

VERANTHEA CODEx

THE BLACK KNIGHT

AN ADVENTURE FOR FOUR-FIVE 1ST-LEVEL CHARACTERS



MIKE MYLER



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A Pathfinder-compatible adventure that takes four to five 1st-level PCs to 3rd level.

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Throughout the book you'll find several superscript references. A singular "B" stands for "bonus" (typically a feat) but everything else specifically references something in the Paizo library for the Pathfinder Roleplaying Game. These are the most common, but every page with superscript references has the relevant title cited on the very bottom or top of each page.

- ARG *Pathfinder Roleplaying Game: Advanced Race Guide*
- GMG *Pathfinder Roleplaying Game: Gamemastery Guide*
- MC *Pathfinder Roleplaying Game: Monster Codex*
- NPC *Pathfinder Roleplaying Game: NPC Codex*
- B1 *Pathfinder Roleplaying Game: Bestiary*

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RADICAL STARTS

Welcome to Veranthea. This radical campaign setting began with my casual return to gaming after a hiatus while I went to college, and I think it's part of that whimsy that informs the world and makes it so engaging. Over the years my players have toppled kingdoms, manned the insides of a kaiju castle monster, had dinner with the mythic vampires of Tian-Ti Ang, rolled the entropic *Polydracte*, changed the course of history with a maliciously interpreted *wish*, hijacked in-flight Goblinvian jets, and far more. What identifies all of their epic achievements isn't their scope, however, but the vivid realization and actualization of themes borne out to their fullest extent and taken to the absolute extreme.

So with that in mind, welcome to Veranthea. Remember that everything here should feel bigger, be bolder, and leave an indelible mark on your games that makes them stand out in the memories of the table for decades to come. It's my fervent hope that they do, and that you enjoy this place as much as I have.

EXPLORING VERANTHEA

This particular adventure is a brief introduction to each of the continents of Veranthea: Grethadnis with its medieval fantasy and steampunk renaissance, Urethiel's high fantasy asian-inspired wuxia, and the Free Isle of Ominara, the last bastion of free folk holding out against the monstrous dieselpunk continent of Trectoyri. For GMs and groups interested in fully exploring the Fair Continent of Grethadnis as they play through the increasingly disturbing *Grualroth's Rot* Adventure Path, the [Veranthea Codex](#) has side quests and plot hooks for every country and region (woven throughout Chapter 2: Grethadnis).

VERANTHEA CAMPAIGN TRAITS

Each character in *The Black Knight* should select one of the following campaign traits upon creation:

Attunement Attuned: The Uchoyo Decree from centuries past limits how many magic items most Verantheans are able to wield and utilize at the same time but through ritual, arcane regimens, or exposure to wild magic, you've inherited a capacity to use just a wee bit more enchanted gear than everyone else. Increase your attunement value at every level by +5%. If your game does not use the attunement rules, once per month you receive a 5% discount when buying one magic item.

Destined for Adventure: Some folk in Veranthea are simply touched with a natural affinity for survival, as if the world itself willed them to live on. These luminaries often become the chosen of the gods, but the subtlest touch of the divine accompanies them from birth until death whether or

not they realize this full potential. Once per month when an attack would deal enough damage to kill you, you may force the attacker to reroll their attack roll. At 10th level this increases to twice a month, and at 20th level it increases to three times a month. Additionally, should your death be the result of a spell or other damaging effect rather than weapon attack, there is a 50% chance you inexplicably survive undamaged by it but the Destined for Adventure trait becomes inactive afterward for a duration of 60 days.

Forever Dark Survivors: Where your family once hailed from is far less important than how it is they traveled to Grethadnis: through the mysterious vehoro and across the winding passages of the Forever Dark. There's a good chance that a generation or more of your forefathers lived and walked through the subterranean network, perhaps never leaving its confines to see the light of the surface again. Eventually your family rose from the depths, but the mark of the Forever Dark remained upon them as it does you. You gain a +1 trait bonus to Knowledge (dungeoneering), Knowledge (geography), and Survival checks made underground. Additionally, you gain 1 bonus power point and the ability to manifest *detect psionics* (at the cost of 1 pp; ML equal to hit dice).

Luck of the Allgod: Verahnus is a sleeping deity and never has a single chosen, but spreads his divine touch to all of his children across Veranthea instead. Providence delivers to them the occasional fateful strike, fortuitous leap, and unlikely success. Once per day you may reroll an attack roll, combat maneuver check, skill check, saving throw, caster check, or caster level check. You must decide to reroll before the results are revealed. Alternatively, you may choose to reroll a damage roll for a weapon attack or spell, but after doing so the Luck of the Allgod trait becomes inactive afterward for a duration of 2 weeks.

Trectoyri Ancestry: While it is rare, there are the very few that manage to survive the journey between Veranthea's continents. Your great grandmother or great grandfather came from the monster-ruled lands of Trectoyri, and the fear and paranoia from their childhood echoes still in the mannerisms of your family. You gain a +1 trait bonus to Bluff, Disguise, and Sense Motive checks opposed by monstrous humanoids, as well as creatures with the goblin or orc subtype. At 10th level this bonus increases to +2, at 15th level the bonus increases to +3, at 20th level the bonus increases to +4.

