

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
GRASP**

Scenario #2-00

Levels 3-6

KING IN THORNS

By Kate Baker and Dennis Muldoon



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Map Pack: Fungus Forest*, *Pathfinder Flip Mat: Ambush Sites Multipack*, *Pathfinder Flip Mat Classics: Deep Forests*, *Starfinder Flip Mat: Jungle World*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at organizedplayfoundation.org/paizo/guides/



METAPLOT

SUMMARY

Ready to face the Thorned Monarch—an ancient, evil fey that once vexed the Pathfinder Society's founders—the Pathfinders embark on an expedition through the Mwangi Expanse to the location of a gateway the fey has long guarded, the Door of Seasons. They meet obstacles along the way: illusions, creatures, magical gateways, and natural hazards. Once they open the Door, they find that Pathfinder Society founder Gregaro Voth is still alive, though held prisoner in the demiplane that lies beyond the Door. The Pathfinders place the Monarch's *Perennial Crown* on Voth's head, but he needs time and magical assistance before he can use the crown to take control of the demiplane. The Thorned Monarch is determined to prevent Voth from doing so. The Pathfinders must help Voth attune himself to the crown with a magical ritual while also keeping the Thorned Monarch's forces at bay. Finally, the Thorned Monarch and their top lieutenants attack.

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ADVENTURE BACKGROUND

When four of the founding members of the Pathfinder Society—Selmius Foster, Durvin Gest, Kerinha Napsunar, and Gregaro Voth—discovered the magical Door of Seasons deep in the heart of the Mwangi Expanse, they believed themselves on the path to a great treasure. The taunting voice of the gate’s guardian—the malevolent fey, Qxal, known as the Thorned Monarch—told them that there was indeed a great treasure beyond the gate, but there was a catch—the door could only be opened by a single person—whichever of the four of them was the last to survive. The Thorned Monarch expected them to turn on each other there and then, leaving one survivor to claim the treasure beyond. Instead, the Pathfinders swore an oath to each other to leave the gate alone until the dangers of exploring or the weight of years had claimed all but one of their lives. This oath, the Open Road Pact, helped to lay the foundation for the Society’s strong ethos of cooperation.

In truth, only the Thorned Monarch’s power could open this gateway. The Monarch wanted the Pathfinders to battle until only the strongest survived, at which point the fey would have taken control of the survivor and use them to claim the treasure they wanted above all else: the *Perennial Crown*. For what lies beyond the gate is a demiplane with strong connections to the First World, a demiplane that the Thorned Monarch created to serve as a staging point for a planned conquest of Golarion. That is, until ancient heroes wrested away Qxal’s crown, in so doing cutting the fey off from the ability to access and control much of their own magic.

Decades later, Gregaro Voth believed himself to be the final survivor of the Open Road Pact. He returned to the gate with a group of hired jungle guides and attempted to open it, only to fail once again. The frustrated Thorned Monarch saw little use for the aged adventurer, so they shoved Gregaro Voth into the demiplane. To cover the demiplane’s secret from any witnesses—and hopefully inspire other Pathfinders to come looking for Voth’s remains—the Monarch spun an illusion of Voth’s death.

WHERE ON GOLARION?

Part 1 of *King in Thorns* takes place within the northwestern part of the Mwangi Jungle, in the heart of the Mwangi Expanse. During Part 2, the PCs journey to a demiplane with close ties to the First World, the realm of the fey. You can find more information on the Mwangi Expanse beginning on page 84 of *Pathfinder Lost Omens World Guide*.



The guides witnessed Voth being torn apart by fey and dragged off into the jungle. And so, according to the Pathfinder Society’s official records, Voth died that day. In reality, though Voth never managed to escape the demiplane, he didn’t die, either. The demiplane has sustained his life for the past three centuries. With each passing day, the demiplane extends its roots deeper into Voth, restricting his mobility further while keeping his mind and body from deteriorating.

Over the past year, Pathfinder Society agents have slowly uncovered pieces of this story, starting from the existence of the Open Road Pact. Pathfinders also traveled to Bhopan, where the *Perennial Crown* was hidden away. Here, they defeated an avatar of the Thorned Monarch, weakening the fey more than ever before, and unraveled a web of trickery and courtly intrigue. When they ultimately departed the island, they left with the *Perennial Crown* and permission from the royal family

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to use the crown to put an end to their ancestral foe. With the crown in hand, Pathfinders combed through evidence and followed numerous leads until they located the Door of Seasons. Now, a large group of Pathfinders stands ready to enter the gate and take control of the demiplane beyond. This mission is far easier said than done, as hordes of the Thorned Monarch's most devious allies, most treacherous traps, and most dangerous magics stand ready to defend their realm.

RUNNING THE EVENT

The King in Thorns is meant to accommodate varying House sizes (from 3 tables up to 150+ tables). To facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario during the introduction (page 5). There is no requirement to have everyone seated before players begin the introduction, and Table GMs should be ready to start as soon as four or more players have been seated at the table.

Because of the nature of mustering, players may need to be moved from one table to another to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they discovered at their initial table and share it with their new table.

This scenario has three versions: one designed for Levels 1–2, one for Levels 3–6 (this version), and one for Levels 7–8. When assigning and adjusting tables, remember that PCs can only play at a table if their level falls within the range for that version. Each of these versions counts as a separate scenario. Players and GMs may earn credit for each of these three versions once.

For ease of running this event, text intended for Table GMs to read aloud is red, while text intended for the House GM to read aloud is blue. More information on these terms appears in the glossary below.

GLOSSARY OF TERMS

The King in Thorns uses several terms unique to the Pathfinder Society Special format. Each participant's role in the event is outlined under the respective entry.

House: All the PCs participating in the adventure across all levels.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Part: This event is broken into three separate segments. To a degree, each individual table can move

through encounters at its own pace, but the entire House starts and ends each part simultaneously to ensure the stage of play remains synchronized across the entire House.

House GM: This Game Master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes of the adventure. The House GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This can be a bell or other auditory signal that can cut through the din of a room full of excited players, or it could be a visual signal like a flashing light or waving flag. The signal indicates that everyone in the House should be silent and direct their attention to the House GM.

The House GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: Each of these Game Masters manages a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the House GM. Whenever the House GM announces the end of a part, that part is finished for all tables, and the Table GMs must follow the instructions for getting the PCs to the next part in the scenario. Likewise, if a Table GM has a group that finishes the part before the House GM calls time, she must notify the House GM.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players are responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff needs to provide some Couriers, volunteers who wander among the tables and collect notes that report successes.

Challenge Points: A measure of the PCs' overall strength that Pathfinder Society scenarios use to adjust the difficulty of encounters for groups of varying sizes and levels. More information on this system appears on page 52.

AID TOKENS

During the event, players at one table can assist those at another with handouts called Aid Tokens. Each Aid Token represents the assistance that Pathfinder agents provide to each other during the mission, moving back and forth to provide critical healing, skills, and combat support to those agents who need it most. Each table begins the adventure with four Aid Tokens (page 51)—

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one of each of four types. The powers of each type of Aid Token are described in **Handout: Aid Token Reference** (page 50). These starting tokens represent the assistance that a table can give to other Pathfinders throughout the course of the events. The table can't use its own starting Aid Tokens; it must pass them on. At some point during each of the four major parts of this adventure (Introduction, Part 1, Part 2, and Part 3), the table should choose one of these four Aid Tokens to pass to another table. Some tables might want to pass tokens at the beginning of each part, while others may prefer to hold on to the token until later in the part to see if other tables need help.

Before passing an Aid Token, the players can boost its potency by having one PC expend some of their own resources or attempt a skill check. A table can't retry a skill check to boost an Aid Token. A table can boost an Aid Token even while in combat without taking any in-round actions; the scenario assumes the aid was granted before that encounter began. Whether or not the Aid Token is boosted, the player who expended their resources or attempted the check should record their PC's name on the Aid Token so it's clear who granted the aid.

TIMELINE

King in Thorns is designed to take less than 5 hours, including a modest amount of time for mustering and setup. Each section transitions automatically after a certain amount of time passes, though the introduction is somewhat flexible based on mustering needs. The following is a measure of how long each part should last.

Introduction: 15 minutes (or longer, if mustering requires)

Part 1: 120 minutes

Part 2: 75 minutes

Part 3: 60 minutes

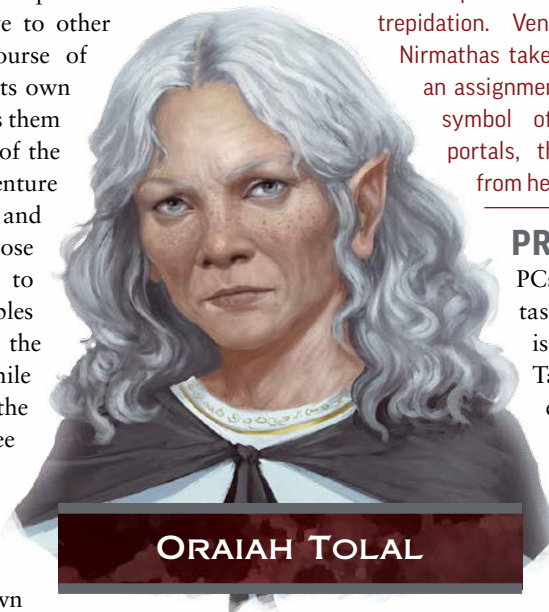
Conclusion: 15 minutes

INTRODUCTION: THE EXPEDITION BEGINS

During the introduction portion of this event, Pathfinder Society leaders ensure that Society members are fully prepared for the expedition ahead. As players arrive at the table and get ready for the event, Table GMs should read the following to orient them.

Pathfinders hurry around the makeshift camp, packing and unpacking supplies, making repairs, and scribing scrolls.

The atmosphere is excited but tinged with some trepidation. Venture-Captain Oraiah Total from Nirmathas takes the lead, ensuring everyone has an assignment and is working on it. A religious symbol of Alseta—goddess of doorways, portals, thresholds, and transitions—hangs from her neck, showing two faces in profile.



PREPARATIONS

PCs can attempt the following tasks in any order while the House is mustering. For each task, the Table GM describes the task, engages the PCs in some brief roleplaying (1–2 minutes), and then prompts the PCs to each attempt one of the listed skills for that task. The DC of the task is 18 (DC 20 in Levels 5–6). If the highest result succeeds at the task, the PCs receive

the standard reward. If anyone critically succeeds at the task, the PCs instead receive the greater reward. The PCs can Aid each other, but any PC who attempts to Aid can't attempt their own check.

Venture-Captains Oraiah Total, Bjersig Torrsen, and Khoumrock Blackthane accompany the Pathfinders on this mission, along with faction leaders Calisro Benarry of the Horizon Hunters, Fola Barun of the Envoy's Alliance, Urwal of the Verdant Wheel, and Valais Durant of the Radiant Oath. Venture-Captain Total is the head Pathfinder for this mission, but all of these leaders participate in the expedition. Art for these leaders appears in Appendix 3.

INVENTORY

Relevant Skills Nature, Society, Survival

Task Details Verdant Wheel faction leader Urwal lays on the ground, making marks on a scroll that stretches over 10 feet long. "This is our supplies list. Everything from rations to ammunition to the mounts needed to transport it all with us. We need to ensure that we know where everything is. I'm not letting anyone try to forage while we're traveling."

Standard Reward Each PC receives their choice of a lesser antidote or lesser antiplague, as Urwal finds that the Society packed in excess for the potentially dangerous mission. In Levels 5–6, they instead each receive a moderate antidote or moderate antiplague.

Greater Reward Each PC also receives their choice of a

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RELEVANT SCENARIOS

During this time, Table GMs should check with each player to determine which of the following scenarios their PC has played.

PCs who played either part of the Perennial Crown series know additional information about the Thorned Monarch. The fey being originally named Qxal sought to conquer Golarion before returning to usurp the First World from the Eldest. They poured much of their power into a demiplane to prepare for an attack on Golarion. Their symbol of rulership, the *Perennial Crown*, is an artifact that is the key to controlling the demiplane. It was only thanks to the efforts of heroes from the ancient empire of Bhopan, who managed to wrest the crown away from Qxal, that their attack was unable to proceed. The enraged Qxal destroyed most of the empire in fury, forcing its people to retreat to the island that still bears the empire's name.

Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopan: PCs who played this scenario gain a +2 circumstance bonus to checks made to convince the Befuddled Pathfinders in area C. PCs with the Blood Offering boon gain a -2 circumstance penalty to the Will save to detect the illusion in area C.

Pathfinder Society Scenario #1-17: The Perennial Crown Part 2: The Thorned Monarch: PCs who played this scenario gain a +1 circumstance bonus to checks made in the ritual in area H1.

Pathfinder Society Scenario #1-20: The Lost Legend: PCs who played this scenario gain a +1 circumstance bonus to checks made to chart the course in area E.

moderate acid flask, moderate alchemist's fire, moderate bottled lightning, or moderate frost vial.

MAGICAL SUPPLIES

Relevant Skills Arcana, Nature, Occultism, Religion

Task Details Envoy's Alliance faction leader Fola Barun directs a group of Pathfinders who are carefully blending magic and ingredients inside glass vials. "Come help us ensure that everyone is well supplied for this journey."

Standard Reward Barun and her team make an abundance of materials. Each PC receives a *lesser healing potion*. In Levels 5-6, each PC instead receives a *moderate healing potion*.

Greater Reward There is enough time to make higher quality supplies. Each PC also receives a *moderate healing potion*. In Levels 5-6, each PC receives a second *moderate healing potion*.

MAPPING

Relevant Skills Nature, Survival, Perception

Task Details Venture-Captain Bjersig Torrsen scrutinizes a map as his loyal dog, Mahki, lies by his feet. Mahki barks to alert Torrsen to approaching Pathfinders. He says, "I'm verifying all of our maps against what we can see from here. Landmarks can easily change. Why don't you see if you can find any discrepancies?"

Standard Reward Torrsen shares his information. The PCs receive a survey map for one encounter of their choice in Part 1.

Greater Reward Torrsen has the area mapped thoroughly. The PCs receive a survey atlas with a map for each encounter in Part 1.

MORALE

Relevant Skills Deception, Diplomacy, Performance

Task Details Horizon Hunters faction leader Calisro Benarry waves the group over. "Some of the newer Pathfinders seem a little nervous about this mission. Can you cheer them up a bit? This is exciting, after all!"

Standard Reward The neophyte Pathfinders are in much better spirits for the journey ahead and can lend the PCs a hand. Once during the adventure, each PC can receive a +1 circumstance bonus to one skill check or attack roll, representing the fellow Pathfinder succeeding at a check to Aid them. The PC must decide to use this benefit before rolling.

Greater Reward As the standard reward, but the bonus is instead a +2 circumstance bonus, representing a critical success on the roll to Aid.

REPAIRS

Relevant Skills Athletics, Crafting, Guild Lore

Task Details Venture-Captain Khoumrock Blackthane ensures that groups of smiths and carpenters accompanying the Pathfinders have everything they need. "A lot of this gear got damaged on the voyage over. We need to make sure that everything is in tip-top shape."

