Large magical beast (aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura intimidating aura (30 ft., DC 21)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 168 (16d10+80)

Fort +15, **Ref** +11, **Will** +8

Immune mind-affecting effects; **Resist** cold 15; **SR** 23

OFFENSE

Speed 10 ft., swim 40 ft., jet 160 ft.

Melee bite +21 (2d4+6), 2 arms +21 (1d6+6/19–20 plus grab), 6 tentacles +19 (1d4+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (30 ft. with arm, 20 ft. with tentacle)

Special Attacks constrict (tentacles 1d4+7), run aground

Spell-Like Abilities (CL 16; concentration +19)

At will—*aqueous orb*^{APC} (DC 16), *hydraulic push*^{APC}

1/day—*dominate person* (DC 18), *summon monster V*

STATISTICS

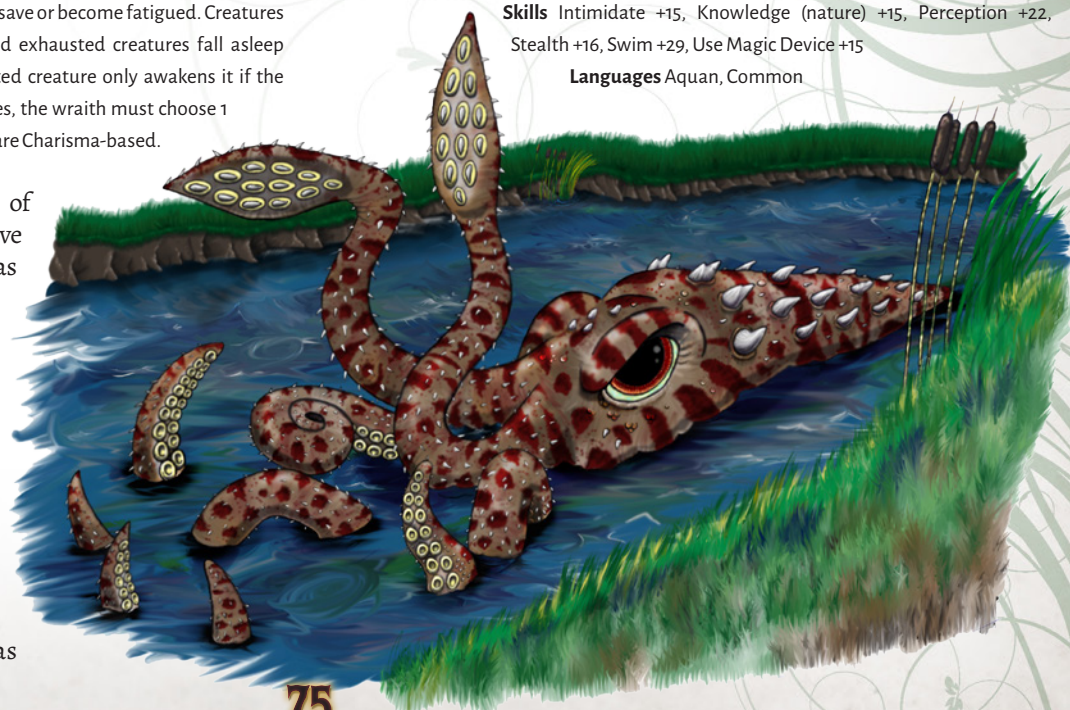
Str 22, **Dex** 12, **Con** 21, **Int** 17, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +23 (+27 grapple); **CMD** 34 (can't be tripped)

Feats Bleeding Critical, Cleave, Cleaving Finish^{UC}, Critical Focus, Improved Critical (arm), Improved Initiative, Multiattack^B, Power Attack

Skills Intimidate +15, Knowledge (nature) +15, Perception +22, Stealth +16, Swim +29, Use Magic Device +15

Languages Aquan, Common



SQ tenacious grapple

ECOLOGY

Environment any river

Organization solitary

Treasure triple

SPECIAL ABILITIES

Intimidating Aura (Su) A river kraken generates an aura of fear in a 30-foot radius around itself. Any creature entering this area is shaken for as long as it remains within it and for 1d6 rounds after it leaves the area. A DC 21 Will save negates the effect and the creature is immune to the aura for 24 hours. This is a mind-affecting, fear effect. The save DC is Charisma-based.