Urethiel Ancestry: Though you are not yourself from Urethiel, one of your great grandfathers or great grandmothers was and a little bit of their knowledge and magical power passed onto you. You receive Koé as a bonus language, and when making a Knowledge check related to Urethiel you receive a +1 trait bonus. Additionally, you gain the use of one 0th-level spell of your choice a number of times per day equal to 1/2 your level (minimum 1). At 10th level you gain the use of a 1st-level spell-like ability of your choice a number



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of times per day equal to 1/3 your level. At 20th level you gain the use of a 2nd-level spell-like ability of your choice a number of times per day equal to 1/4 your level. Your caster level for these spell-like abilities is equal to 1/2 your level and you have no caster attribute for these spell-like abilities.

Wild Luck: You are descended from a feytouched, a wild magic sorcerer or wizard, or otherwise are especially well-adjusted to the chaotic element. For whatever the reason, something about the entropy of Veranthea is inherent to your being and you are naturally attuned to the wild magic that roams across the planet (most especially in Grethadnis). Once per day when rolling to determine the effects of a magic item or artifact that has randomized effects (like the *polysabie*, *polydracte*, *rod of wonder*, or *bag of tricks*), you may roll twice and take the result you like best. You may decide to use this trait ability after rolling. At 10th level you may do so twice per day, and at 20th level you may do so three times per day.

FINDING GRUALROTH'S ROT

The Black Knight and *Spring of Disorder* are prequel adventures to the *Grualroth's Rot* Adventure Path (which truly begins with a very ugly, evil frog in *The Clockwork Wonders of Brandlehill*—the first official adventure published in Veranthea.) For GMs intending these adventures to eventually lead to facing off against the dangers of Grethadnis' primordial demon, below are two hooks to introduce the larger plot even before introducing the Vyrstavaya gypsies, the *Polysabie*, and the Black Knight.

Dreams of the Feylves: The nearby Korokah Forest is home to the ever-dreaming feylves, a small-sized offshoot of elves that appeared after the Eclipse of the Elves just over 400 years ago in 609 AV. One of their number, Zestra Halfggen, has been unable to rest for weeks, wandering aimlessly in fear of a dark and terrible secret. She bore witness to the rebirth of Grualroth in a vision, and after adventurers slay the trio of [quasits](#)^{B1} that call the cesspit in the northern tip of the Grondov Mountains home, the feylf can dream safely once more. Her visions tell of the great evil to come and that its focus is in a place far from where the abomination first rose in the Black Mountains, but can reveal nothing more.

Phot Fangjaw's Travels: There was a beloved adventurer who journeyed from the area not too long ago, leaving many to wonder how he fared and to where he traveled. The barkeep in Hertmie will pay 10 gold for such information, which the PCs can in turn learn from Tim the Enchanter. Finding the eclectic hermit wizard is a simple task but reaching him is another matter entirely: two [monitor lizards](#)^{B1} fiercely protect the territory around his isolated home. Once they are defeated it is a simple thing to knock on his door. Though strange and prone to causing random explosions nearby for entertainment, Tim

is happy to share what he knows of Phot (that the half-orc ranger has passed away and his spirit is trapped in an abandoned fort in the Zeranoth Swamps).

Mapless Adventure: The combat sequences in *The Black Knight* are challenging and varied but as an introductory adventure, do not occur in places where the terrain inherently plays a large role (simplifying the game for new players). GMs should be comfortable to use any available map with a grid or even just a sketch on paper; for groups that are more experienced the GM should embellish and elaborate the areas where the PCs fight as they see fit.

ADVENTURE BACKGROUND

The Black Knight is the manifestation of a primordial mage that died in the throes of wild magic, transformed into a bizarre creature of dismemberment cursed to spread strange misfortune across the land every century. Yawvil is of course aware of the anomalous aberration but it always finds some adventurers that undo it before causing too much trouble, and one of the few standing orders for The Apprentice in Hertmie is to insure the scourge of the Black Knight comes to a quick end whenever it arises. Not only does the accursed thing persist until it has been destroyed thrice, the wild magic that sustains it drags anyone unlucky enough to be nearby all across the world of Veranthea. The Black Knight is tied to a dubious black twenty-sided die, currently in the possession one of the gypsy caravans of The Traveling Show. It is while a party of adventurers is commiserating with these friendly folk on the road that the magic of the *polysabie*, and thus the Black Knight, strikes...

ADVENTURE SUMMARY

Yawvil's Realm in Grethadnis is an idyllic land of tilled fields, rolling hills, and light forests populated by kind and generous peasantry that generally live rather humdrum lives. The peaceful tableau is soon to be ripped asunder, however, as a local myth is about to disrupt the countryside: the Black Knight. The powerful die that summons it, the *Polysabie*, is in the unknowing hands of a gypsy troupe destined to unleash the horror on the realm. The PCs come across the accursed die and after seemingly defeating the ebony warrior are transported to the plains of Verentai in Urethiel, forced to find the relic once more (this time in the hands of ratfolk bandits) before battling their assailant a second time. Again they are teleported to another continent—this time to a knights' tournament on the Namiriti Plains of Trectoyri's Ominara—where the Black Knight's full power is revealed in an epic battle that rips a hole in space that returns the adventurers to their home lands, albeit far to the west in the village of Feiknstafir.