Standard Reward Each PC receives one piece of non-magical low-grade cold iron ammunition of their choice from the *Core Rulebook*.

Greater Reward As the standard reward, and the PCs receive a single non-magical low-grade cold iron simple or martial weapon of their choice from the *Core Rulebook*.

RESEARCH

Relevant Skills Nature, Society, Survival

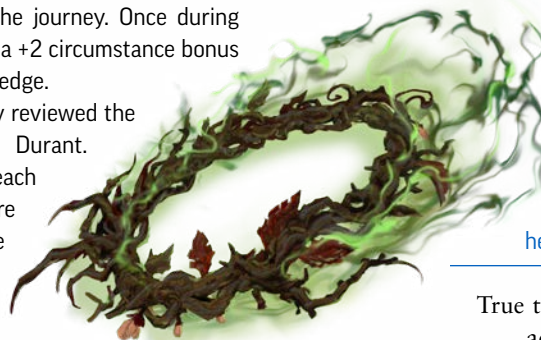
Task Details Radiant Oath faction leader Valais Durant oversees a small army of Pathfinders poring over books and scrolls. A few use magical methods to absorb information even faster. "Oh good, you're here to help. I was able to get

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these reference materials from local institutions. There's information on local plants, animals, and fey that I couldn't get at home. We're about to face a lot of dangers. Choose your favorite topic and start reading."

Standard Reward The background information helps the PCs readily identify threats during the journey. Once during this adventure, each PC can gain a +2 circumstance bonus to any one check to Recall Knowledge.

Greater Reward The PCs thoroughly reviewed the information provided by Valais Durant. Instead of the standard reward, each PC can once during the adventure automatically succeed at one check to Recall Knowledge.



PERENNIAL CROWN

THE EXPEDITION SETS OFF

Venture-Captain Oraiah Tolar calls for all of the Pathfinders at the camp to gather for an announcement. Once everyone is finished mustering, the House GM should read or paraphrase the following.

Everyone gathers around a makeshift stage as the sun starts to slip below the horizon. Pathfinders whisper to each other in anticipation.

Venture-Captain Oraiah Tolar addresses the group. "Pathfinders, our expedition begins tomorrow. We have a day's travel to reach the site where we will find the Door of Seasons. The founders of our Society may have been unable to reach the realm that lies beyond this magical gateway, but we have something they lacked." The Venture-Captain holds a verdant crown aloft. "This is the *Perennial Crown*, an artifact that will serve as the key to opening the door. I hope that Alseta will bless us as we find this doorway to a new place. From what we've been able to gather, there's a demiplane on the other side. The demiplane and the crown alike are closely tied to the Thorned Monarch, Qxal, an evil fey who once terrorized this region. The Pathfinders who recovered this crown faced steep opposition from the Monarch, and I have no doubt they will defend the Door of Seasons even more fiercely. Be wary any fey you see along the way; they are likely to be working for Qxal. Stay in groups of four or more for safety and help each other. Make any final preparations that you require and get a good night's sleep; your next few nights will be on the trail. We leave an hour after dawn."

This text alerts Table GMs that they need to wrap up the preparations section and prepare to begin Part 1. Once every table is ready, the House GM should read or paraphrase the following text.

Day breaks, and the excitement around the camp is too high to allow any Pathfinder to oversleep. Agents perform morning rituals, eat breakfast, and take a final look through maps and plans. Venture-Captain Oraiah Tolar gathers everyone together one last time. "I know that we've prepared well. We're going to stop this Thorned Monarch. I have a small gift for each of you: a signal whistle with an engraving of the *Perennial Crown*. Use it to signal your fellow Pathfinders if you need help. And now, into the wilderness!"

True to her word, each PC begins this adventure with a signal whistle. This whistle does not force other Pathfinders to come to the PCs' aid, but it does provide an explanation for the Aid Token

mechanic. Tables that are struggling are welcome to ask nearby tables if they have Aid Tokens to spare.

PART 1: FINDING THE PATH

The expedition begins quietly, but Qxal knows the Pathfinder Society approaches, and as the adventurers approach the Door, they encounter obstacles and impediments to fey left to wear the intruders down. The PCs can do the following five encounters in any order. These encounters all take place on the same day, and the PCs can take time to Treat Wounds, Refocus, or Repair equipment in between encounters. These encounters do not need to be run in any particular order, though the optional encounters in area G should only be run if all others have been completed. The players have 120 minutes to complete as many missions as they can.

Table GMs should read or paraphrase the following.

A dwarven man in armor reminiscent of a metal diving suit sets his helmet in place as a half-orc woman in a tricorne hat lends a hand. She ponders, "I like your style, Blackthane, but isn't this a little more suited to underwater?" Khoumrock Blackthane responds, "It's good armor still, and I've made a few adjustments so it works better on land. I've come out of retirement for the sixth time, and I'm going to be comfortable." Calisro Benarry responds, "Can't argue with that. I'm always comfortable." She turns to address the gathered Pathfinders. "Pathfinders, we're setting out. Our goal is a horizon that no one of this world's ever seen. But Qxal is aiming to make sure we don't get there. Everyone, stay sharp and work together." Blackthane adds, "And mind your equipment!"

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ANNOUNCED CONDITIONS

There are six conditions the House GM might announce, each tied to the House completing an objective in one of six mission locations. These conditions grant each table a single-use benefit that the players can choose to activate as a group.

Mushroom Ring Disabled: At the beginning of one combat encounter, the PCs can reduce their Challenge Points by 2 for the purposes of scaling the encounter (or by 4, in Levels 5–6).

If applied to an encounter for which this adjustment would otherwise have no effect, decreases the AC, attack modifiers, DCs, saving throws, and skill modifiers of any creatures or hazards the PCs face by 2. Additionally, decrease the DC of all skill checks during this encounter by 2.

Animals Defeated: At the start of one round of combat, a group of animals rushes into battle to assist. For that round, any PC making a melee Strike can treat their target as flanked.

Pathfinders Rescued: With the befuddled Pathfinders protected, they can assist with medical needs. At the end of one encounter, a helpful cleric casts a three-action *heal*, recovering 2d8 Hit Points in Levels 3–4 or 3d8 Hit Points in Levels 5–6.

Plants Cut Down: The PCs can use their experience cutting through plants easily. For 1 round, the PCs can ignore difficult terrain.

Course Charted: The PCs don't have to worry about finding the path and can be on the lookout for danger. At the start of one encounter, the PCs each gain a +2 circumstance bonus to their initiative rolls.

Shifters Defeated: The PCs are good at avoiding being caught by surprise. For one round of combat, the PCs can't be made flat-footed.

When the House GM says that the Door of Seasons is almost within the PCs' grasp, there are only 5 minutes remaining in Part 1. Quickly bring your encounter to a close and proceed to Part 2, giving the PCs a chance to rest and recover.

HOUSE GM INSTRUCTIONS

During Part 1, the House GM is responsible for tallying the number and type of each success reported and, when the House has accumulated the requisite number of successes for a mission, announcing that the mission is completed. If displaying a visual aid, the House GM should update it after the completion of each mission.

The House's goal is to complete as many of the missions as possible before time runs out. Once the House has reported enough successes, the mission is complete. Make the announcement that corresponds to that location, as

listed below. The number of successes required depends upon the size of the House—if the House has between four and nine tables, they need a number of successes equal to half (1/2) the number of tables. If the house has 10 or more tables, they need a number of successes equal to three-fifths (3/5) the number of tables.

Because tables complete and report encounters at different rates, some tables may report successes for missions after the House GM has already announced the success condition for those missions. The House GM can apply these successes to any combination of location goals, helping realize goals that are nearly done or shore up goals in underrepresented locations.

When the House has acquired enough Mushroom successes from area **A**, read the following aloud.

The mushroom rings have been disabled! The Thorned Monarch's tide of reinforcements has slowed.

When the House has acquired enough Animal successes from area **B**, read the following aloud.

Qxal's animal allies have been defeated! The animals that remain may even aid us in battle.

When the House has acquired enough Befuddled successes from area **C**, read the following aloud.

Excellent teamwork, agents! We have rescued our fellow Pathfinders from mortal peril!

When the House has acquired enough Plant successes from area **D**, read the following aloud.

The Thorned Monarch has enchanted the plants of this area, but they were no match for the Pathfinders! The enchanted plants have been defeated.

When the House has acquired enough Charting successes from area **E**, read the following aloud.

Those hazards were no match for our trailblazers, Pathfinders. The new course has been charted!

When the House has acquired enough Shifted successes from area **F**, read the following aloud.

Qxal's forces were tricky, but we came out on top! The shifted forces have been defeated!

After the House has successfully completed all 6 missions or after 115 minutes have passed, whichever

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comes first, read or paraphrase the following to give tables a 5-minute warning.

At last, you see an archway of woven vines in the distance, filled a shimmering pool of magic. Pathfinders, the Door of Seasons is almost within your grasp!

Five minutes after reading this warning, proceed to Part 2.

A. THE MUSHROOM RING LOW

Calisro Benarry looks through a spyglass. "Fey. Lots of them. They've got to be coming through some kind of portal from the First World. I'll take care of that lot while you look for the source. Watch for more coming through!"

Hazard: The Thorned Monarch is using mushroom rings to draw reinforcements from the First World. If the Pathfinder Society can destroy the rings, they can prevent some of the Thorned Monarch's forces from even making it to the fight. Unfortunately, they are already operational.

First, the PCs must locate a mushroom ring, which easily blend into the wilderness. PCs should each attempt a DC 22 Perception or Survival check to notice the mushroom ring (DC 25 in Levels 5–6). If the PCs all fail this check, then there is one nuglub who has already emerged from the mushroom ring before the PCs arrive at the location, but no further checks are required to find it (This creature that emerges from the ring is instead a korred in Levels 5–6). The mushroom ring then activates its portal reaction when the PCs approach. The squares with mushrooms and with water are difficult terrain. Use the map on page 10 for this area.

Once the PCs approach the mushroom ring, the Table GM should read or paraphrase the following.

In the middle of a small pond, a ring of large toadstools glows with a slight magical energy. The ground inside wobbles, appearing almost translucent, as if it were possible to step right through it.

LEVELS 3–4

MUSHROOM RING HAZARD 4
Page 26

LEVELS 5–6

MUSHROOM RING HAZARD 6
Page 36

Development: When the PCs destroy the mushroom ring, the Thorned Monarch can no longer use it to bring in extra reinforcements from the First World.

Reporting: If the PCs successfully destroy the mushroom ring, the table should report a Mushroom success.

B. IT TALKS! MODERATE

Khoumrock Blackthane sits on a rock, looking thoughtfully into the trees. "I could swear that I just heard a talking lizard. Can you go and check it out?"

Use the map on page 11 for this area. The water on the map is shallow; squares with water are difficult terrain.

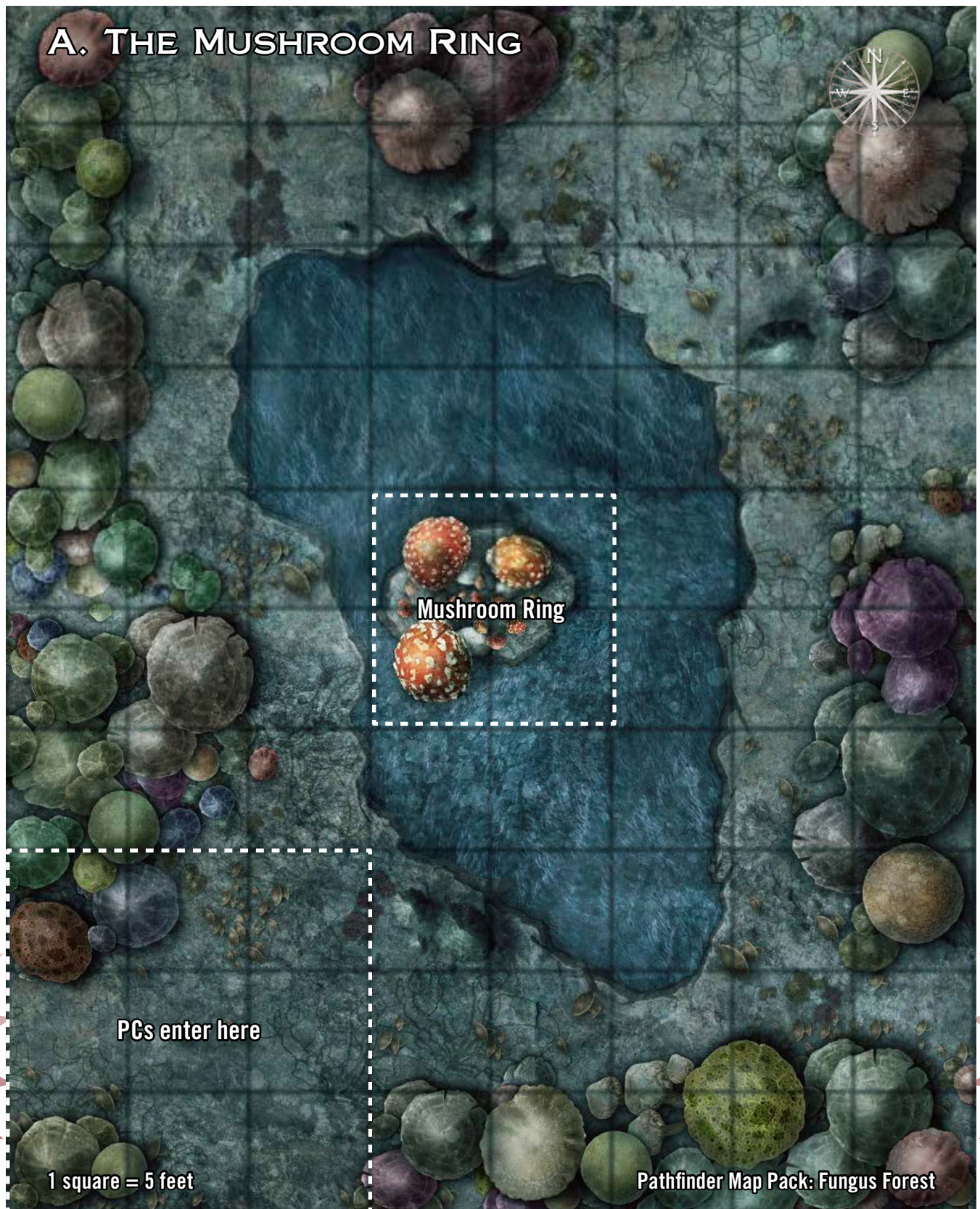
Creatures: A group of reptilian creatures approach the PCs, looking to attack. However, the leader of the animals is awakened and can speak both Common and Mwangi. This animal speaks to the PCs, taunting them. The PCs can try to talk the animals into a truce instead of fighting.

The animals give the PCs sufficient time to make a case before attacking, though they move around while they talk. If a PC attacks an animal at any point during the negotiations, then combat begins and there is no possibility of a diplomatic solution. Each PC has time to attempt two of the following checks to influence the animals.