Run Aground (Ex) A river kraken can use four of its tentacle attacks to make a combat maneuver check against a ship within its reach. This check is opposed by the ship's pilot's Profession (sailor) check. If successful, the ship takes 4d6+12 damage and is hung up on a rock or other obstacle below the water and unable to move. The ship's pilot must make a Profession (sailor) check equal to the result of the run aground check to free the ship.

Tenacious Grapple (Ex) A river kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles. Also maintaining a grapple with an arm or tentacle only requires the attack action of the arm or tentacle instead of a standard action.

River krakens are smaller than their ocean dwelling cousins but still pose an extreme threat to any lake or river system they inhabit. Adapting to freshwater environs has caused some significant changes in both the kraken's physiology and abilities. They have lost the ability to control the weather and dominate animals. However, with proximity to people they have developed the ability to dominate intelligent minds.

River krakens usually seek to take over territories including numerous lakes and extensive river systems. Thus the River Kingdoms provide a very appealing target. They have been known to employ humanoid minions such as pirates, bandits, and other outlaws to control and expand their territories. They use *dominate person* to control influential individuals as another common tactic.

A typical river kraken's body is approximately 15 feet in length, with its tentacles adding another 20 feet, and it weighs 1,500 pounds.

PREDATORY SANDBAR

While submerged only inches under the water's surface, no debris has gathered on this sandbar. Even stranger, the current isn't eroding it.

PREDATORY SANDBAR

CR 12

XP 19,200

N Colossal ooze (aquatic)

Init 2; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** —5

DEFENSE

AC 4, touch 0, flat-footed 4 (2 Dexterity, +4 natural, 8 size)

hp 178 (17d8+102)

Fort +11, **Ref** +3, **Will** +0

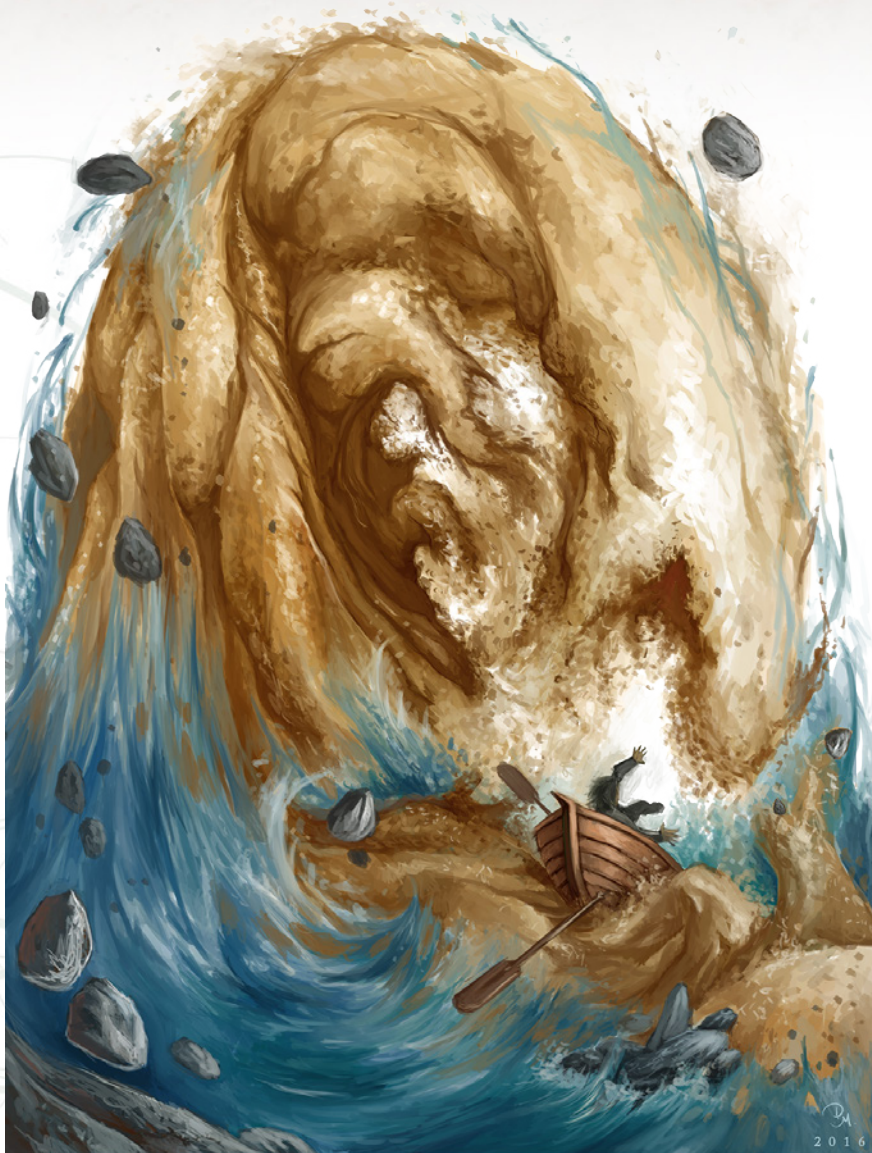
Defensive Abilities amorphous, reflexive push, split (sonic or slashing, 29 hp); **DR** 10/—;