Monitor Lizards and Quasits are from the Pathfinder Roleplaying Game Bestiary

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VILLAGES IN YAWVIL'S REALM

HERTMIE

NG village

Corruption -1; **Crime** -6; **Economy** -1; **Law** +0;
Lore -3; **Society** +5

Qualities insular, superstitious

Danger 0

DEMOGRAPHICS

Government council

Population 180 (60 humans; 20 dwarves; 20 elves; 20 half-elves; 20 halflings; 20 gnomes; 10 half-orc; 10 other)

NOTABLE NPCS

Hector Grimme of the Resting Pick Tavern (NG Male human expert 4/warrior 1; [Barkeep](#)^{GMG})

Caprico Carrab of the Carrab Prospecting Company (CN Female dwarf commoner 3; [Miner](#)^{NPC})

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp;
Spellcasting 0th

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

VILLAGOKO

NG small town

Corruption +2; **Crime** -6; **Economy** +0; **Law** +4;
Lore +1; **Society** -1

Qualities rumormongering citizens, superstitious

Danger 0

DEMOGRAPHICS

Government overlord

Population 375 (100 humans; 50 dwarves; 50 elves; 40 half-elves; 40 halflings; 40 gnomes; 35 half-orc; 20 other)

NOTABLE NPCS

The Apprentice (LN Male human commoner 2/wizard 3; [Hedge Wizard](#)^{GMG})

Head Official Resdra Ankwel (N Female human expert 3; [Shopkeep](#)^{GMG})

Lieutenant Mayor Gadri Gabrall (N Male human commoner 1/warrior 2; [Drunkard](#)^{GMG})

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp;
Spellcasting 2nd

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

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CHAPTER 1: A GAME ON THE ROAD

The game begins as the PCs are traveling on the The Great Road that runs through much of central Grethadnis—in this case, within the borders of Yawvil’s Realm. Here inside of the ancient wizard’s territory there are no truly great threats, making it an ideal place for adventurers to begin their careers. That is not say that there aren’t any dangers in these lands however, and there are still many perils amid the peaceful forests and fields! In addition to the various encounters listed under “Finding Gualroth’s Rot” and “Minor Quests”, the party is bound to have one encounter each day as they travel through this area. Roll 1d100 to determine what the adventurers come across: 1–20—[boar](#)^{B1}, 21–40—[constrictor snake](#)^{B1}, 41–60—[giant spider](#)^{B1}, 61–80—[wolverine](#)^{B1}, 81–100—1d4+1 bandits (CN human warrior 2; [Bandit](#)^{GMG}).

MINOR QUESTS

The following minor quests can be completed throughout *The Black Knight*.

Ghost in the Mines: The Apprentice has become aware of a ghost that wanders the Carrab Mines southeast of Hertmie in the Grondov Mountains. A DC 10 Diplomacy check to gather information makes the adventurers aware that the head of the local government is in need of someone to take the undead to task, and a DC 11 Knowledge (religion) check recognizes that the creature’s attributes resemble a quite different monster: a [shadow](#)^{B1}. Caprico Carrab is inebriated in the Resting Pick Tavern and can be convinced to help with clearing out the mines with a DC 7 Diplomacy check (or a night of shared drinks).

Orc Raiders in the Hills: A smattering of orc warriors have staked out a small territory in the hills leading to the Grondov Mountains, not far from the Carrab Mines. All told they aren’t too great in number, but the 6 [orcs](#)^{B1} (CE orc warrior 1) aren’t the real threat, their leader is: Booga (CE Female orc fighter 3; [Orc Sergeant](#)^{MC}) is overly aggressive and downright reckless but makes up for her brashness with prodigious strength. Hertmie and Villagoko reward the adventuring group that routs the monstrous threat with 200 gold each, and The Apprentice even gifts the victors with a minor wondrous item^{UE} or lesser magic ring^{UE}.

Villagoko’s Politic: While The Apprentice (LN Male human commoner 2/wizard 3; [Hedge Wizard](#)^{GMG}) runs the day-to-day operations in Yawvil’s Realm and generally sees that the region runs smoothly, the bureau

of officials in Villagoko have chafed under his leadership for too long and want a measure of independence. The PCs can take either side in the mounting conflict—either as peaceful mediators for The Apprentice, or to help the bureaucrats of Villagoko in an insurrection against entrenched rule.

After some time journeying through Yawvil’s Realm the PCs come upon a small caravan of gypsies either on or on their way to The Great Road.

The lightly plucked strings of a lute carry across the wind and to your ears, followed soon after by the lilting pitch of a flute joined by a cymbals and a growing coterie of instruments. You can see the source of the music before too long as a wagon rises over the crest of a nearby hill, its brightly colored flags and gaudily painted walls trailed by three similarly garbed vehicles. Humans, half-breeds, and even a few small folk ride atop and within them, waving to you with mirthful smiles as they notice your party.

This particular troupe are the Vyrystavyas, famed for their generosity and love of gambling. A **DC 9 Knowledge (local) check** is enough to know that not only are they incredibly fond of games of chance, but also that the current generation are notorious suckers with terrible luck. Regardless, the Vyrystavyas still insist upon sharing food and drink with the adventurers, and to roll a few dice. Unfortunately for everyone nearby, one of the gypsies unknowingly carries the *Polysabie* and its fateful roll finally comes only once the party gets involved.

As you settle down to enjoy an evening playing dice the gypsies, one of them exclaims, “By the light of Aleana, what’s that?!” As she cries out, one of the dice poured out onto the table rocks with an explosion of gray energy, bowling into you and your companions with enough force to knock you back and set your teeth chattering.

When the *Polysabie* activates, the artifact washes the area nearby in a wave of foreboding gray energy that chills everyone within a 100-ft. radius to the bone and causes them to visibly shiver. The eldest member of the Vyrystavya gypsies (an old man named Vorski) cries out, warning that his grandfather had seen such a thing and that the unstoppable Black Knight must be nearby! He beseeches the PCs to stop the legendary terror, offering each of them a *potion of cure light wounds* for taking on the task. Whether or not they accept the challenge, they’ll meet the myth soon enough as he seeks the party out instead. The gypsies refuse to move from the spot, gathering together inside their wagons for safety until they know the danger has passed.