- A DC 16 Forest Lore check to explain to the animals that the Pathfinders respect and care for the animals' habitat.
- A DC 16 Performance check to entertain the animals enough to agree not to fight.
- A DC 18 Deception check to convince the animals that the Thorned Monarch will betray them.
- A DC 18 Nature check to use information about the specific animals to make an argument.
- A DC 20 Diplomacy check to simply convince the animals to ally against Qxal.

For Level 3–4 tables, increase the DCs of all skill checks by 1 if the table has 14 or more Challenge Points. For Level 5–6 tables, increase the DC of all skill checks by 2, or by 3 if the table has 28 or more Challenge Points. A PC who is trained in a different but relevant Lore skill can attempt a check with the same DC as Forest Lore. Any PC with the wild empathy class feature gains a +2 circumstance bonus to any check attempted. A success earns the PCs 1 Influence Point and a critical success earns them 2 Influence Points, while a critical failure removes 1 Influence Point. As long as the PCs earn more Influence Points than the number of PCs, then the awakened animal agrees not to attack. If not, the animals move to attack and combat begins. Each animal fights until reduced to one

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B. IT TALKS!



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quarter (1/4) of its Hit Points or fewer, at which time it attempts to retreat.

LEVELS 3–4

AWAKENED GIANT CHAMELEON **CREATURE 3**
Page 27

GIANT GECKOS (2) **CREATURE 1**
Page 27

LEVELS 5–6

GIANT CHAMELEONS (2) **CREATURE 3**
Page 37

AWAKENED GIANT FRILLED LIZARD **CREATURE 5**
Page 37

Reporting: If the PCs successfully negotiate with the animals or defeat them in combat, the table should report an Animal success.

C. BEFUDDLED PATHFINDERS **LOW**

Calisro Benarry offers a flask from her coat pocket. “How you holding up, Pathfinders? Anyone need a little nip?” She takes a swig. “There are some real green agents on this mission. I don’t think they even know which end of a spyglass to look through. I just saw a group head that way looking like lost puppies. Can you make sure they’re not getting themselves into trouble?”

Qxal has used magic to disguise a swiftly moving river to look like a calm and shallow stream. A group of Pathfinders is about to forge through the stream to get to the other side, but they don’t realize how dangerous the waters are. Use the map on page 13 for this area. First, the PCs must each attempt a DC 20 Will save to recognize the terrain is disguised (DC 22 for Levels 5–6). PCs with the Blood Offering boon from *Pathfinder Society Scenario #1–16: The Perennial Crown Part 1: Opal of Bhopan* take a –2 circumstance penalty to this saving throw.

If any PC succeeds at this save, the group can try to stop the befuddled Pathfinders. Each of the PCs can attempt one of the following skill checks to explain to the befuddled Pathfinders that the terrain has been altered to appear less dangerous (increase all DC by 2 for Levels 5–6).

- A DC 16 Fey Lore check to explain that the Thorned Monarch is using fey magic to be tricky.

- A DC 18 Diplomacy check to convince the Pathfinders that fording the river is a bad idea.
- A DC 18 Intimidation check to cow the Pathfinders into going a different way.
- A DC 20 Nature or Survival check to give evidence that the river must be moving much more swiftly than it looks.

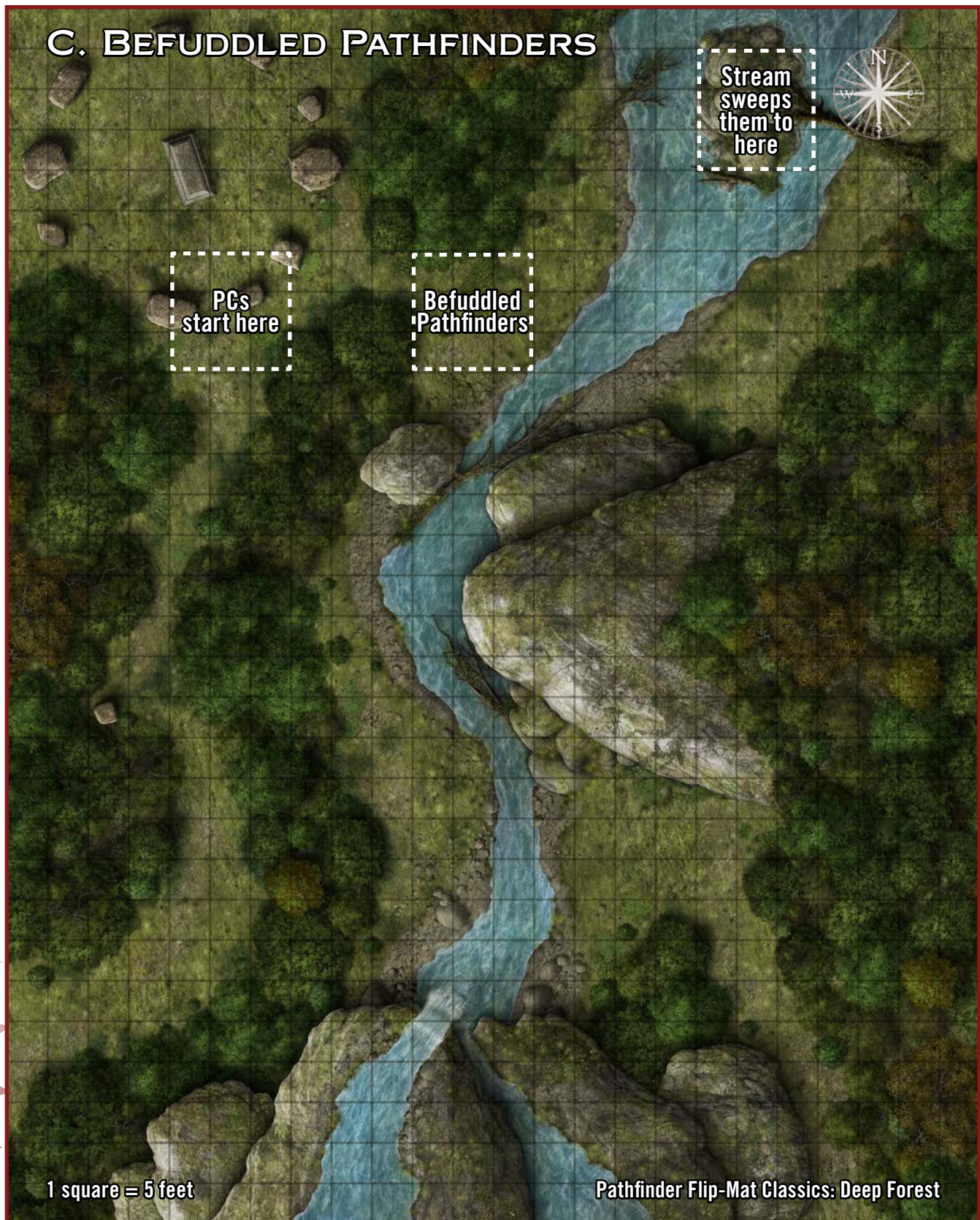
PCs who played *Pathfinder Society Scenario #1–16: The Perennial Crown Part 1: Opal of Bhopan* gain a +2 circumstance bonus to checks made to convince the befuddled Pathfinders. A PC who is trained in a different but relevant Lore can attempt a check with the same DC as Fey Lore. A success earns the PCs 1 Influence Point and a critical success earns them 2 Influence Points, while a critical failure removes 1 Influence Point. As long as the PCs earn more Influence Points than half the number of PCs, then the befuddled Pathfinders agree to find a different path. If not, then the befuddled Pathfinders refuse to listen to the PCs and start heading for the river. At this point, the PCs can try to knock out or restrain the befuddled Pathfinders to stop them if they want. If a PC kills a befuddled Pathfinder in this encounter, that PC gains 1 Infamy.

If the PCs can’t stop the befuddled Pathfinders by force or if the PCs did not spot the illusion in the first place, then the befuddled Pathfinders head into the water and are immediately carried downstream by the current. They manage to grab onto some rocks to stop themselves from being swept away completely, but they can only hang on for a little while. If the PCs can’t retrieve the befuddled Pathfinders within 5 rounds, the Pathfinders slip off the rocks and are carried downstream beyond their reach.

The river is moving quickly and requires a DC 18 Athletics check to Swim through (DC 20 for Levels 5–6). The rocks are very slippery, and standing on one requires a DC 18 Acrobatics check to Balance (DC 20 for Levels 5–6). The befuddled Pathfinders are winded from being swept away by the river and can’t attempt Athletics or Acrobatics checks on their own, though they can hold on to a rope or perform another mostly passive action. For tables with at least 12 Challenge Points in Level 3–4, or at least 23 Challenge Points in Levels 5–6, there are more Pathfinders to save (see this encounter’s entry in Appendix 1 on page 28 for Levels 3–4 or in Appendix 2 on page 38 for Levels 5–6).

Creatures: If more information about the Pathfinders is needed, such as if the PCs engage them in combat, use the following statistics to represent them. If the PCs attack the Pathfinders, they are outraged and respond in kind, but they use nonlethal tactics whenever possible.

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LEVELS 3–4

ACOLYTE OF NETHYS

CREATURE 1

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DANCER

CREATURE 1

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GUARD

CREATURE 1

Page 28

LEVELS 5–6

CHRONICLER

CREATURE 3

Page 38

JAILER

CREATURE 3

Page 38

TRACKER

CREATURE 3

Page 38

Reporting: If the PCs successfully convinced the Pathfinders not to proceed into the river, stopped them by force without killing any of them, or saved them from the river, the table should report a Befuddled success.

D. ENCHANTED PLANTS MODERATE

Khoumrock Blackthane stands covered from head to toe in leaves and bits of vine. "It appears that the Thorned Monarch has got the plants on their side. I just took out several, but watch out for more. They're easy to miss until they're trying to bite your head off. And bite they do! Watch your step!"

Creatures: The Thorned Monarch enchanted various plant creatures in the area to attack the Pathfinder Society. The plants fight to the death. Use the map on page 15 for this area.

LEVELS 3–4

SNAPPING FLYTRAPS (2)

CREATURE 3

Page 29

LEVELS 5–6

SCYTHE TREE

CREATURE 6

Page 39

SNAPPING FLYTRAP

CREATURE 3

Page 39

Reporting: If the PCs successfully defeat the plants, the table should report a Plant success.

E. CHART A COURSE

Calisro Benarry angrily corrects a map with red ink. "That blasted fey! They've added hazards to our planned route. We'll need to chart a new course, but be careful; Qxal has left us a lot of surprises."

With a surge of primal magic, the Thorned Monarch obscured the path to the Door of Seasons and filled it with deadly hazards. The PCs must accomplish several tasks to find a new path to the site of the Door that the entire Society can use to approach. Each PC must attempt a DC 20 skill check to bypass each obstacle (DC 22 for Levels 5–6). PCs who played *Pathfinder Society Scenario #1–20: The Lost Legend* gain a +1 circumstance bonus to checks made to chart the course.

If at least one PC succeeds, the group succeeds; for groups with 12 or more Challenge Points in Levels 3–4 or with 23 or more Challenge Points in Levels 5–6, two successes or one critical success is necessary to bypass an obstacle instead (see page 52 for a description of Challenge Points). If a PC casts a particularly appropriate non-cantrip spell, such as *gust of wind* to deal with the dangerous gas, they can bypass the obstacle automatically. The PCs can take time to Treat Wounds in between obstacles.

First, there is thick undergrowth where previously there were clear paths. The PCs must find a better path or clear a route through this brush. The skill options are:

- Athletics to force through the brush.
- Acrobatics to skirt it.
- Nature to recognize the plant from a distance.
- Survival to spot its habitat.

Any PC who critically fails the check takes 3d6 piercing damage from the brush (DC 18 basic Reflex save). For Levels 5–6, the damage increases to 5d6 and the DC of the saving throw increases to 20.

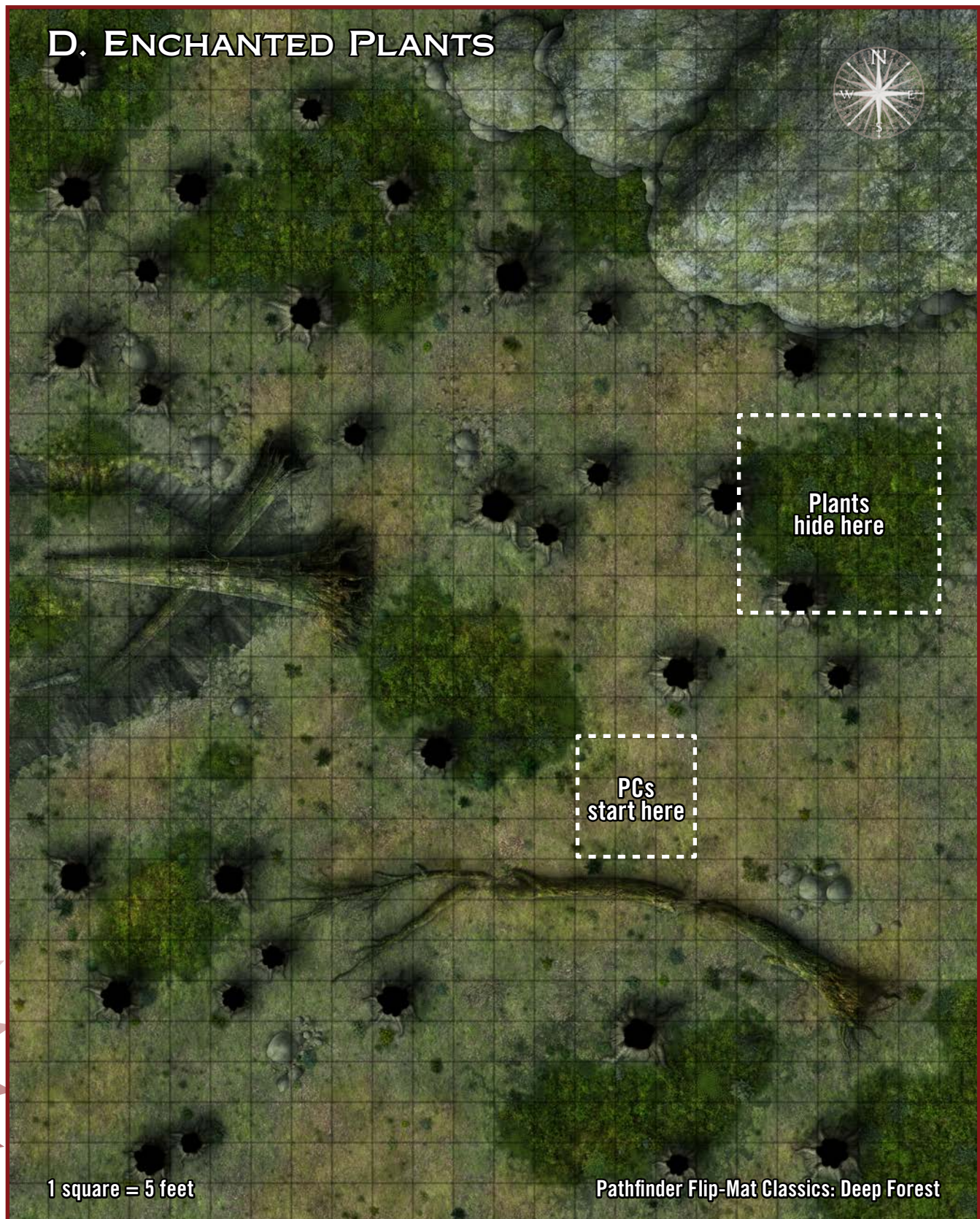
Next, Qxal has created pockets of dangerous gas. The skill options are:

- Medicine to recognize the harmful gases.
- Nature to recognize the vents where gases emerge.
- Survival to get through the pockets quickly.
- Perception to smell the gas.