Immune acid, electricity, ooze traits; **Resist** cold 30, fire 30

Weaknesses vulnerable to sonic

OFFENSE

Speed 5 ft., swim 40 ft.



Melee slam +19 (4d8+22 plus 2d4 acid and grab)

Space 30 ft.; **Reach** 20 ft.

Special Attacks constrict (4d8+22 plus 2d4 acid), engulf (DC 33, 2d4 acid), smother

STATISTICS

Str 40, **Dex** 7, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +35 (+39 to grab); **CMD** 43 (can't be tripped)

Skills Swim +23

SQ amphibious, granular

ECOLOGY

Environment any aquatic

Organization solitary or bank (2–4)

Treasure none

SPECIAL ABILITIES

Acid (Ex) A predatory sandbar contains acid that only damages organic matter, such as bone, cloth, flesh, leather, and wood. Creatures and objects made of non-organic materials are immune to this acid. Worn items of organic materials are dealt acid damage from the predatory sandbar's abilities and attacks.

Granular (Ex) As a creature composed of small particles bound together, a predatory sandbar is hard to observe in an underwater environment with sand. A successful DC 24 Perception check is required to notice a predatory sandbar in these environments. Any creature that fails to notice a predatory sandbar and moves into it automatically takes damage as if struck by the ooze's slam attack.

Reflexive Push (Ex) Whenever a predatory sandbar takes damage, it strikes out with a bull rush attack. This ability grants the predatory sandbar an attack of opportunity against any adjacent foe that deals damage to it. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reflexive push—instead, they cause the creature to split. Whenever a predatory sandbar takes sonic damage, the creature cannot use its reflexive push ability until after it takes its next action in combat.

Predatory sandbars slowly migrate up and down the rivers they claim. During winter they become semi-dormant and let the current push them downstream to the edge of their territory, eating anything they can. They wake from dormancy when spring floods wash debris into them, and when summer comes and less flood debris is delivered to them by the current, they slowly move back upstream and clear the river as they go.

Large objects floating downstream draw the attention of hungry predatory sandbars. They tend to move so that the current washes their prey into them, then activate their acid ability to break down their meal. Once struck, the predatory sandbar quickly surfaces to engulf everything it can find and prevent any debris from escaping. After they engulf enough organic matter for a meal (usually more than 200 pounds), they dive to the bottom to begin digesting it.

In oceans and seas, predatory sandbars travel the coastlines for meals, prey on sunken cities and ships, and target areas with heavy sea traffic. Some ships feed barrels weighted with sand to satiate the beast long enough to escape, while slavers tend to toss dead or infirm cargo overboard.

A predatory sandbar that feeds heavily on certain materials has variant statistics. If wood is its primary food source, reduce its fire resistance to 10, and increase its land speed to 10 ft. and swim speed to 50 ft. If it consumes mostly bone, increase its DR and natural armor bonus by an additional +2.

RIVER WRAITH

Bursting through a breach in the dam, the surging river takes on the uncanny shape of tusks, flashing hooves, and glittering eyes of fearsome malice.