Boar, Constrictor Snake, Giant Spider, Orcs, Shadow, and Wolverine from Pathfinder Roleplaying Game: Bestiary

Orc Sergeant from Pathfinder Roleplaying Game: Monster Codex

Hedge Wizard from Pathfinder Roleplaying Game: Gamemastery Guide

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NEW ARTIFACT

POLYSABIE

Aura overwhelming universal; **CL** 20th
Slot none; **Weight** 1 lb.

DESCRIPTION

This curious metallic black die has twenty sides, each of which is etched with a backwards numeral. It is surprisingly heavy for its size and the faces of it often change, shifting in both contrast and saturation.

The Polysabie is activated as soon as a creature rolls its fateful roll (which occurs on the roll after being rolled $1d20+5$ times) at which point they consult Table: Polysabie Effects as a wave of gray energy roils out in a 100-ft.-radius.

The permanent and irreversible effects bestowed by this artifact are put upon the very soul of the creature that rolls it, as well as $2d10+5$ creatures in a 100-ft.-radius (though the GM rolls in secret individually for what effects each creature suffers; creatures with the highest hit dice are affected first).

Any attempt to attack the Polysabie or stop the roll from occurring (such as grabbing it out of the air or catching it in one's cap) requires a melee touch attack roll with a natural roll of 20. No amount of magic, or even death, can alter the outcome of the Polysabie in any way (either during the act of using it or afterward, save for the exception of defeating the Black Knight). Any effect with a caster level uses the creature's hit die as its caster level.



After its fateful roll, the Polysabie's weight increases to 20 lbs. and the Black Knight is conjured somewhere within 3 miles. When the Black Knight is defeated, the Polysabie disappears to another continent and teleports all creatures within 100 ft. of it, as well as any creature who has dealt damage to the Black Knight's latest incarnation, to another continent (no save).

Note When using the Polysabie near large numbers of NPCs, it is recommended that the GM simply assign them effects from the Polysabie Effects table rather than roll randomly for each.

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TABLE: POLYSABIE EFFECTS

d20	Effect
1	Whenever the opportunity presents itself, you are compelled to capture birds of flight and test their carrying capacity using exotic fruits. A DC 15 Will save allows you to resist the temptation, though it never overwhelms you more than once in a day.
2	You must make a DC 15 Will save each day upon waking or be compelled to spend at least 1 hour looking for a shrubbery.
3	When you reach a settlement new to you, there is a 33% chance that the populace believe you are a witch (depending on locale, this may or may not lead to persecution or discrimination).
4	A troupe of 1d4+2 amateur performers (NG human commoner 1; Perform +1) appear from thin air and follow you around as you travel, singing your praise as well as what you are doing at any given time. A DC 20 Bluff, Diplomacy, or Intimidate check convinces them to stay away from you or stop performing for 10 minutes.
5	When you walk or run, an explicable noise of galloping hooves (or perhaps percussionist coconut shells) accompanies you (DC 15 Will save negates for a number of minutes equal to CL).
6	When you hear the word “knee” you are stunned for 1 round (Fort DC 15) and visibly frightened (no save).
7	You become obsessed with the distribution of political power in Grethadnis, erupting into a tirade of how to properly implement a rotating executive role within an anarcho-syndicalist commune every 1d6 hours should you fail a DC 15 Will save. Each rant lasts at least 20 minutes plus your character level.
8	No matter how impressive your accomplishments are, you are never initially credited for them (almost as though you were never there). Upon insistence or sharing physical evidence, you can easily convince someone of your part in the deeds in question.
9	Every night when you sleep you dream of being a guest at a castle filled with creatures of a form and manner you are attracted to, all of which insist on being “punished” in a fashion you would actually find most enjoyable. However, just before you can make good on any such activity, you wake up. The whole thing weighs heavily on your mind and you take a -1 penalty to Will saves.
10	Every 1d4 days, a crazy, dirty old man randomly appears nearby and strikes up an odd, cryptic conversation with you before inexplicably disappearing immediately thereafter.
11	Every 1d6 hours you must make a DC 15 Will save or break out into song.

12	You appear to be on the verge of death at all times. This has no effect on you physically or mentally, but you take a -1 circumstance penalty to all social skill checks against anyone who can see you.
13	When you are attempting to infiltrate or assault a fortification or settlement, you are compelled to do so by crafting an enormous wooden animal and hiding yourself or your forces within it (DC 15 Will save negates). Should you fail a DC 12 Intelligence check, you and your forces forget to hide inside it when you push it up to the target of your operation.
14	No matter how often or rigorously you clean yourself and your equipment, you are perpetually dirty and smell ever so slightly of feces (Cleaning with at least one gallon of water negates this effect for 10 minutes per CL).
15	When a fight breaks out there is a 30% chance that you miraculously grow 2 extra heads, each of which argues with every action you take. These heads have no in-game effects other than being very annoying, though they cannot be removed any more safely than your normal head could.
16	When you would be reduced to exactly 1 hp by a weapon attack, the damage from the attack that lowered your hp is negated but one of your limbs is hacked off and you take 1d4 bleed damage instead. If this was a leg you take a -10 ft. penalty to base speed.
17	Whenever you hear the phrase “her ring” you are stunned for 1 round (Fort DC 15) and visibly frightened (no save).
18	When referring to past events, deeds, and accomplishments, you refer to them as numbered scenes (no save). For example: “In Scene 12 when we entered the tavern in Hertmie, the bard there played a fine tune.”
19	You gain the ability to impose a -1 penalty on any attack roll, saving throw, or skill check made by one creature within 30 ft. as an immediate action once per day. The next attack roll, saving throw, or skill check (made by that creature or one of its allies) gains a +1 luck bonus.
20	You gain a +1 luck bonus on any attack roll, saving throw, or skill check made by you as an immediate action once per day. The next attack roll, saving throw, or skill check (made by you or an ally) takes a -1 penalty.