Any PC who critically fails the check takes 3d6 poison damage (DC 18 basic Fortitude save). For Levels 5–6, the damage increases to 5d6 and the DC of the saving throw increases to 20.

Lastly, there are sudden powerful bursts of wind that

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can push Pathfinders off ledges or into trees. The skill options are:

- Athletics to withstand the blast.
- Nature to notice when the wind is about to start.
- Survival to find a safe place to shelter.
- Stealth to hide behind cover.

Any PC who critically fails the check takes 3d6 bludgeoning damage (DC 18 basic Fortitude save). For Levels 5–6, the damage increases to 5d6 and the DC of the saving throw increases to 20.

Reporting: If the PCs successfully bypass two out of three obstacles, the table should report a Charting success.

F. THE DISGUISED FORCES

LOW

Khoumrock Blackthane puts a finger to his lips and then speaks quietly. "There's things here that aren't what they seem. Some of those fey are real tricky...looking like things they aren't. Don't trust your eyes."

Creatures: The Thorned Monarch sends their fey allies into the wilderness to stop the Pathfinders before the Society can reach the site of the Door of Seasons. Some of these creatures disguise themselves as mundane animals, hoping to lure unsuspecting Pathfinders to their doom. Use the map on page 17 for this area.

LEVELS 3–4

A kelpie stands in the stream disguised as a beautiful horse. It attempts Captivating Lure on a martial PC, assuming they would be most enticed by a mount.

KELPIE

CREATURE 4

Page 30

LEVELS 5–6

A blodeuwedd takes the form of a prairie owl and pretends to be caught in a trap, hooting mournfully until a PC approaches to free it. The blodeuwedd has used nature's infusion and has 15 temporary Hit Points.

BLODEUWEDD

CREATURE 6

Page 40

Reporting: If the PCs successfully defeat the kelpie or blodeuwedd, the table should report a Shifted success.

ADDITIONAL ENCOUNTERS

The following encounters provide more content for tables where the players move quickly through their missions and have extra time. Table GMs can use

these encounters at their discretion during Part 1; the encounters can take place in any of the previous locations, only after the PCs have successfully completed all available missions. GMs can use the reverse side of any appropriate Pathfinder Flip-Mat from Part 1 to add variety, at their discretion.

Reporting: If the PCs complete one of these encounters, the table should report one success of a type of their choice to the HQ staff.

G1. ANGRY ANIMALS

MODERATE

Creatures: The Thorned Monarch has charmed more animals to their side and these can't be dissuaded like the previous group. They fight to the death.

LEVELS 3–4

GORILLAS (2)

CREATURE 3

Page 31

LEVELS 5–6

ARMY ANT SWARMS (2)

CREATURE 5

Page 42

G2. UNFORTUNATE MEETING

LOW

Creatures: The jungles of the Mwangi contain many dangerous creatures, even when the Thorned Monarch isn't riling them up. The PCs stumble upon one.

LEVELS 3–4

GIANT DRAGONFLY

CREATURE 4

Page 32

LEVELS 5–6

VERDUROUS OOZE

CREATURE 6

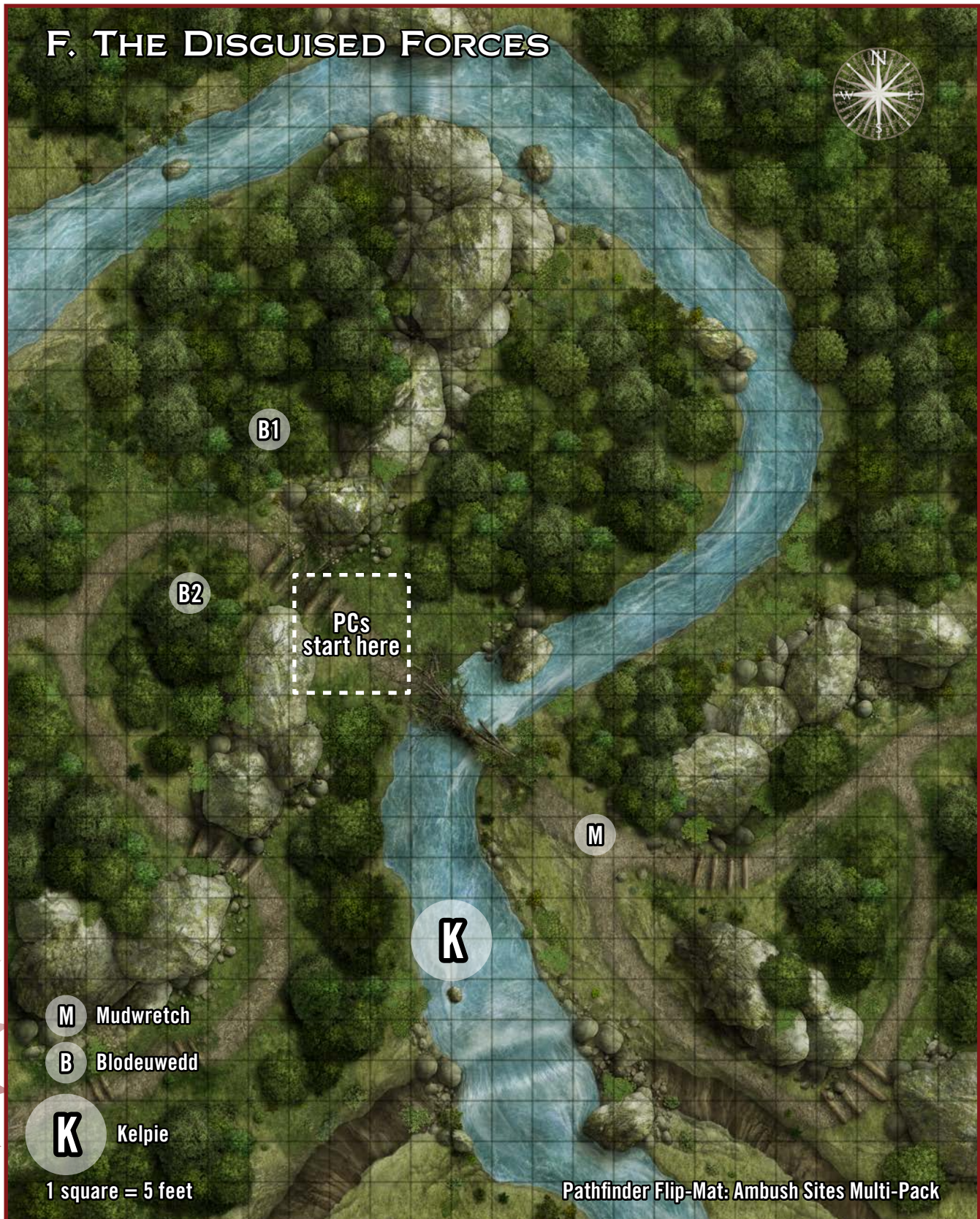
Page 43

PART 2: OPENING THE DOOR

All PCs can take an overnight rest before the Door of Seasons is unsealed, as Oraiah Tolal wants the Pathfinders to be fully prepared. Pathfinder Society medics heal everyone completely and remove any lingering conditions such as poison or disease. While the PCs rest, Oraiah Tolal and Radiant Oath faction leader Valais Durant carefully study the doorway. Meanwhile, the other leaders keep watch in shifts, starting with Venture-Captain Bjersig Torrsen and his canine companion, Mahki.

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F. THE DISGUISED FORCES



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The House GM should read or paraphrase the following.

"Well, everyone, this is it," Oraiah Tolar begins, standing next to the portal. "We have reached the Door of Seasons. This crown should allow us to open it. We don't know exactly what awaits us on the other side, though we do know that it is not of this world. Be prepared for anything. May Alseta guide us through this passageway." She holds the crown in front of the Door, and the shimmering magic within dissipates.

The demiplane on the other side of the door is green and vibrant, but the plants take on an otherworldly quality. A half-orc man, his age difficult to determine, is bound by vines and flowers. He looks up. His voice is halting and hoarse, as though he had not used it in a long time, "Can it be...Pathfinders?"

After a moment, Oraiah Tolar realizes who he is. "How can this be? Gregaro Voth! You're still alive!"

The man replies, "It is me. How many years has it been? Wait, there's no time. That crown! It's the key to this plane! We've got to use it!" As Oraiah Tolar places the crown on Voth's head, a strange wave emanates from the crown and passes over the assembled Pathfinders. Voth looks hopeful for a moment but then struggles against his bonds, still held fast.

"That would have been too easy. It's going to take some time to harness the magic to unlock the power of the crown, and Qxal won't wait long."

Oraiah Tolar begins to direct the assembled forces. "Pathfinders, it's time to act! Some of you need to help Voth with the crown. I'm sure we have a ritual to help him attune to it. The rest of you, be on alert! The Thorned Monarch could attack at any time!"

At this time, Table GMs should have their tables decide whether to help with attunement or help with defense, then proceed to the appropriate mission. The PCs should begin with Mission A on the appropriate track. After completing Mission A, they can choose to continue on to Mission B or to switch to Mission A of the other track. If the PCs complete both missions for one track, they can move on to Mission A of the other track. The PCs can take a little over 10 minutes after each mission, enough time to Treat Wounds, Refocus, or Repair their equipment, but they do not have additional time to rest.

ANNOUNCED CONDITIONS

There are two conditions the House GM might announce, each tied to the House completing an objective. These conditions grant each table a benefit in the final encounter.

Gregaro Voth Free: The Thorned Monarch and their forces are weakened by the ritual's success. The DC of all fey creatures' abilities in area J are reduced by 1.

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Advance Repelled: The PCs are bolstered by defending Voth from the fey onslaught. Each PC begins the encounter in area J with 10 temporary Hit Points (15 in Levels 5–6).

When the House GM announces that the PCs have an invasion to fight, Table GMs have 5 minutes to finish their current encounters before the beginning of Part 3. Players should not begin another mission at this point.

HOUSE GM INSTRUCTIONS

Once the House has reported a number of Ritual successes equal to the number of tables, read the following aloud.

The ritual is a success and Gregaro Voth is free! The demiplane can't control him any longer.

Once the House has reported a number of Defense successes equal to the number of tables, read the following aloud.

Excellent work, Pathfinders! We have repelled the Thorned Monarch's advance forces.

When there are 5 minutes remaining in the time allowed for the initial missions (70 minutes after

beginning Part 2), the House GM should read or paraphrase the following.

Suddenly, there is a strange shaking, like an earthquake rippling through the ground and air alike. The plants in the demiplane begin to grow and change. Oraiah Tolar calls out, "They're here! The Thorned Monarch has arrived in the demiplane! And they're not alone. We have an invasion to fight!"

After 5 minutes have passed or when all Table GMs are ready to move on, the House GM should continue to Part 3.

H1. ATTUNEMENT A: THE RITUAL

Khoumrock Blackthane watches Gregaro Voth struggle with a weary eye. "This is it. This is why I'm here. I've tangled with the Thorned Monarch already, and I know this crown. There's a ritual to attune the man to the crown, but I'm going to need your help with all the magic bits."

The Pathfinders can help Gregaro Voth use the crown by performing a ritual to attune him to the artifact. Instead of using the ritual rules from the *Core Rulebook*,

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this ritual uses a Victory Point system as described below. The demiplane is infused with vast stores of primal magic and is particularly mutable; together, these factors allow this ritual to be conducted swiftly and without the ritual casters needing their own source of magic. PCs who played *Pathfinder Society Scenario #1–17: The Perennial Crown Part 2, The Thorned Monarch* gain a +1 circumstance bonus to all checks performed in the ritual from prior experience with the crown.

One PC acts as the primary caster for the ritual, but this PC does not need to be a spellcaster. The primary caster acts last. Each other PC can act as a secondary caster but is not required to do so; these PCs likewise do not need to be spellcasters to perform this role. Each secondary caster attempts a DC 16 skill check (DC 18 for Levels 5–6) from the following options. Increase the DC by 1 if the group has 14 or more Challenge Points for Levels 3–4, or 27 or more Challenge Points for Levels 5–6.

- Arcana to tap into magical forces.
- Nature to control the primal magic involved.
- Occultism to know about binding souls to objects.
- Performance to add finesse to the ritual.
- Survival to find appropriate components.
- Thievery to manipulate the ritual components.
- Any appropriate Lore.

A critical success generates 2 Ritual Points, a success generates 1 Ritual Point, a failure generates no Ritual Points, and a critical failure removes 1 Ritual Point. If a secondary caster casts a thematically appropriate non-cantrip spell, they automatically generate a success without a skill check needed. If that spell is of the highest level that PC can cast, they instead generate a critical success.

The Primary Caster can only attempt an Arcana or Nature check and can't substitute a spell for the skill check. The DC of the check is 18 (DC 20 for Levels 5–6), but the Primary Caster receives a status bonus to the check equal to the number of Ritual Points generated by the secondary casters. Increase the DC by 1 if the group has 14 or more Challenge Points for Levels 3–4, or 27 or more Challenge Points for Levels 5–6. A critical success generates 4 Ritual Points, a success generates 2 Ritual Points, a failure generates no Ritual Points, and a critical failure removes 2 Ritual Points.

Reporting: If the total number of Ritual Points is at least equal to the number of PCs, the ritual succeeds. The table should report a Ritual success. If the PCs do not earn enough Ritual Points, Voth manages to salvage the ritual, though doing so clearly takes a lot out of him. The PCs can now attempt Attunement B, but they do not earn a Ritual success.

H2. ATTUNEMENT B: FREEING VOTH

Blackthane hollers, "It worked! Voth and the crown are attuned to each other. Now we've just got to help him break free of the plane's control. Come on, Pathfinders!"

Once Voth is attuned to the crown, he can start to break free of the vines that bind him to the demiplane with the PCs' help.

Each PC can attempt two DC 18 skill checks (DC 20 for Levels 5–6), but unless the second check uses a different skill than the first, it takes a –2 circumstance penalty. The options are:

- Arcana to use knowledge of magical forces.
- Athletics to physically help pull Voth from the ties that bind him to the plane.
- Diplomacy to encourage Voth to break free.
- Nature to use knowledge of the planes.
- Occultism to use knowledge about strange artifacts.
- Performance to inspire Voth.
- Any appropriate Lore.

A critical success generates 2 Liberation Points, a success generates 1 Liberation Point, a failure generates no Liberation Points, and a critical failure removes 1 Liberation Point.