FOAMBRISTLES

CR 4

XP 1,200

River-wraith boar

CN Medium undead (aquatic)

Init +2; **Senses** low-light vision, tremorsense 60 ft. (in water only), scent; Perception +5

DEFENSE

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

hp 20 (2d10+9)

Fort +6, **Ref** +2, **Will** +1

DR 5/bludgeoning; **Immune** undead traits

Weaknesses vulnerable to fire

Defensive Abilities amorphous, site bound

OFFENSE

Speed 10 ft., swim 30 ft.

Melee gore +7 (1d8+9)

Special Attacks aquakinesis, drowning embrace (DC 17)

STATISTICS

Str 23, **Dex** 14, **Con** —, **Int** 2, **Wis** 13, **Cha** 17

Base Atk +1; **CMB** +7 (+11 grapple); **CMD** 19

Feats Toughness

Skills Perception +5, Stealth +6 (+10 in water)

SQ one with the river

Although widely revered throughout the River Kingdoms, the worship of Hanspur remains controversial for the cult's sacrificing of animals and humans. Mainstream practitioners reserve human sacrifices for convicted criminals, but the continuing disappearance of lone travelers on the river stokes fears of less discriminating worshippers.

It is commonly assumed that these sacrifices are intended to appease the River Rat and ward against floods, but the true meaning and significance of the god's hunger—and how he chooses his desired sacrifices—are a closely-kept secret among the devout.

Regardless of the reason, some sacrifices are not consumed in the ritual. They are instead transformed into river wraiths. Through a mysterious process known only to Hanspur, they are bound to become the Sellen River's protectors and sworn avengers against those who seek to block its flow.

River wraiths are watery versions of their former selves, nearly invisible while swimming and capable of squeezing through the smallest gaps. On land, they are lumbering and weak, and seek to return to the water as quickly as possible. River wraiths retain a semblance of their former lives and often create watery replicas of their old weapons and gear. While some of these creatures are intelligent, they cannot speak.

CREATING A RIVER WRAITH

"River wraith" is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A river wraith uses the base creature's stats and abilities except as noted here.

Challenge Rating: Base creature's CR + 2.

Alignment: Chaotic neutral.

Type: The creature's type changes to undead, and it gains the aquatic subtype. Do not recalculate base attack bonus or saves.

Senses: A river wraith gains tremorsense 60 feet to sense anything in contact with a



body of water it is also in contact with.

Hit Dice: Change the creature's racial Hit Dice to 1d10s.

Movement: A river wraith gains a swim speed equal to the base creature's base speed. However, its land speed drops to 10 feet.

Defensive Abilities: A river wraith gains DR 5/bludgeoning for every 5 hit dice (minimum DR 5/bludgeoning), and the amorphous quality.

Special Abilities: A river wraith gains the following special abilities.

Aquakinesis (Su): A river-wraith can use the waters of the Sellen River to free the course of the river or bring enemies into its grasp. This ability functions as the spell *telekinesis*, with a caster level equal to the creature's Hit Dice + 5 and a range of 60 feet. A creature grappled by this force can be pulled 20 feet per round toward the river wraith and transferred into its embrace. It can also make an aquakinetic slam attack for 1d6 points of damage per 5 caster levels.

Drowning Embrace (Ex): An opponent pinned by the river wraith begins drowning, unless it succeeds on a Fortitude save. A creature making the save must still hold its breath as if underwater. The save DC is Strength-based.

One with the River (Su): The river wraith's watery form makes it difficult to follow its movements or escape its grasp. It gains a +4 on Stealth checks and benefits from concealment when in water, and gains a +4 racial bonus to grapple checks.

Site Bound (Su): River wraiths are drawn to places where the river is blocked or its flow diverted. Once an area is affected, the wraith is bound to the locale. If it is killed, it reforms the next night to continue its struggle. Only when the river resumes flowing freely can a river wraith be truly destroyed.

Weaknesses: A river wraith is vulnerable to fire.

Abilities: Str +6, Dex +4, Int -2 (minimum 1), Cha +4 (minimum equal to base creature's Con). As an undead creature, a river wraith has no Constitution score.

Skills and Feats: A river wraith retains all the skills and feats it had in life.