DESTRUCTION

The Black Knight must be defeated on each of the three continents of Veranthea, causing the *polysabie* to crumble to dust and permanently ending the effects it imposes on creatures that have rolled it. However, both the cursed creature and the *Polysabie* are conjured once more 100 years later and no force in the universe can truly bring an end to either.

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CHAPTER 2:

NONE SHALL PASS!

1d4 hours after the party experienced the *Polysabie's* fateful roll, the party comes across or is approached by a lone warrior covered in chainmail, an ebony helmet covering everything but his eyes: the Black Knight.

Striking an imposing figure with his shoulders squared is a warrior carrying a sword in one hand and large steel shield in the other. Both its accouterments and the chain shirt it wears are black as night, but most stunning is the deep ebony of the simple visored helmet atop its head. He sets the sword standing on the ground, point-down, and says in a deep and disturbing voice that echoes all around you, "None shall pass!"

The Black Knight is compelled to fight the PCs (or anyone affected by the *Polysabie*), and should they choose to simply go around it or in the opposite direction, the Black Knight follows after them (all the way to the coast of the continent if required) until it is engaged in combat.

THE BLACK KNIGHT CR 3 XP 800 (GRETHADNIS)

N Medium aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)
hp 30 (4d8+12)

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

Defensive Abilities moving target; **DR** 2/magic;

Immune bleed, disease, poison; **Resist** cold 5, fire 5; **SR** 9

Weaknesses dismembering body

OFFENSE

Speed 40 ft.

Melee mwk longsword +8 (1d8+4, Crit 19–20/x2)

or mwk longsword +6 (1d8+4, Crit 19–20/x2) and shield bash +6 (1d4+2)

or headbutt +7 (2d6+6)

Special Attacks challenging glare (DC 14 Will save), exceptional reach, teasing insults

Spell-Like Abilities (CL 4th; concentration +6)

1/day—*bane*, see *invisibility*

TACTICS

Before Combat The Black Knight (Grethadnis) stands impassively, barring any movement forward and insisting that, "none shall pass."

During Combat The Black Knight (Grethadnis) lashes out at the nearest opponent, using its sword and shield attacks until (literally) disarmed.

Morale The Black Knight fanatically fights until reduced to 0 hp.

STATISTICS

Str 18, **Dex** 15, **Con** 14, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +7; **CMD** 18

Feats Improved Shield Bash, Toughness^B, Two-Weapon Fighting

Skills Acrobatics +9, Intimidate +11, Perception +9, Sense Motive +10, Survival +9; **Racial Modifiers** +4 Intimidate, +4 Sense Motive

Languages Common

SQ no breath

Combat Gear mwk chain shirt, mwk heavy steel shield, mwk longsword, black helmet

SPECIAL ABILITIES

Challenging Glare (Ex) As an immediate action, the Black Knight stares down one creature within 100 ft., forcing them to only take only a move action each round they are not attacking the Black Knight. A DC 14 Will save negates this effect until the beginning of the creature's next turn. This is a mind-affecting effect. The saving throw DC is Charisma-based.

Dismembering Body (Ex) As the Black Knight takes damage, it gradually loses limbs. When reduced to 23 hp, one of its arms falls off (lowering its AC by -2 and leaving it only with a longsword attack), when reduced to 15 hp another arm is lost (leaving the Black Knight with only its headbutt attack), when reduced to 10 hp one of its legs is removed (lowering its base speed to 25 ft.), and when reduced to 5 hp the last of its legs is removed (lowering its base speed to 10 ft.). At 0 hp, the Black Knight dies.

Exceptional Reach (Ex) On any turn the Black Knight does not make any attacks, its reach increases by +15 feet.

Moving Target (Ex) The Black Knight's reflexes are incredible; it may deflect two ranged attacks per round as though using the Deflect Arrows feat (though the Black Knight does not require any free hands when doing so).

Teasing Insults (Ex) The Black Knight endlessly berates enemies that have caused it to lose one or more limbs. Each round as a free action, the Black Knight chooses one creature within 50 ft. who has caused its dismembering body to activate and calls them offensive things or insults their combat ability, imposing a -2 morale penalty to attack rolls, damage rolls, skill checks, saving throws, CMB, CMD, and AC for 1 round.

DEVELOPMENT

After the party has finally "killed" the creature, it and the *Polysabie* tear open a hole in space that drags all creatures nearby to Urethiel.

As the ranting tirade of the Black Knight comes to an abrupt end and it gurgles its last breath, the body dissipates into a gray-blue mist. The vapor rapidly flows outward in all directions before snapping back in, drawing everything nearby into a rift in space!

CHAPTER 3: UNFAMILIAR URETHIEL

The *Polysabie* and Black Knight are nowhere to be found when the PCs are teleported to Urethiel, but as the Enchanted Continent is no stranger to the peculiarities and anomalies magic can cause, none of the farmers or peasants in the fields of Verentai pay the party any mind when they appear from out of nowhere.