Reporting: If the total number of Liberation Points is at least equal to the number of PCs, the PCs successfully free Voth from the control of the demiplane. The table should report a Ritual success.

I1. DEFENSE A: INITIAL FORCES LOW

Calisro draws her cutlass and watches the trees carefully. "We've got a little time until the Monarch gets here, but I bet they've got some scouts. Keep an eye out for their forces."

Creatures: Some of the Thorned Monarch's forces arrive ahead of the others and try to pick off unprepared Pathfinders by themselves. Use the map on page 22 for this area.

LEVELS 3–4

The Thorned Monarch convinced a satyr that the Pathfinder Society was responsible for large-scale destruction of wilderness.

SATYR

Page 33

CREATURE 4

LEVELS 5–6

An elananx toys with the Pathfinders, trying to isolate one to torment and kill.

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ELANANX

Page 44

Reporting: If the PC defeat the fey, the table should report a Defense success.

12. DEFENSE B: THE BATTLE CONTINUES MODERATE

"Well done, Pathfinders!" Benarry exclaims, her own sword also marked with fey blood. "We're not done yet though; more fey incoming!"

Creatures: More fey servants of the Thorned Monarch rush in to attack the PCs. Use the map on page 22 for this area.

LEVELS 3-4

A pair of quicklings dart in and out, striking the PCs with hit-and-run attacks.

QUICKLINGS (2)

Page 34

CREATURE 3

LEVELS 5-6

Two grimstalkers, working together but preferring to avoid other fey, relish the chance to attack a group of Pathfinders.

GRIMSTALKERS (2)

Page 45

CREATURE 5

Reporting: If the PC defeat the fey, the table should report a Defense success.

PART 3: THE MONARCH ARRIVES

The House GM should read the following to begin Part 3.

As the last of the fey attackers fall, a sudden, eerie silence descends over the demiplane. A vision of a green moth—their body composed of thorny vines and their eyes burning with alien malevolence—clouds the eyes of each Pathfinder, and a sinister voice rings in every ear. "You have stolen my crown and invaded my domain. I have destroyed civilizations for lesser slights. None of you shall leave this place alive!"

HOUSE GM INSTRUCTIONS

Once the House has reported a number of Monarch successes equal to the number of tables, or when only 15 minutes remain in which to complete the event, read the Conclusion (page 24).

J. THE THORNED MONARCH ATTACKS SEVERE

The Thorned Monarch and their most powerful allies descend on the demiplane, looking to slaughter Pathfinders, take the crown and with it control of the demiplane, and kill Gregaro Voth for his defiance. Qxal's forces focus on groups of Pathfinders to attack while Qxal sets their sights on Voth.

Table GMs should read or paraphrase the following.

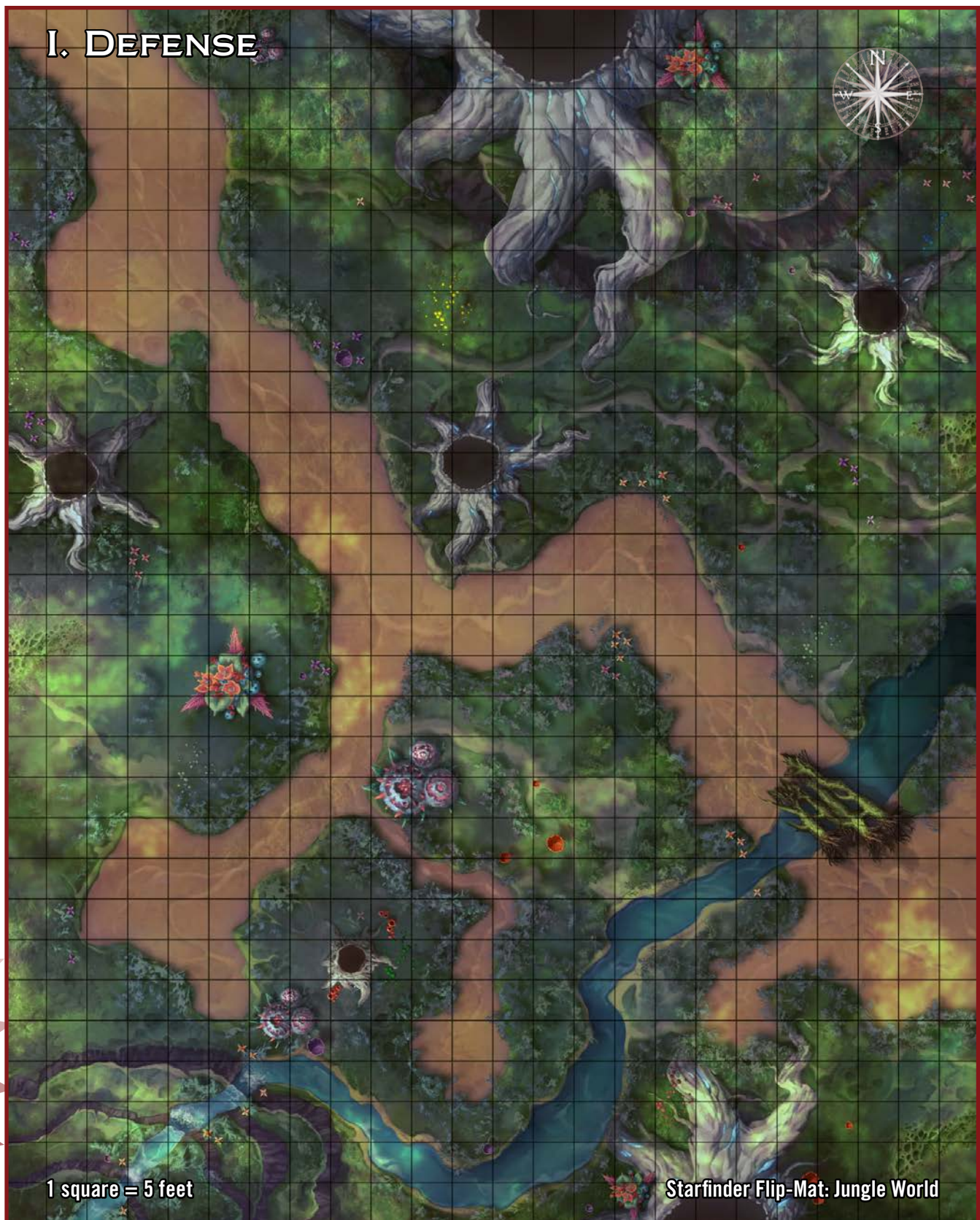
Benarry and Blackthane stand side by side and the half-orc claps her friend on the shoulder. "This is it! You got one more battle in you before you retire again?" Blackthane scoffs. "I've got more than that! To battle, Pathfinders! The Thorned Monarch is nothing without their army!"

Terrain: Green areas on the map are light underbrush, creating difficult terrain and allowing creatures within to Hide and Sneak. Use the map on page 23 for this area.

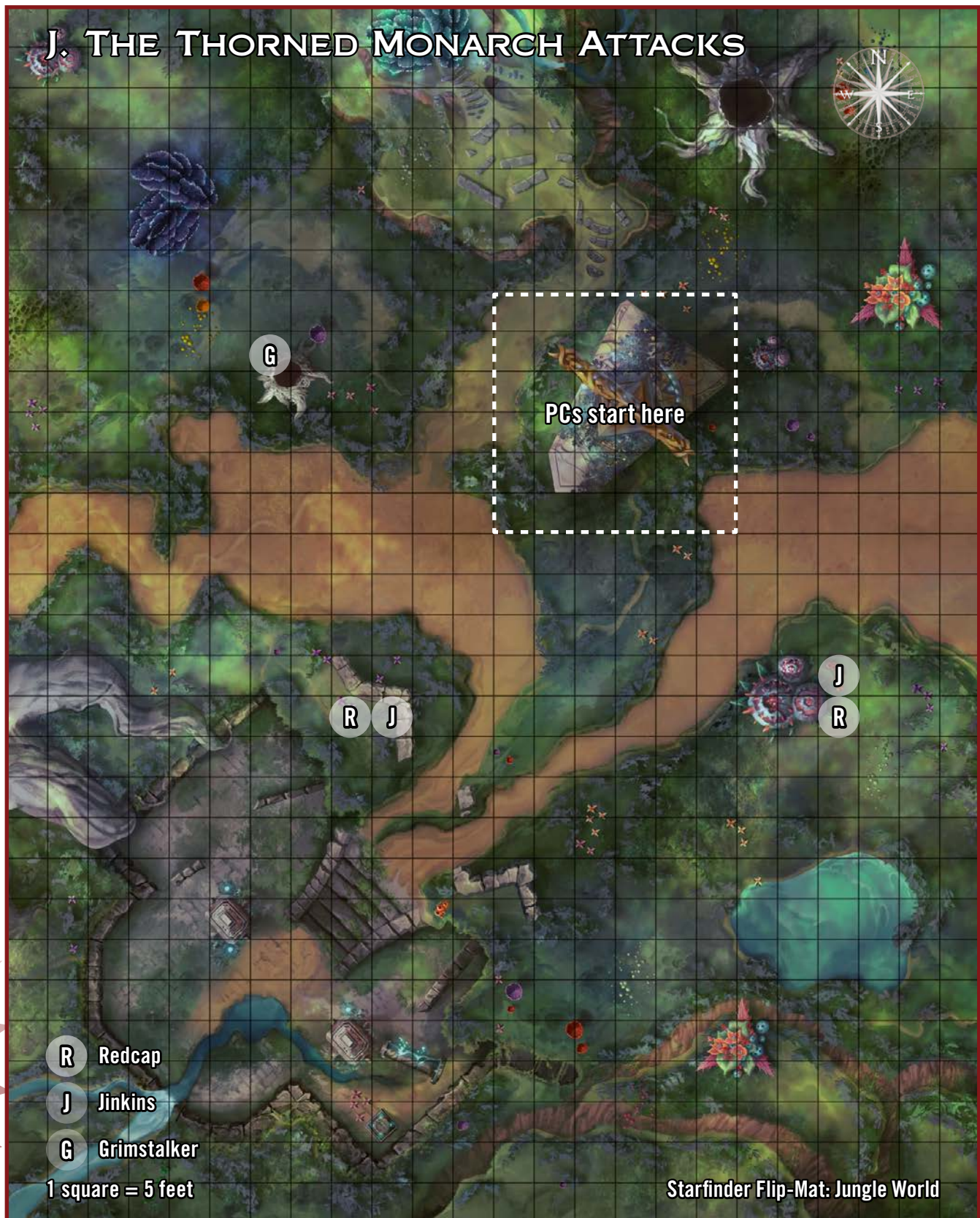


THE THORNED MONARCH

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LEVELS 3–4

Creatures: A grimstalker begins hunting the PCs. While grimstalkers do not generally work with other kinds of fey, two jinkins have followed along behind it, hoping to take advantage of the grimstalker's more powerful spells to pick off Pathfinders. The grimstalker uses its spells to trap and slow down Pathfinders before moving in to attack the one who seems the most formidable in battle. Meanwhile, the jinkins team up against a Pathfinder who is struggling with the terrain, trying to flank or otherwise attack a flat-footed target.

GRIMSTALKER

Page 35

CREATURE 5

JINKINS (2)

Page 35

CREATURE 1

LEVELS 5–6

Creatures: Two redcaps have happily joined the Thorned Monarch's forces for the opportunity to kill mortals. These two have brought along two twigjacks for additional support. The redcaps send the twigjacks to attack anyone wearing a religious symbol of a good deity while they attack whoever seems the least armored.

REDCAPS (2)

Page 46

CREATURE 5

TWIGJACKS (2)

Page 46

CREATURE 3

Reporting: If the PCs defeat the Thorned Monarch's forces, the table should report a Monarch success.

If the House has not yet earned enough Monarch successes and time permits, the table can choose to fight one or more additional encounters. Give the PCs a little over 10 minutes to rest after each encounter, after which point another band of Qxal's forces attacks. The GM can use the creatures from areas **D**, **G1**, or **I2** on the area **J** map, favoring encounters the table has not seen yet. Alternatively, the GM can send a slightly weaker version of the area **J** encounter at the PCs. For Levels 3–4, this is four jinkins (plus one jinkin for every 2 Challenge Points beyond 8). For Levels 5–6, two redcaps attack (plus one twigjack for every 4 Challenge Points beyond 16). Each successful encounter earns one Monarch success.

CONCLUSION

When the tables have reported enough Monarch successes, the House GM should read or paraphrase the following.

There is a strange sensation throughout the demiplane of tension being released. It's as though the plane itself had been holding its breath for a long time and finally exhaled. The Thorned Monarch has fallen. Gregaro Voth, now freed from his planar prison, stands before the assembled group.

"Pathfinders, there are no words to thank you for coming to my rescue. I have talked with Venture-Captain Tolar, and I understand I've been trapped here for a great many years. Unfortunately, I cannot return with you to Absalom. If I leave this place, the weight of time would suddenly bear down upon me, and I would immediately die. So, I shall remain here, though I imagine I can make this a more palatable prison."

Voth, still wearing the crown, looks around him, and the landscape suddenly changes. In an instant, where before there was a copse of trees, there now stands a brand-new Pathfinder lodge with sprawling grounds. The scene is beautiful, with dozens of small buildings dotted across a verdant landscape complete with tall trees, colorful flowers, and chirping birds. "I suppose the adventure can come to me! Please, Pathfinders, stay and enjoy a well-deserved rest. Tell me of all the journeys you've taken and the discoveries that you've made!"

OBJECTIVES

This adventure has no specific objectives. For participating in this adventure, each PC earns 4 Fame and 4 Reputation for their chosen faction.

EPILOGUE

As Table GMs fill out Chronicle Sheets and players gather their things, the House GM should read or paraphrase the following.

After a full night's rest, though perhaps with a few odd dreams, Oraiah Tolar and Gregaro Voth ask everyone to meet the next morning. Agents assemble in a garden on the new lodge's grounds.

Gregaro Voth begins, "Pathfinders, you have done amazing work, defeating the Thorned Monarch and his forces after making the arduous journey out here." Oraiah Tolar continues, "But if Aleta smiles upon our work, you will have a much easier journey home." Together, they cast a spell, and a shimmering archway appears. After a few moments, Master of Spells Sorrina Westyr and Decemvirate member Eliza Petulengro walk through. Westyr exclaims happily, "Well done, Pathfinders, all of you!" Petulengro explains more. "We've established a link between this new lodge and the Maze of the Open Road, a hedge maze and portal network that used to be carefully restricted by the Decemvirate. You have more than earned a swift trip home. The Decemvirate is planning to add new nodes to the maze, allowing Pathfinders to swiftly travel to places far from the Society's current reach."

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And so, if you are ready to go home, please follow me!"
Petulengro and Westyr lead the way through the portal, into
the maze, and through another archway that leads straight
back to the Grand Lodge.

FINAL CLOSING

The House GM should close the event, thanking the Table GMs, organizers, convention staff, and others who helped make the event possible for their hard work, and thanking the players for their support of Pathfinder Society Organized Play. Finally, they should provide the Table GMs and players instructions for submitting reporting sheets and exiting the event.