TSEMAUS

From the surface, this creature appears to be an ordinary log with a pointed protrusion on top. Beneath the water, its form is that of a small whale with extremely sharp teeth.

| TSEMAUS | CR 6 |
|--|------|
| XP 2,400 | |
| N Large magical beast (aquatic) | |
| Init +7; Senses low-light vision, mistsight; Perception +9 | |
| DEFENSE | |
| AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural) | |
| hp 76 (8d10+32) | |
| Fort +10; Ref +9; Will +4 | |
| OFFENSE | |
| Speed swim 60 ft. | |
| Melee bite +13 (1d8+5 plus grab), gore +13 (1d8+7) | |
| Space 10 ft.; Reach 5 ft. | |
| Special Attacks bisect, capsize, powerful charge (gore, 2d8+7) | |
| Spell-Like Abilities (CL 8th) | |
| At will— <i>wave shield</i> ^{ACC} 3/day— <i>hydraulic torrent</i> ^{APC} , <i>hydrophobia</i> ^{MM} (DC 16) | |
| STATISTICS | |
| Str 20, Dex 16, Con 19, Int 6, Wis 14, Cha 12 | |
| Base Atk +8; CMB +11 (+15 grapple); CMD 24 | |
| Feats Impaling Charge, Improved Bull Rush, Improved Initiative, Power Attack | |
| Skills Perception +9, Stealth +10 (can take 20 on Stealth when | |

disguised as log), Swim +15

Languages Aquan

SQ freeze, water dependency

ECOLOGY

Environment any river

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Bisect (Ex) Any creature reduced to negative hit points by the tsemaus's gore attack must succeed at a DC 17 Fortitude save or be sliced in half. Bisecting instantly kills the victim. The save DC is Dexterity-based.

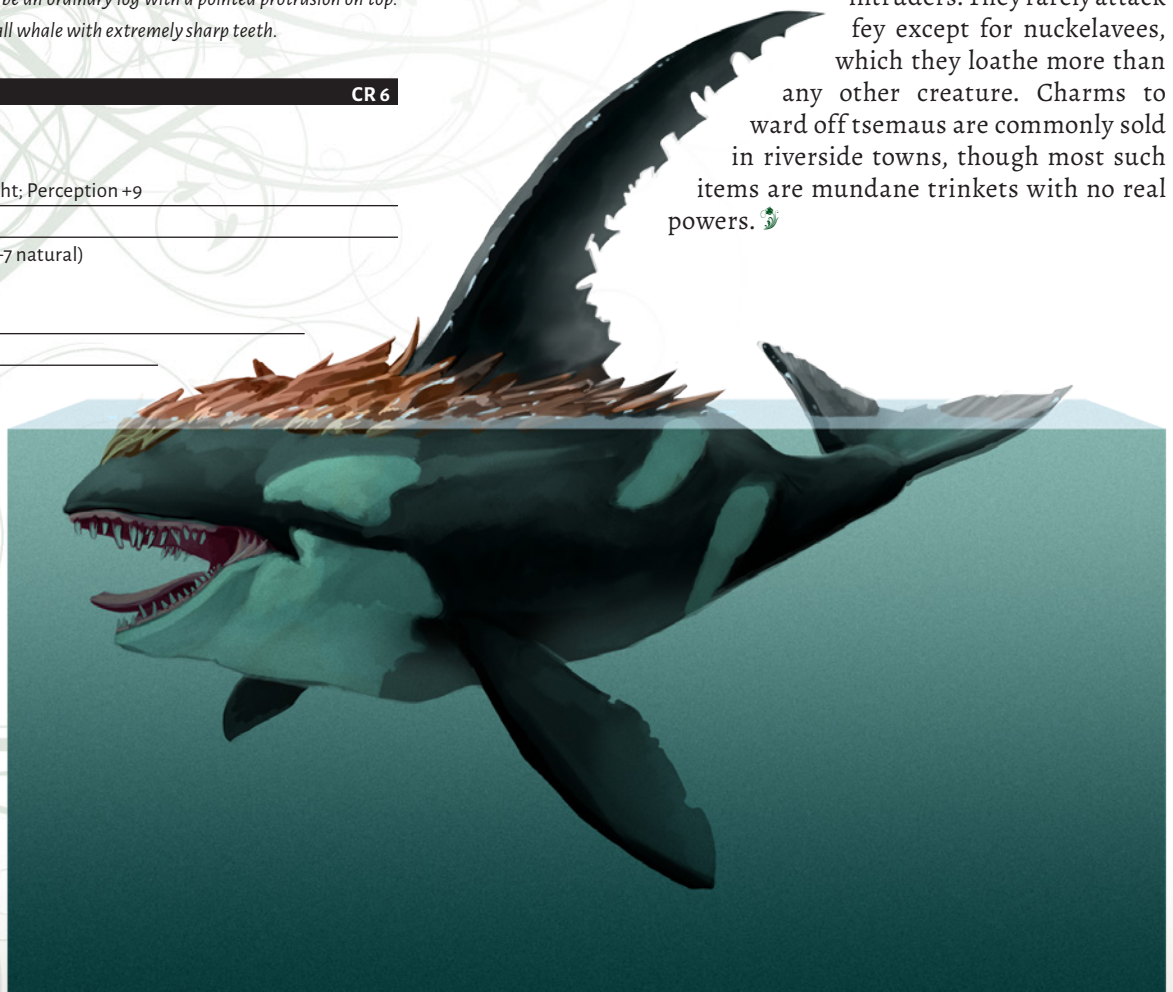
Freeze (Ex) A tsemaus can hold itself very still, appearing to be a log floating in the water. It can take 20 on its Stealth check to hide in plain sight as this type of object.