With a snap of thunder and flash of light, your body briefly exits and reenters existence. Immediately you notice that this part of the realm is unfamiliar to you and though there are witnesses to your strange arrival, none of them pay you great mind. The language they casually speak to one another in is strange as well, and you get the unnerving sense that you may be quite far from home.

The party lands in the realm of His Golden Personage of Fortitude, southwest of Gao Feng (across the Wu Ha Sea) in the middle of a large plot of rice paddies. Though it is immediately clear that the technology here is old and culture markedly different (particularly by the meticulous arrangement of fields, clothing of the locals, and their strange but familiar and understandable tongue) it could otherwise be Grethadnis. A **DC 8 Knowledge (geography) or Knowledge (nature) check** reveals that it is certainly not the continent of their birth, though any druid or ranger immediately automatically makes the check.

Living in a prosperous country, the local farmers are sympathetic to the PCs and explain where they are. Unexpected teleportations are not unheard of, and it is customary to offer shelter and sustenance to displaced travelers. The particular folks the party intrudes upon are Jiro and Haitzu Sakautta (CN Male human commoner 2; [Pig Farmer](#)^{NPC}), and though they are generous and polite regardless of how the adventurer's behave themselves, in the morning their hosts ask the PCs for help with some local troublemakers: the Shadouratto.

The gang of thieves has been skulking across the region by day, extorting farmers at sunset and fleeing in the night to rest in the farmhouses of less scrupulous commoners willing to take a bribe and immunity from the scheme. Recently one of the Sakauttas' close friends, Keiko Roddu (NG Female human commoner 5; [Pilgrim](#)^{GMC}), has worked herself into the confidence of the Shadouratto and the vagabonds are soon to utilize her farmstead as a place of hiding. With how slow to act the soldiers of Verentai have been in the past, Jiro and Haitzu want the adventurers to rout the bandits and put an end to their troubles. They have little more to offer than

old family heirlooms (a light wooden shield and a dagger), but promise their eternal gratitude as well.

What the farmers don't realize is that the bandits are cunning ratfolk! Their leader Niszuhas been using a [cap of human guise](#)^{ARG} to put the ruse on and their natural affinity for hiding has let her lackeys remain a mystery (all 3 ratfolk use the same statistics: N Male ratfolk rogue 2; [Ratfolk Tinkerer](#)^{MC}). An hour after sunset Jiro and Haitzu lead the PCs to Roddu's farm, utilizing *light* and *negate aroma* as spell-like abilities (acting as though it were as natural and normal as breathing or riding a horse).

Unfortunately for the adventurers, the Shadouratto have obtained the *Polysabie* and its fateful roll comes when the PCs approach the farm house.

The bandits within this modest barn speak quickly to one another, making their hushed and muffled voices loud enough to hear from just outside the building's walls. There's a curious percussion of some kind between them, and concentrating, you quickly realize that the most likely source of the sound is a die roll! Before you can retreat or stop the artifact from its fateful roll, a gray explosion and wave of energy slams into each of you, filling you with a sense of dread for what may come next.

After the combat has ended the PCs reach 2nd level and regardless of how the encounter with the Shadouratto resolves (the ratfolk begin with a Hostile attitude, aside from Niszu who is Unfriendly, so it is possible to talk them into leaving this area of Verentai), the Black Knight returns once more.



[Pig Farmer](#) from the Pathfinder Roleplaying Game: NPC Codex

[Pilgrim](#) from the Pathfinder Roleplaying Game: Gamemastery Guide

[Cap of Human Guise](#) from Pathfinder Roleplaying Game: Advanced Race Guide

[Ratfolk Tinkerer](#) from Pathfinder Roleplaying Game: Monster Codex

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CHAPTER 4:

IT'S JUST A FLESH WOUND!

Having been bloodied, the Black Knight first seeks out whatever creatures slew it the moment the *Polysabie* next has a fateful roll. The cursed creature arrives at Roddu's farm after 1d4+5 minutes, but this time its appearance and weapons are markedly different.

A peal of thunder echoes across the tilled plots of Verentai and as a familiar sense of dread pervades the humble farm of Keiko Roddu, a very recognizable figure steps into the barn's doorway. The Black Knight—bereft of armor or weapons, swathed in black robes and obscured by its imposing helmet—sets its feet apart in a wide stance and holds its hands outward, booming out that, “not one person shall pass beyond me.”

THE BLACK KNIGHT CR 4 XP 1,200 (URETHIEL)

N Medium aberration

Init +5; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 shield)

hp 34 (5d8+12)

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

Defensive Abilities moving target; **DR** 3/magic;

Immune bleed, disease, fatigue, poison; **Resist** acid 5, cold 5, fire 5; **SR** 10

Weaknesses dismembering body

OFFENSE

Speed 40 ft.

Melee unarmed strike +9 or +7/+7 (1d8+2 plus trip)

Special Attacks challenging glare (DC 15 Will save), exceptional reach, teasing insults, vexing throw

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*shield*

1/day—*bane*, *see invisibility*

TACTICS

Before Combat The Black Knight (Urethiel) takes up a martial stance and declares that “not one person shall pass beyond me.”

During Combat The Black Knight (Urethiel) attempts to trip opponents and force the combat to take place on the ground.

Morale The Black Knight fanatically fights until reduced to 0 hp.