KING IN THORNS

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to the Challenge Points section of Organized Play Tools (page 52) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 3-4)

MUSHROOM RING

HAZARD 4

RARE COMPLEX MAGICAL TRAP

Stealth +12 (trained)

Description This *mushroom ring* forms a portal to the First World, allowing the Thorned Monarch’s reinforcements into the Material Plane. When the PCs approach, a creature emerges. Creatures continue to emerge until the *mushroom ring* is disabled. Disabling the *mushroom ring* also causes any creatures that have emerged to disappear.

Disable Thievery DC 22 (trained) or Nature DC 22 (trained) to rearrange the mushrooms to disrupt the portal (two actions), or *dispel magic* (2nd level, counteract DC 20) to counteract the magical properties; three successes are required to disable the portal

AC 21; **Fort** +14, **Ref** +8

Mushroom Ring HP 62 (BT 31); **Immunities** critical hits, object immunities, precision damage

Portal ➤ (magical) **Trigger** The PCs approach the *mushroom ring*; **Effect** A nuglub emerges from the portal to defend it; the *mushroom ring* then rolls initiative.

Routine ➤ A nuglub emerges from the *mushroom ring* and defends it. All nuglubs use the *mushroom ring*’s initiative.

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, make the following adjustments.

14–18 Challenge Points: Four successes are required to disable the mushroom ring.

NUGLUB (0)

CREATURE 2

CN SMALL FEY GREMLIN

Perception +5; darkvision

Languages Undercommon

Skills Acrobatics +8, Crafting +5 (+7 traps), Intimidation +7, Stealth +8

Str +1, **Dex** +4, **Con** +3, **Int** –1, **Wis** –1, **Cha** +1

AC 18; **Fort** +9, **Ref** +10, **Will** +5

HP 34; **Weaknesses** cold iron 2

Kneecapper ➤ **Trigger** A Medium creature within the nuglub’s reach leaves a square during its move action; **Effect** The nuglub lashes out at the triggering creature’s knees and tries to knock them prone. The nuglub makes an Acrobatics check against the creature’s Reflex DC. On a success, the target falls and lands prone.

Speed 30 feet, climb 20 feet

Melee ➤ bite +11 (finesse), **Damage** 1d8+1 piercing plus Grab

Melee ➤ claw +11 (agile, finesse), **Damage** 1d6+1 slashing

Primal Innate Spells DC 18, attack +8; **2nd** *shatter*; **1st** *grease*, *shocking grasp*; **Cantrips (1st)** *prestidigitation*

Sneak Attack A nuglub’s Strikes deal an additional 1d6 precision damage to flat-footed targets, or 1d10 if the target is prone.

KING IN THORNS

ENCOUNTER B (LEVELS 3–4)

AWAKENED GIANT CHAMELEON

CREATURE 3

UNCOMMON N MEDIUM ANIMAL

Perception +10; low-light vision

Languages Common, Mwangi

Skills Athletics +10, Nature +8, Stealth +10 (+13 to Hide)

Str +5, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** –2

Camouflage The giant chameleon can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 18, all-around vision; **Fort** +8, **Ref** +12, **Will** +8

HP 60

Speed 30 feet, climb 20 feet

Melee jaws +12 (reach 10 feet), **Damage** 1d10+7 piercing

Melee tongue +12 (agile, reach 15 feet) **Effect** tongue grab

Tongue Grab If the giant chameleon hits a creature with a tongue Strike, that creature becomes grabbed by the giant chameleon. The target isn't immobilized, but it can't move beyond the reach of the giant chameleon's tongue. A creature can sever the tongue with an attack that hits AC 15 and deals at least 4 slashing damage. Though this doesn't deal any damage to the giant chameleon, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

GIANT GECKOS (2)

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision

Skills Acrobatics +8, Athletics +5 (+9 to Climb), Stealth +6

Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

Uncanny Climber A giant gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a giant gecko attempts an Athletics check to climb and critically fails, it gets a failure instead.

AC 16; **Fort** +6, **Ref** +10, **Will** +5

HP 20

Speed 30 feet, climb 30 feet

Melee ♦ jaws +8, **Damage** 1d8+2 piercing

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one giant gecko to the encounter.

12–13 Challenge Points: Add two giant geckos to the encounter.

14–15 Challenge Points: Add one awakened giant chameleon to the encounter and one giant gecko to the encounter.

16–18 Challenge Points (5+ players): Add one awakened giant chameleon to the encounter and three giant geckos to the encounter.

KING IN THORNS

ENCOUNTER C (LEVELS 3–4)

ACOLYTE OF NETHYS

CREATURE 1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +7

Languages Common

Skills Arcana +5, Crafting +5, Diplomacy +4, Occultism +5, Religion +7

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

Items crossbow (10 bolts), religious symbol of Nethys, religious text of Nethys, staff

AC 15; **Fort** +2, **Ref** +5, **Will** +9

HP 16

Speed 25 feet

Melee ♦ staff +4 (two-hand d8), **Damage** 1d4+1 bludgeoning

Ranged ♦ crossbow +5 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Divine Prepared Spells DC 17, attack +9; **1st** *harm*, *heal* (×2), *magic missile*; **Cantrips** (1st) *chill touch*, *detect magic*, *light*, *prestidigitation*, *read aura*, *shield*

Cleric Domain Spells 1 Focus Point, DC 17; **1st** *cry of destruction* (Core Rulebook 390)

DANCER

CREATURE 1

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +3

Languages Common

Skills Acrobatics +8, Athletics +8, Diplomacy +7, Performance +13 (+15 when dancing), Stealth +6, Theater Lore +5

Str +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +4

Items dagger (3), jewelry and clothes (worth 10 gp)

AC 16; **Fort** +6, **Ref** +8, **Will** +3

HP 20

Speed 25 feet

Melee ♦ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Melee ♦ foot +8 (agile, finesse, nonlethal), **Damage** 1d4+3 bludgeoning

Melee ♦ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Fascinating Dance ♦ Frequency once per round; Effect The dancer Strides up to their Speed. Once during this movement, when the dancer is adjacent to a creature, the dancer can make that creature attempt a DC 17 Will save. On a failure, that creature is fascinated with the dancer until the end of its next turn.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

12–15 Challenge Points: Add one guard to the encounter.

16–18 Challenge Points (5+ players): Add one guard and one dancer to the encounter.

GUARD

CREATURE 1

LN **MEDIUM** **HUMAN** **HUMANOID**

Perception +7 (+8 to find concealed objects)

Languages Common

Skills Athletics +7, Intimidation +5, Legal Lore +3

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1

Items crossbow (10 bolts), club, dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ club +9, **Damage** 1d6+4 bludgeoning

Melee ♦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ♦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ♦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

KING IN THORNS

ENCOUNTER D (LEVELS 3–4)

SNAPPING FLYTRAPS (2)

CREATURE 3

N **LARGE** **MINDLESS** **PLANT**

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

Str +2, **Dex** +3, **Con** +5 **Int** -5, **Wis** +2, **Cha** -2

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture **Trigger** A creature hits or touches the flytrap.

Effect The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee **leaf** +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Focused Assault **Two** The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry **Two** The flytrap makes two leaf Strikes at a -2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole **leaf** (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Give each snapping flytrap 5 additional Hit Points.

12–13 Challenge Points: Add one fungus leshy to the encounter.

14–15 Challenge Points: Add two fungus leshys to the encounter.

16–18 Challenge Points (5+ players): Add one fungus leshy and one snapping flytrap to the encounter.

FUNGUS LESHY (0)

CREATURE 2

N **SMALL** **FUNGUS** **LESHY**

Perception +6; darkvision

Languages Common, Druidic, Sylvan; speak with plants (fungi only)

Skills Athletics +6, Nature +6, Stealth +8

Str +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

AC 19; **Fort** +8, **Ref** +10, **Will** +6

HP 30

Verdant Burst (healing) When a fungus leshy dies, a burst of primal energy explodes from its body, restoring 2d8 Hit Points to all fungi in a 30-foot emanation. This area is filled with fungi, becoming difficult terrain. If the terrain is not a viable environment for these fungi, they wither after 24 hours.

Speed 25 feet

Melee **fist** +10 (agile, finesse), **Damage** 1d6+2 bludgeoning

Ranged **spore pod** +10 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores

Primal Innate Spells DC 16; 4th *speak with plants*

Change Shape **leaf** (concentrate, polymorph, primal, transmutation) The fungus leshy transforms into a giant mushroom or patch of fungi. This ability otherwise uses the effects of *tree shape*.

Spore Cloud **Two** (poison) A fungus leshy can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 16 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (or 10 feet, on a critical failure).

Spores A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

KING IN THORNS

ENCOUNTER F (LEVELS 3–4)

KELPIE

CREATURE 4

NE **LARGE** **AMPHIBIOUS** **FEY**

Perception +11; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +11, Deception +14, Stealth +10

Str +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +3, **Cha** +4

AC 21; **Fort** +11, **Ref** +12, **Will** +14

HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5

Speed 35 feet, swim 35 feet

Melee ♦ jaws +13, **Damage** 2d6+7 bludgeoning plus Grab

Captivating Lure ♦♦ (concentrate, emotion, enchantment, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a valuable steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

Critical Success The creature is unaffected and is temporarily immune to Captivating Lure for 24 hours.

Success The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

Critical Failure As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

Change Shape ♦ (concentrate, polymorph, primal, transmutation) The kelpie can take on the appearance of any Medium or Large animal of an equine nature (such as a horse, hippocampus, or pony), or any Small or Medium humanoid. This doesn't change its Speeds or its attack and damage modifiers with its Strikes.

MUDWRETCH (0)

CREATURE 2

N **MEDIUM** **EARTH** **ELEMENTAL** **WATER**

Perception +9; darkvision

Languages Terran

Skills Athletics +8, Stealth +6

Str +4, **Dex** +0 **Con** +3, **Int** -2, **Wis** +3, **Cha** +0

Muddy Field (aura) 10 feet. The ground in the area is difficult terrain for all non-mudwretch creatures.

SCALING ENCOUNTER F

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Give the kelpie 10 additional Hit Points.

12–13 Challenge Points: Add one mudwretch to the encounter.

14–15 Challenge Points: Give the kelpie 10 additional Hit Points and add one mudwretch to the encounter.

16–18 Challenge Points (5+ players): Add two mudwretches to the encounter.

AC 16; **Fort** +11, **Ref** +4, **Will** +9

HP 40; **Immunities** bleed, critical hits, paralyzed, poison, sleep; **Weaknesses** fire 5; **Resistances** acid 3, physical 3 (except bludgeoning)

Susceptible to Desiccation If a mudwretch takes any damage from *horrid wilting* or a similar effect, takes 10 or more fire damage from a single effect, or spends more than 24 hours outside of a source of sufficient hydration (such as a swamp, river, well, or recent rainfall), it becomes dehydrated. While dehydrated, the mudwretch can't Spew Mud, is sickened 2, and is slowed 1 until it either fully immerses in water, spends 1 minute in the rain, or rehydrates in another way (such as via Gory Hydration).

Speed 20 feet, swim 20 feet

Melee ♦ fist +10 (agile), **Damage** 1d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+2 bludgeoning, DC 18

Gory Hydration ↻ **Requirements** The mudwretch is dehydrated; **Trigger** The mudwretch deals Constrict damage to a living creature that has blood; **Effect** The mudwretch squeezes harder, dealing 1d6 persistent bleed damage to the target. The mudwretch absorbs this blood, removing any penalties it had as a result of being dehydrated.

Mud Puddle ♦ (concentrate) Until it next acts, the mudwretch appears to be an ordinary puddle of mud. It has an automatic result of 20 on Deception checks to pass as a mud puddle and can make a fist Strike against a creature that walks onto the mud puddle as a reaction.

Spew Mud ♦♦ (conjunction, primal) The mudwretch spews a 20-foot line of pressurized mud that deals 2d10 bludgeoning damage (DC 18 basic Reflex save). On a critical failure, a creature also takes a -10-foot status penalty to its Speeds for 1 round. The mudwretch can't Spew Mud again for 1d4 rounds.

KING IN THORNS

ENCOUNTER G1 (LEVELS 3-4)

GORILLAS (2)

CREATURE 3

N LARGE ANIMAL

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +11, Stealth +7

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

AC 19; **Fort** +12, **Ref** +9, **Will** +6

HP 45

Speed 30 feet, climb 30 feet

Melee ♦ fist +11 (agile, reach 10 feet), **Damage** 2d6+4 bludgeoning

Melee ♦ jaws +11 (reach 5 feet), **Damage** 1d8+4 piercing

Frightening Display [two-actions] (auditory, emotion, fear, mental) The gorilla beats its chest in a terrifying display. Creatures within 30 feet must attempt a DC 20 Will save. While a creature is frightened by this ability, it is flat-footed to the gorilla.

Critical Success No effect and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

SCALING ENCOUNTER G1

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Give each gorilla 10 additional Hit Points.

12-13 Challenge Points: Add one hunting spider to the encounter.

14-15 Challenge Points: Add two hunting spiders to the encounter.

16-18 Challenge Points (5+ players): Add two hunting spiders and one gorilla to the encounter.

HUNTING SPIDER (0)

CREATURE 1

N MEDIUM ANIMAL

Perception +7; darkvision, web sense

Skills Acrobatics +7, Athletics +5, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4

Web Sense The hunting spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 17; **Fort** +6, **Ref** +9, **Will** +5

HP 16

Spring Upon Prey ♦ (attack); **Requirement** Initiative has not yet been rolled; **Trigger** A creature touches the hunting spider's web while the spider is on it; **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet

Melee ♦ fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged ♦ web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web [one-action] (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

Hunting Spider Venom (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).

Web Trap A creature hit by the hunting spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 17).

KING IN THORNS

ENCOUNTER G2 (LEVELS 3–4)

GIANT DRAGONFLY

CREATURE 4

N **MEDIUM** **ANIMAL**

Perception +11; darkvision, wavesense (imprecise) 30 feet

Skills Acrobatics +10 (+12 to Maneuver in Flight), Athletics +12, Stealth +12

Str +4, **Dex** +4, **Con** +2, **Int** –5, **Wis** +3, **Cha** +0

AC 21; **Fort** +12, **Ref** +14, **Will** +9

HP 60

Speed 20 feet, fly 60 feet

Melee ✦ mandibles +14, **Damage** 1d12+7 piercing plus Grab

Clutch ✦ **Requirements** The giant dragonfly has a Medium or smaller creature grabbed in its mandibles; **Effect** The dragonfly tries to transfer the grabbed creature to be clutched by its legs. The giant dragonfly attempts an Athletics check against the creature's Reflex DC. On a success, it transfers the creature (which remains grabbed) to its legs, freeing its mandibles to attack. The dragonfly can have only one creature clutched at a time.

Snatch The giant dragonfly can Fly at half Speed while it has a creature grabbed or restrained by Clutch, carrying that creature along with it.

Swoop ✦✦ The giant dragonfly Flies up to its Speed and makes one mandible Strike at any point during that movement.