Water Dependency (Ex) A tsemaus can survive on land for a number of hours equal to its Constitution modifier (minimum 1 hour). After that, it begins to drown.

Often referred to by superstitious river folk simply as “the snags,” tsemaus are a perilous hazard for anyone traveling on the river. Though not very intelligent, these strange creatures are extremely territorial and exhibit great malevolence toward anyone traversing “their” waterways. They often lurk just underwater, with only their stick-like dorsal fins visible, to wait for small boats to prey upon. To the casual eye tsemaus look like logs floating on the water until they reveal themselves to capsize a vessel. They then attack unfortunate passengers by attempting to rip them in half with their vicious, goring fins.

Some claim that tsemaus view themselves as protectors of their particular segment of waterway and see humanoids as

intruders. They rarely attack fey except for nuckelavees, which they loathe more than any other creature. Charms to ward off tsemaus are commonly sold in riverside towns, though most such items are mundane trinkets with no real powers. 🐉



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THOSE SMALL, SUPERScript LETTERS ... WHAT DO THEY MEAN??!

| | |
|--------------|--|
| ACG | Pathfinder Roleplaying Advanced Class Guide |
| AM | Pathfinder Player Companion: Alchemy Manual |
| AP#32 | Pathfinder Adventure Path #32: Rivers Run Red |
| AP#35 | Pathfinder Adventure Path #35: War of the River Kings |
| APG | Pathfinder Roleplaying Advanced Player's Guide |
| ARG | Pathfinder Roleplaying Advanced Race Guide |
| B1 | Pathfinder Roleplaying Game Bestiary |
| B2 | Pathfinder Roleplaying Game Bestiary 2 |
| B3 | Pathfinder Roleplaying Game Bestiary 3 |
| B4 | Pathfinder Roleplaying Game Bestiary 4 |
| GHH | Pathfinder Player Companion: Giant Hunter's Handbook |
| GMG | Pathfinder Roleplaying Game GameMastery Guide |
| GttRK | Pathfinder Chronicles: Guide to the River Kingdoms |
| ISG | Pathfinder Campaign Setting: Inner Sea Gods |
| ISP | Pathfinder Player Companion: Inner Sea Primer |
| ISWG | Pathfinder Campaign Setting: Inner Sea World Guide |
| KotIS | Pathfinder Player Companion: Knights of the Inner Sea |
| MC | Pathfinder Roleplaying Game Monster Codex |
| MM | Pathfinder Player Companion: Magical Marketplace |
| NC | Pathfinder Roleplaying Game NPC Codex |
| OA | Pathfinder Roleplaying Game Occult Adventures |
| OO | Pathfinder Player Companion: Occult Origins |
| PoP | Pathfinder Campaign Setting: Paths of Prestige |
| PotR | Pathfinder Player Companion: People of the River |
| UCA | Pathfinder Roleplaying Game Ultimate Campaign |
| UC | Pathfinder Roleplaying Game Ultimate Combat |
| UE | Pathfinder Roleplaying Game Ultimate Equipment |
| UM | Pathfinder Roleplaying Game Ultimate Magic |
| USH | Pathfinder Player Companion: Undead Slayer's Handbook |

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