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 21

Feats Combat Reflexes^B, Dodge, Weapon Finesse, Weapon Focus (unarmed)

Skills Acrobatics +13, Intimidate +12, Perception +10, Sense Motive +11, Survival +10; **Racial Modifiers** +4 Intimidate, +4 Sense Motive

Languages Common

SQ no breath

Gear black helmet

SPECIAL ABILITIES

Dismembering Body (Ex) As the Black Knight takes damage, it gradually loses limbs. When reduced to 25 hp, one of its arms falls off (reducing it to one unarmed strike per turn), when reduced to 18 hp another arm is lost (leaving the Black Knight unable to use vexing throw on more than one target per round), when reduced to 12 hp one of its legs is removed (lowering its base speed to 25 ft.), and when reduced to 6 hp or less the last of its legs is removed (lowering its base speed to 10 ft.). At 0 hp, the Black Knight dies.

Vexing Throw (Ex) Whenever the Black Knight successfully trips a creature, it can make a free combat maneuver check against the same target. On a success, the creature is thrown 5 ft. away +5 ft. for every 5 points by which the Black Knight succeeds its check. A thrown creature may make an Acrobatics check (DC equal to the number of feet they have been thrown) to land on their feet rather than prone, but on a failure they take 1d4 bludgeoning damage for each 5 feet thrown and are fatigued for 1d4 rounds as the wind is knocked out of them.

DEVELOPMENT

When the Black Knight is defeated, the *Polysabie* once more rips open a hole in time and space that drags the party through it and across Veranthea (perhaps along with the Shadouratto or the farmers), depositing them in Trectoyri on the Free Isle of Ominara.

The fumbling form of the Black Knight falls once more, but this time the body transforms into a miasma of energy that coalesces for an instant before exploding outward, changing every creature within a hundred feet into aether that disappears into the wind!

THE BLACK KNIGHT

CHAPTER 5: KNIGHTS OF OTHER HUES

This time the PCs land near a tournament of knightly games, but their arrival is not even remotely as welcome as the last time. The Free Isle is not a place of easily won liberty, and the monstrous soldiers of Goblinvania on the mainland of Trectoyri to the south are always attempting to break the defenses of Ominara. Competitions draw numerous conscripts and knights wherever they are undertaken, but in the Namiriti Plains (already teeming with soldiers) truly prodigious numbers gather for the chance at glory or wealth. Any unexpected teleportation arrivals are met with heavy scrutiny, but with so many sword arms in attendance the response is particularly heavy-handed (nevermind the Urethiel farmers, ratfolk bandits, or Grethadnis gypsies that might be brought in tow). Note that the same checks as before can be made for the PCs to recognize flora that differs from that on their home continent.

A kaleidoscopic array of light envelops your senses for what seems like years before your sight, smell, and hearing return to normal and you drop out of a colorful portal above the grass, the magic disappearing into nothing behind you. Looking around you find yourself in a wide field not far from a large assortment of banners and tents, but more alarmingly, dozens and scores of armored knights rush to encircle you and there is a clear sense of murder in their eyes.

The highest ranking knights in attendance are all Beta Conscripts (Bazdarr the Bloody—CN Female Human warrior 6; [Grizzled Mercenary](#)^{GMG}, Mordri of Madroxx—NE Male half-orc ranger 4; [Border Guard](#)^{NPC}, and Tedrys the Tower—CN Female half-elf fighter 5; [Cautious Archer](#)^{NPC}), aside from the Delta Conscript officiating the tournament, Lord Agresta (LN Male elf fighter 10; [Griffon Rider](#)^{NPC}). Before combat breaks out between the PCs and assembled soldiers, he rides out on his camel steed (often remarked upon as an odd mount for him to have, though he swears by its hooves that the beast is more reliable than any horse) and gives the party a moment to explain what's going on. After hearing the whole of the story, Lord Agresta declares that the *Polysabie* must be found immediately and that when the Black Knight arrives, the tournament's honor can only remain intact if none engage it other than the adventurers that brought it here. Furthermore, none of the PCs are permitted to leave the grounds of the contests until the matter is resolved.

There are dozens and dozens of tents that offer a variety of services, from merchants of goods the like you've never seen before—firearms that need no powder horn, clothes of fashions wholly unfamiliar to you, as well as exotic foods that smell both savory and sweet—to countless

tests of skill or blade, and of course, numerous games of chance. Though they look upon you with suspicion and some fear, the folk here are friendly enough and you feel less out of place here than the last part of Veranthea you were flung to.

Unfortunately for the tournament goers, a tricky [doppelganger](#)^{B1} has acquired the *Polysabie* and having just heard what it is capable of, engineers its fateful roll after 1d4 hours. In the meanwhile the party can participate in the contests if they like (there's archery, jousting, melee combat [first to blood], tests of skill, and, of course, gambling) but as soon as any PC splits off from the group, the doppelganger attempts to trick and subdue them, interrogating them about the other continents in private. After 2d20+5 minutes it relents, knocking its captive unconscious (though the doppelganger may be fooled by a **DC 16 Bluff or Perform [acting] check**) into seeking out another member of the party.

KIND FOLK AND MONSTROUS FOLK

There are three types of people in Veranthea, and so long as the PCs are all standard fantasy races they should have no real troubles in Trectoyri. Anyone playing a goblin or orc, however, is kept under strict guard, and should they be one of the Horror People (serpentfolk or aberrations) they are attacked outright.



Grizzled Mercenary from Pathfinder Roleplaying Game: Gamemastery Guide

Border Guard, Cautious Archer, and Griffon Rider from Pathfinder Roleplaying Game: NPC Codex

Doppelganger from Pathfinder Roleplaying Game: Bestiary

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CHAPTER 6: THE BLACK KNIGHT ALWAYS TRIUMPHS!