GIANT COCKROACH (0)

CREATURE 1

N **SMALL** **ANIMAL**

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +8

Str +1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –1

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Scurry ⇨ **Trigger** The giant cockroach is targeted by a melee attack; **Effect** The giant cockroach gains a +2 circumstance bonus to AC against the triggering attack. After the attack resolves, the cockroach Strides, Climbs, or Flies up to 10 feet.

Speed 25 feet, climb 25 feet, fly 15 feet

Melee ✦ mandibles +8 (agile, finesse), **Damage** 1d6+1 piercing

SCALING ENCOUNTER G2

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one giant cockroach to the encounter.

12–13 Challenge Points: Add two giant cockroaches to the encounter.

14–15 Challenge Points: Add three giant cockroaches to the encounter.

16–18 Challenge Points (5+ players): Add one giant cockroach and one giant dragonfly to the encounter.

KING IN THORNS

ENCOUNTER I1 (LEVELS 3–4)

SATYR

CREATURE 4

CN MEDIUM FEY

Perception +10; low-light vision

Languages Common, Sylvan

Skills Athletics +8, Deception +13, Diplomacy +13, Intimidation +11, Nature +9, Performance +13, Stealth +11, Survival +8

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +5

Items dagger, panpipes, shortbow (20 arrows), wineskin

Sylvan Wine (enchantment, mental, primal) A satyr's wineskin magically enchants any alcohol inside. With an Interact action, a living creature can imbibe the alcohol and gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear effects for the following hour. When the wineskin is removed from a satyr's person, the magic remains only until the wine spoils. The wineskin holds up to eight drafts of wine.

AC 19; **Fort** +9, **Ref** +11, **Will** +12

HP 80; **Weaknesses** cold iron 5

Speed 35 feet

Melee ♦ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+6 piercing

Ranged ♦ shortbow +14 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 +3 piercing

Ranged ♦ dagger +14 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Primal Innate Spells DC 21; **4th** *charm, fear, sleep, suggestion*; **Cantrips (2nd)** *dancing lights, ghost sound, inspire competence (Core Rulebook 386), inspire courage (Core Rulebook 386), triple time (Core Rulebook 387)*

Fleet Performer When the satyr Plays the Pipes to cast a spell, he can Step or Stride as part of the activity.

Play the Pipes ♦♦♦ (auditory, primal); **Requirements** The satyr is holding a musical instrument. **Effect** The satyr plays a melody on his instrument to cast *charm, fear, sleep, or suggestion* without expending the spell slot and using his music in place of providing the spell's component actions. The spell gains the auditory trait and targets all creatures in a 60-foot emanation instead of its usual targets. A creature that succeeds at its Will save against any spell is then temporarily immune from spells played from that satyr's pipes for 1 minute. Satyrs are immune to this music.

SCALING ENCOUNTER I1

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Give the satyr 10 additional Hit Points.

12–13 Challenge Points: Add one leprechaun to the encounter.

14–15 Challenge Points: Add two leprechauns to the encounter.

16–18 Challenge Points (5+ players): Add one additional satyr to the encounter.

LEPRECHAUN (0)

CREATURE 2

CN SMALL FEY

Perception +11; low-light vision

Languages Common, Sylvan

Skills Acrobatics +8, Deception +9, Gold Lore +7, Nature +7, Performance +9, Thievery +8

Str +1, **Dex** +4, **Con** +1, **Int** +3, **Wis** +3, **Cha** +4

AC 18; **Fort** +8, **Ref** +11, **Will** +10

HP 25

Speed 30 feet

Melee ♦ club +7, **Damage** 1d6+3 bludgeoning

Primal Innate Spells DC 18, attack +10; **2nd** *illusory creature, illusory object, invisibility (self only)*; **1st** *color spray, shillelagh, ventriloquism*; **Cantrips (2nd)** *dancing lights, ghost sound, mage hand, prestidigitation, telekinetic projectile*

Create Object ♦♦ (conjuraction, manipulate, primal) **Frequency** three times per day; **Effect** The leprechaun produces an item out of their hat, from behind their jacket, from within a hole in a tree stump, or from any other unexpected location. This conjured item must be no more than 1 Bulk and must be made of relatively commonplace material (such as cloth, wood, stone, or even low-value metal like iron or lead). It can't rely on intricate artistry or complex moving parts, never fulfills a Cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. The created object is temporary and lasts for 1 hour or until the leprechaun creates a new item, whichever comes first.

Leprechaun Magic When a leprechaun uses their innate spells to deceive, trick, or humiliate a creature, the spell DC increases to 20 and the attack modifier to +11.

KING IN THORNS

ENCOUNTER I2 (LEVELS 3-4)

QUICKKLINGS (2)

CREATURE 3

UNCOMMON CE SMALL FEY

Perception +9; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +13, Crafting +8, Deception +8, Nature +8, Stealth +11, Survival +6, Thievery +11

Str +0, **Dex** +4, **Con** +1, **Int** +3, **Wis** +1, **Cha** +3

Items lethargy poison (3 doses), shortsword

AC 22; **Fort** +6, **Ref** +13, **Will** +8

HP 25; **Weaknesses** cold iron 5

Slow Susceptibility The quickling takes a -2 status penalty to saving throws against effects that cause the slowed condition. If the quickling ever becomes slowed, they lose their supernatural speed, can't Fade from View, and become sickened 1 for the duration of the slow. They also can't reduce this sickened condition for the duration of the slowed effect.

Can't Catch Me **Trigger** The quickling is targeted by a Strike; **Effect** The quickling darts aside, gaining a +2 circumstance bonus to AC, then Strides up to half their Speed after the Strike resolves.

Speed 100 feet

Melee **◆** shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+2 piercing plus lethargy poison

Primal Innate Spells DC 20; **2nd** *shatter*; **1st** *ventriloquism*;

Cantrips (2nd) *dancing lights*, *prestidigitation*

Fade from View [free-action] **Requirements** The quickling used no attack, manipulate, or move actions in the previous round; **Effect** The quickling becomes invisible until it uses an attack, manipulate, or move action. The quickling can't use Fade from View again for 1d4 rounds.

Sneak Attack The quickling's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Supernatural Speed The quickling's speed, combined with nearly instantaneous acceleration and deceleration, enables them to move in astonishing ways. As long as they have a firm surface to travel across, they can Stride their full movement vertically or horizontally. They can even run across unstable surfaces, such as water, in the same way, although dangerous surfaces (acid, lava, etc.) harm them as normal. They must end their movement on a horizontal surface capable of bearing their weight or else they fall.

SCALING ENCOUNTER I2

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Give each quickling 10 additional Hit Points.

12-13 Challenge Points: Add one quickling to the encounter.

14-15 Challenge Points: Add one quickling to the encounter and give all quicklings 10 additional Hit Points.

16-18 Challenge Points (5+ players): Add two quicklings to the encounter.

KING IN THORNS

ENCOUNTER J (LEVELS 3–4)

GRIMSTALKER

CREATURE 5

CE MEDIUM FEY

Perception +12; low-light vision

Languages Aklo, Common

Skills Acrobatics +13, Intimidation +13, Nature +11, Stealth +13, Survival +12

Str +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** +3, **Cha** +2

Camouflage A grimstalker can Hide in natural environments, even if it doesn't have cover.

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 60; **Weaknesses** cold iron 5

Speed 40 feet, climb 20 feet; woodland stride

Melee ♦ claw +15 (agile), **Damage** 2d6+7 slashing plus grimstalker sap

Primal Innate Spells DC 22, attack +14; **3rd** *earthbind*, *wall of thorns*; **2nd** *entangle*, *pass without trace*, *tree shape*; **Cantrips (3rd)** *tanglefoot*

Grimstalker Sap (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round), **Stage 3** 2d6 poison damage and clumsy 2 (1 round)

Woodland Stride A grimstalker can always find a path, almost as if foliage parts before it. A grimstalker ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

SCALING ENCOUNTER J

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add one additional jinkin to the encounter.

12–13 Challenge Points: Add two additional jinkins to the encounter

14–15 Challenge Points: Add three additional jinkins to the encounter.

16–18 Challenge Points (5+ players): Add one additional grimstalker to the encounter.

JINKINS (2)

CREATURE 1

CE TINY FEY GREMLIN

Perception +7; darkvision

Languages Undercommon

Skills Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7

Str –2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2

Items shortsword

AC 17; **Fort** +6, **Ref** +10, **Will** +7

HP 19; **Weaknesses** cold iron 2

Speed 30 feet

Melee ♦ shortsword +9 (agile, finesse, magical, versatile S), **Damage** 1d6–2 piercing

Primal Innate Spells DC 17; **Cantrips (1st)** *prestidigitation*

Sneak Attack The jinkin deals 1d6 extra precision damage to flat-footed creatures.

Tinker (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

KING IN THORNS

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of Organized Play Tools (page 52) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 5-6)

MUSHROOM RING

HAZARD 6

RARE **COMPLEX** **MAGICAL** **TRAP**

Stealth +15 (trained)

Description This *mushroom ring* forms a portal to the First World, allowing the Thorned Monarch’s reinforcements into the Material Plane. When the PCs approach, a creature emerges. Creatures continue to emerge until the mushroom ring is disabled. Disabling the mushroom ring also causes any creatures that have emerged to disappear.

Disable Thievery DC 21 (expert) or Nature DC 25 (trained) to rearrange the mushrooms to disrupt the portal (two actions), or *dispel magic* (3rd level, counteract DC 23) to counteract the magical properties; three successes are required to disable the portal

AC 24; **Fort** +17, **Ref** +11

Mushroom Ring HP 98 (BT 49); **Immunities** critical hits, object immunities, precision damage

Portal  (magical); **Trigger** The PCs approach the ring;

Effect A korred emerges from the portal to defend it; the mushroom ring then rolls initiative.

Routine  A korred emerges from the *mushroom ring* and defends it. All korreds use the mushroom ring’s initiative.

KORRED (0)

CREATURE 4

UNCOMMON **CN** **SMALL** **FEY**

Perception +12; low-light vision

Languages Common, Sylvan

Skills Acrobatics +11, Crafting +11, Deception +13, Performance +13, Stealth +11

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5

Items club, pouch with 5 rocks

AC 21; **Fort** +10, **Ref** +13, **Will** +10; +1 status to all saves vs. magic

HP 65; **Weaknesses** cold iron 5

Animated Hair (aura, primal, transmutation) 5 feet. The korred’s long, animated hair reaches out and interferes with creatures in the area. The korred can select which targets are affected

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, make the following adjustments.

28-36 Challenge Points: Four successes are required to disable the mushroom ring.

by their animated hair. An affected creature that ends its turn in the emanation must succeed at a DC 18 Reflex save or become clumsy 1 (clumsy 2 on a critical failure) as long as it remains in the aura.

Speed 25 feet

Melee  club +14, **Damage** 2d6+7 bludgeoning

Ranged  rock +14 (brutal, range increment 20 feet), **Damage** 1d6+7 bludgeoning

Ranged  club +14 (thrown 10 feet), **Damage** 2d6+7 bludgeoning

Primal Innate Spells DC 21; **6th** *stone tell*; **4th** *shape stone* (at will), *shatter* (at will)

Hair Snare  (incapacitation, primal, transmutation) The korred causes a long, tangled length of their hair to detach from their body and snake out to coil around an adjacent creature. The creature must attempt a DC 21 Reflex save. The korred cannot use Hair Snare again for 1d4 rounds.

Success The creature is unaffected.

Failure The hair wraps around the creature. The creature takes a –10-foot circumstance penalty to all of its Speeds until it Escapes (DC 21) or until the korred uses Hair Snare again (at which point the previous snare drops to the ground, no longer animated).

Critical Failure The creature is immobilized until it Escapes (DC 21) or the korred uses Hair Snare again.

Otherworldly Laugh  (auditory, evocation, incapacitation, primal, sonic) **Frequency** three times per day; **Effect** The korred unleashes an otherworldly laugh. Each non-fey creature within a 30-foot burst must attempt a DC 21 Fortitude save. On a failure, the creature is slowed 1 for 1 round (or stunned 1 on a critical failure).

Stone Stride  (conjuration, earth, primal, teleportation) The korred steps into a block of stone large enough for them to fit inside and instantly teleports to any other stone within 30 feet that has the same minimum size. Once the korred enters the stone, they instantly know the rough locations of other sufficiently large stones within 30 feet. They can exit from the original stone, if they prefer. They can’t carry extradimensional spaces with them when they Stone Stride; if the korred attempts to do so, Stone Stride fails.

Throw Rock 

KING IN THORNS

ENCOUNTER B (LEVELS 5–6)

AWAKENED GIANT FRILLED LIZARD

CREATURE 5

UNCOMMON N LARGE ANIMAL

Perception +11; low-light vision, scent (imprecise) 30 feet

Languages Common, Mwangi

Skills Acrobatics +10, Athletics +14, Nature +9, Stealth +10

Str +5, **Dex** +1, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 22; **Fort** +13, **Ref** +12, **Will** +9

HP 75

Speed 30 feet, climb 30 feet

Melee ♦ jaws +16 (reach 10 feet), **Damage** 2d8+7 piercing

Melee ♦ tail +16 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning

Intimidating Display ♦♦ (auditory, emotion, fear, mental, visual) The giant frilled lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a DC 21 Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.

GIANT CHAMELEONS (2)

CREATURE 3

N LARGE ANIMAL

Perception +10; low-light vision

Skills Athletics +10, Stealth +10 (+13 to Hide)

Str +5, **Dex** +3, **Con** +1, **Int** -4, **Wis** +3, **Cha** -2

Camouflage The giant chameleon can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

AC 18, all-around vision; **Fort** +8, **Ref** +12, **Will** +8

HP 60

Speed 30 feet, climb 20 feet

Melee jaws +12 (reach 10 feet), **Damage** 1d10+7 piercing

Melee tongue +12 (agile, reach 15 feet) **Effect** tongue grab

Tongue Grab If the giant chameleon hits a creature with a tongue Strike, that creature becomes grabbed by the giant chameleon. The target isn't immobilized, but it can't move beyond the reach of the giant chameleon's tongue. A creature can sever the tongue with an attack that hits AC 15 and deals at least 4 slashing damage. Though this doesn't deal any damage to the giant chameleon, it prevents it from using its tongue Strike until it regrows its tongue, which takes a week.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one giant chameleon to the encounter.

23–27 Challenge Points: Add two giant chameleons to the encounter.

28–32 Challenge Points: Add one awakened frilled lizard and one giant chameleon to the encounter.

33–36 Challenge Points: Add one awakened frilled lizard and three giant chameleons to the encounter.

KING IN THORNS

ENCOUNTER C (LEVELS 5–6)

CHRONICLER

CREATURE 3

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +14

Languages Common

Skills Map Lore +17, Nature +14, Scribing Lore +17, Society +12, Survival +14

Str +2, **Dex** +2, **Con** +1, **Int** +4, **Wis** +4, **Cha** +0

Items crossbow (20 bolts), dagger, journal, leather armor, maps, *scroll of acid arrow*, *scroll of heal*, staff

AC 18; **Fort** +8, **Ref** +9, **Will** +9

HP 45

Live to Tell the Tale ➤ **Frequency** once per day; **Trigger** The chronicler is dying; **Effect** The chronicler reduces their dying condition by 1. If the chronicler is no longer dying, they remain unconscious for at least 1 hour or until they regain 1 Hit Point.