After all the party has been interrogated, the *Polysabie* found, or the doppelganger's true nature revealed, the artifact's fateful roll takes place and the Black Knight appears within 1,000 feet, pointing its sword to the nearest PC.

A wash of gray energy erupts as the Polysabie has yet another fateful roll. Immediately a hush overcomes the assembled folk at the tournament, soldier, contestant, and citizen alike. The crowds part for an enormous, hulking figure: the Black Knight. Unlike before, this time it is armored in full chainmail and carries only one weapon—a thrumming thing the size of a greatsword, black fumes spilling out from either side of the weapon's hilt and smaller serrations running up and down the man-sized blade. It raises the contraption towards you, clearly pointing, and the audience of the tournament parts even more, their faces taut and pale.

THE BLACK KNIGHT CR 5 XP 1,600 (TRECTOYRI)

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+6 armor, +0 Dex, +4 shield, -1 size)

hp 52 (7d8+21)

Fort +5, **Ref** +2, **Will** +7

Defensive Abilities moving target; **DR** 5/magic;

Immune bleed, disease, exhaustion, fatigue, poison, stun;

Resist acid 5, cold 5, electricity 5, fire 5; **SR** 12

Weaknesses dismembering body

OFFENSE

Speed 40 ft.

Melee mwk chainsaw-sword +10 (2d8+1d6+7, Crit x2 plus 1d6 bleed) or headbutt +10 (2d8+7)

Special Attacks challenging glare (DC 17 Will save), exceptional reach, excessive blood (15-ft.-radius), teasing insults

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

Spell-Like Abilities (CL 7th; concentration +9)

Constant—shield

1/day—bane, protection from arrows, see invisibility

TACTICS

Before Combat The Black Knight (Trectoyri) calls out to the creatures that have already slain it, challenging them to honorable combat.

During Combat The Black Knight (Trectoyri) singles out the most physically imposing opponent first, cutting them down with the intimidating chainsaw-sword to strike fear into the hearts of its enemies.

Morale The Black Knight fanatically fights until reduced to 0 hp.

STATISTICS

Str 20, **Dex** 11, **Con** 16, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +5; **CMB** +11; **CMD** 20

Feats Exotic Weapon Proficiency (chainsaw-sword), Furious Focus, Power Attack, Weapon Focus (headbutt)

Skills Acrobatics +10, Intimidate +13, Perception +11, Sense Motive +12, Survival +11; **Racial Modifiers** +4 Intimidate, +4 Sense Motive

Languages Common

SQ no breath

Gear mwk chainmail, mwk chainsaw-sword, black helmet

SPECIAL ABILITIES

Dismembering Body (Ex) As the Black Knight takes damage, it gradually loses limbs. When reduced to 40 hp, one of its arms falls off (lowering its bonus to hit with its chainsaw-sword to +8 and its Strength bonus to damage to +5), when reduced to 30 hp another arm is lost (leaving the Black Knight with only its headbutt attack), when reduced to 20 hp one of its legs is removed (lowering its base speed to 25 ft.), and when reduced to 10 hp or less the last of its legs is removed (lowering its base speed to 10 ft.). At 0 hp, the Black Knight dies.

Excessive Blood (Su) The Black Knight (Trectoyri) bleeds profusely as it loses a limb, covering all squares in a 15-ft.-radius in its slippery blood. Creatures other than the Black Knight (Trectoyri) must make an Acrobatics check (DC 10 + 5 per limb lost) to balance themselves at the start of their turn or fall prone.

DEVELOPMENT

Once again upon the Black Knight's defeat, a hole is ripped in space—or more accurately multiple holes, one for each creature previously teleported by the *Polysabie*. All of the teleported creatures return to their respective homelands, free of any of the artifact's ill effects (though any creature may willingly choose to keep one or more of the effects of the *Polysabie*).

The Black Knight falls and this time, its body simply disappears. There's a joyous cry that resounds in all directions for at least a mile as the creature ceases to be, and a moment later portals open near everyone transported by the artifact previously. They start to draw you inwards with an irresistible force, but before you are once more shunted across the planet the assembled knights let loose a victorious cry in your honor, extolling you as the true heroes of the tournament!

THE BLACK KNIGHT

EPILOGUE: WHAT NOW?

Unlike all the other creatures, the PCs are not transported directly back to where they were taken from. Instead they land near the village of Feiknstafir, in a culvert on the eastern side of the Baranthar Mountains in Grethadnis. The last weapon wielded by the Black Knight (a chainsaw-sword) appears on the back of the adventurer with the highest Strength attribute. Moreover, all of the party reaches 3rd level and each finds a pouch on their person with 200 platinum pieces inside.

Something strange has been going on in the settlement, a true case of nature gone awry in the *Spring of Disorder!*

CHAINSAW-SWORD

Price 1,500 gp

Type exotic

When activated (a free action that requires the pushing of a button in the weapon's hilt) a chainsaw-sword consumes 2 gp of alchemical reagents and springs to life until the end of the wielder's next turn, causing serrations to jut out from the weapon and spin rapidly around the perimeter of the blade. An activated chainsaw-sword deals 3d6 slashing damage (3d8 for a Large-sized creature), though when inactive it deals damage as though it were a flail (1d8 bludgeoning and piercing). The size and bulky nature of a chainsaw-sword requires it be wielded with two hands. A typical chainsaw-sword has a large enough fuel reserve to run for 10 rounds at a time.



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