Speed 25 feet

Melee ➤ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

Melee ➤ staff +7 (two-hand d8), **Damage** 1d4+2 bludgeoning

Ranged ➤ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Primal Prepared Spells DC 20, attack +12; **2nd** *entangle*, *flaming sphere*; **1st** *fleet step*, *longstrider*, *pass without trace*; **Cantrips** (2nd) *know direction*, *light*, *ray of frost*, *sigil*, *tanglefoot*

Scroll Mastery The chronicler can activate any scroll of a 2nd-level spell or lower as if they had the spell on their spell list, regardless of its magical tradition.

JAILER

CREATURE 3

LN **MEDIUM** **HUMAN** **HUMANOID**

Perception +9 (+10 to find concealed objects)

Languages Common

Skills Athletics +11, Diplomacy +5, Intimidation +7

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items club, crossbow (20 bolts), key ring, simple manacles, signal whistle, studded leather armor

AC 20; **Fort** +8, **Ref** +10, **Will** +7

HP 45

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ club +11, **Damage** 1d6+8 bludgeoning

Ranged ➤ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

Melee ➤ club +10 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

Efficient Capture ➤➤➤ (attack, manipulate) **Requirements** The jailer has manacles in hand and is adjacent to a creature; **Effect** The jailer attempts to bind the creature's wrists or ankles with the manacles. If the jailer succeeds at an attack roll with a +9 modifier against the target's AC, they apply the manacles.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

23–32 Challenge Points: Add one jailer to the encounter.

33–36 Challenge Points: Add one jailer and one tracker to the encounter.

Intimidating Strike ➤➤ (emotion, fear, fighter, mental) The jailer makes a melee Strike. If it hits and deals damage, the target is frightened 1, or frightened 2 on a critical hit.

Subdue Prisoners The jailer doesn't take the normal penalty for making a nonlethal attack when attacking with their club.

TRACKER

CREATURE 3

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +13

Languages Common

Skills Forest Lore +5, Nature +11, Stealth +9, Survival +13

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +4, **Cha** +0

Items composite longbow (60 arrows), leather armor, staff

Forager When using Survival to Subsist, if the tracker rolls a failure or a critical failure, they get a success instead. If the tracker rolls a success, they can provide food for 16 additional creatures that eat about as much as a human, or 32 creatures on a critical success.

Master Tracker The tracker can Track while moving at full speed.

AC 20; **Fort** +9, **Ref** +11, **Will** +9

HP 45

Speed 25 feet

Melee ➤ staff +9 (two-hand d8), **Damage** 1d4+4 bludgeoning

Ranged ➤ composite longbow +11 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+3 piercing

Hunt Prey ➤ (concentrate) The tracker designates a single creature they can see and hear, or one they're tracking, as their prey. The tracker gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey.

The first time the tracker hits the designated prey in a round, they deal an additional 1d8 precision damage. The tracker also ignores the penalty for making ranged attacks within their second range increment. These effects last until the tracker uses Hunt Prey again.

KING IN THORNS

ENCOUNTER D (LEVELS 5–6)

SCYTHE TREE

CREATURE 6

CE HUGE PLANT

Perception +14; lifesense 30 feet, low-light vision

Languages Aklo, Arboreal, Sylvan

Skills Athletics +15, Stealth +12 (+14 in forests)

Str +7, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

AC 24; **Fort** +17, **Ref** +8, **Will** +9

HP 105; **Resistances** bludgeoning 5, piercing 5

Axe Vulnerability A scythe tree takes 5 additional damage from axes.

Ripping Disarm  **Trigger** A creature rolls a critical failure on a melee weapon Strike against the scythe tree; **Effect** The scythe tree attempts to Disarm the creature.

Speed 15 feet

Melee  scythe branch +18 (backswing, deadly d10, reach 15 feet), **Damage** 2d10+9 slashing

Dead Tree  (concentrate) Until the scythe tree acts, it appears to be a dead tree. It has an automatic result of 35 on Deception checks and DCs to pass as a dead tree.

Woodland Ambush  **Requirements** The scythe tree is using Dead Tree in forested terrain, and a creature that hasn't detected it is within 30 feet; **Effect** The scythe tree Strides up to 25 feet toward the triggering creature. Once the creature is in reach, the scythe tree makes a scythe branch Strike against it. The creature is flat-footed against this Strike.

SCALING ENCOUNTER D

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one snapping flytrap to the encounter.

23–27 Challenge Points: Add two snapping flytraps to the encounter.

28–32 Challenge Points: Add three snapping flytraps to the encounter.

33–36 Challenge Points: Add one snapping flytrap and one scythe tree to the encounter.

SNAPPING FLYTRAP

CREATURE 3

N LARGE MINDLESS PLANT

Perception +7; tremorsense (imprecise) 30 feet

Skills Athletics +11, Stealth +10 (+13 in undergrowth)

Str +2, **Dex** +3, **Con** +5 **Int** –5, **Wis** +2, **Cha** –2

AC 18; **Fort** +12, **Ref** +8, **Will** +7

HP 50; **Immunities** mental; **Weaknesses** fire 5; **Resistances** acid 5

Quick Capture  **Trigger** A creature hits or touches the flytrap. **Effect** The flytrap makes a leaf Strike against the triggering creature. If it hits, the creature is grabbed in that leaf.

Speed 15 feet

Melee  leaf +11 (reach 10 feet), **Damage** 1d8+2 piercing plus 1d6 acid and Improved Grab

Focused Assault [two-actions] The flytrap attacks a single target with both its leaves. The flytrap makes one leaf Strike. On a success, the flytrap deals the damage from one leaf Strike plus an additional 1d8 damage for every leaf beyond the first. On a failure, the flytrap deals the damage from one leaf Strike, but it can't use Improved Grab. It deals no damage on a critical failure. This counts toward the flytrap's multiple attack penalty as a number of attacks equal to the number of leaves the flytrap has.

Hungry Flurry  The flytrap makes two leaf Strikes at a –2 penalty, each against a different target. These attacks count toward the flytrap's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all its attacks.

Swallow Whole  (attack) Medium, 1d8+1 bludgeoning plus 1d6 acid, Rupture 5

KING IN THORNS

ENCOUNTER F (LEVELS 5–6)

BLODEUWEDD

CREATURE 6

UNCOMMON CN MEDIUM FEY PLANT

Perception +14; low-light vision

Languages Aklo, Common, Sylvan; *speaks with plants*

Skills Acrobatics +15, Diplomacy +15, Nature +13, Performance +15, Stealth +13 (+17 in grasslands), Survival +11

Str +4, **Dex** +5, **Con** +2, **Int** +3, **Wis** +2, **Cha** +5

Items +1 sling

Allergen Aura (aura, primal) A blodeuwedd exudes a 30-foot aura of pollen and irritating allergens. A non-plant living creature that begins its turn in the aura must succeed at a DC 22 Fortitude save or become sickened 2. A creature that succeeds at its save is then temporarily immune to the allergen aura for 24 hours. A blodeuwedd can suppress this aura or activate it again as a free action.

Wild Empathy The blodeuwedd can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 24; **Fort** +12, **Ref** +17, **Will** +14

HP 105; **Weaknesses** cold iron 5

Speed 25 feet

Melee ✦ claw +14 (agile), **Damage** 2d8+7 slashing

Ranged ✦ sling +17 (propulsive, range increment 50 feet), **Damage** 2d6+4 bludgeoning

Primal Innate Spells DC 25; **4th** *hallucinatory terrain*, *modify memory*, *sleep*; **3rd** *wall of thorns*; **2nd** *entangle* (×3); **Cantrips** (4th) *dancing lights*, *tanglefoot*; **Constant** (4th) *speaks with plants*

Change Shape ✦✦ (concentrate, polymorph, primal, transmutation) A blodeuwedd can take on the appearance of a single unique humanoid or the form of a prairie owl. When in humanoid form, the blodeuwedd loses its claw attack. In owl form, its statistics change as follows: **Size** Small; **Speed** fly 60 feet; **Melee** [one-action] talons +15, **Damage** 1d3+1.

A blodeuwedd can return to their normal form as a free action.

Living Footsteps Every Stride action taken by a blodeuwedd causes small plants, grasses, and wildflowers to sprout from the ground, though they can suppress this effect if they desire. In a region or terrain that wouldn't normally support plant life, these plants thrive for 1 minute before withering away.

Nature's Infusion ✦✦ **Frequency** once per day; **Effect** While surrounded by any field or fertile plain, a blodeuwedd can infuse themselves with borrowed life energy from nearby plants and nutrients in the ground. The blodeuwedd gains 15 temporary Hit Points that last for 1 hour.

SCALING ENCOUNTER F

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Give the blodeuwedd 15 additional Hit Points.

23–27 Challenge Points: Add one kelpie to the encounter.

28–32 Challenge Points: Give the blodeuwedd 15 additional Hit Points and add one kelpie to the encounter.

33–36 Challenge Points: Add two kelpies to the encounter.

KELPIE (0)

CREATURE 4

NE LARGE AMPHIBIOUS FEY

Perception +11; low-light vision

Languages Aquan, Common, Sylvan

Skills Athletics +11, Deception +14, Stealth +10

Str +5, **Dex** +2, **Con** +3, **Int** -1, **Wis** +3, **Cha** +4

AC 21; **Fort** +11, **Ref** +12, **Will** +14

HP 60; **Weaknesses** cold iron 5; **Resistances** fire 5

Speed 35 feet, swim 35 feet

Melee ✦ jaws +13, **Damage** 2d6+7 bludgeoning plus Grab

Captivating Lure ✦✦ (concentrate, emotion, enchantment, incapacitation, mental, primal) The kelpie instills an overwhelming attraction to itself within the mind of a single creature within 60 feet. The target perceives the kelpie as a desirable person (if the kelpie is in humanoid form) or a valuable steed (if the kelpie is in equine form) and must attempt a DC 23 Will saving throw.

Critical Success The creature is unaffected and is temporarily immune to Captivating Lure for 24 hours.

Success The creature is stupefied 1 for 1 round and is then temporarily immune to Captivating Lure for 24 hours.

Failure The creature is fascinated, and it must spend each of its actions to move closer to the kelpie as expediently as possible while avoiding obvious dangers. If a captivated creature is adjacent to the kelpie, it either attempts to mount the kelpie (if the kelpie is in equine form) or stays still and doesn't act. If the creature is attacked by the kelpie, or if it can't breathe water and enters an area of water, the creature is freed from captivation at the end of the kelpie's turn.

Critical Failure As failure, but the target doesn't consider water a danger and will enter an area of water even if it can't swim or breathe water. If it is attacked by the kelpie or starts to drown, it can attempt a new save at the start of its next turn, but it isn't freed automatically.

KING IN THORNS

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The kelpie can take on the appearance of any Medium or Large animal of an equine nature (such as a horse, hippocampus, or pony), or any Small or Medium humanoid. This doesn't change its Speeds or its attack and damage modifiers with its Strikes.

KING IN THORNS

ENCOUNTER G1 (LEVELS 5–6)

ARMY ANT SWARMS (2)

CREATURE 5

N **LARGE** **ANIMAL** **SWARM**

Perception +11; darkvision, scent (imprecise) 30 feet

Skills Athletics +7

Str –2, **Dex** +4, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 21; **Fort** +13, **Ref** +11, **Will** +9

HP 55; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2, piercing 5, slashing 5

Cling  **Trigger** A creature leaves the swarm's space; **Effect** The swarm takes 1d6 damage as ants cling to the creature and continue biting, dealing 3d6 persistent piercing damage. High winds or immersion in water reduces the DC of the flat check to end this persistent damage to 5. Any area damage dealt to the creature destroys these clinging ants.

Speed 30 feet, climb 30 feet

Swarming Bites  Each enemy in the swarm's space takes 3d6 piercing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Bites becomes clumsy 1 for 1 round. If the creature attempts a concentrate or manipulate action while affected, it must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.

GIANT WHIPTAIL CENTIPEDE (0)

CREATURE 3

N **HUGE** **ANIMAL**

Perception +9; darkvision

Skills Acrobatics +8, Athletics +10, Stealth +8

Str +4, **Dex** +2, **Con** +4, **Int** –5, **Wis** +2, **Cha** –4

AC 19; **Fort** +11, **Ref** +9, **Will** +7

HP 45

Attack of Opportunity  Tail only.

Speed 30 feet, climb 30 feet

Melee  mandibles +11 (reach 10 feet), **Damage** 1d10+6 piercing plus whiptail centipede venom

Melee  tail +11 (agile, reach 15 feet), **Damage** 1d6+6 bludgeoning plus Knockdown

Undulate  The giant whiptail centipede Strides or Steps. During this movement, it can pass through spaces as narrow as 5 feet without Squeezing.

Whiptail Centipede Venom (poison); **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and clumsy 1 (1 round); **Stage 2** 2d10 poison damage and clumsy 1 (1 round); **Stage 3** 2d10 poison damage and clumsy 2 (1 round)

SCALING ENCOUNTER G1

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one giant whiptail centipede to the encounter.

23–27 Challenge Points: Add two giant whiptail centipedes to the encounter.

28–32 Challenge Points: Add one army ant swarm and one giant whiptail centipede to the encounter.

33–36 Challenge Points: Add one army ant swarm and two giant whiptail centipedes to the encounter.

KING IN THORNS

ENCOUNTER G2 (LEVELS 5–6)

VERDUROUS OOZE

CREATURE 6

N **MEDIUM** **MINDLESS** **OOZE**

Perception +8; motion sense 60 feet, no vision

Skills Athletics +15, Stealth +4 (+10 in tall grass or undergrowth)

Str +5, **Dex** –4, **Con** +5, **Int** –5, **Wis** +0, **Cha** –5

Motion Sense A verdurous ooze can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +17, **Ref** +8, **Will** +10

HP 157; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Surface A creature that hits a verdurous ooze with a metal weapon or unarmed attack must attempt a DC 21 Reflex save. On a failure, the weapon or creature takes 2d4 acid damage (after dealing damage to the ooze as normal). Thrown weapons take this damage automatically with no save.

Enliven Foliage (aura, primal, transmutation) 20 feet. The verdurous ooze constantly emits supernatural vapors that cause nearby plants to grow rapidly and writhe and grasp at anything and everything within the emanation. This area becomes difficult terrain for non-verdurous ooze creatures. When a creature starts its turn in this aura, it must succeed at a DC 21 Reflex save or take a –10-foot circumstance penalty to its Speeds until it leaves the emanation.

Split When a verdurous ooze that has 10 or more HP is hit by an attack that would deal piercing or slashing damage, it splits into two identical oozes, each with half the original's HP. One ooze is in the same space as the original, and the other is in an adjacent, unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or heavy to push).

Speed 15 feet

Melee ♦ pseudopod +15, **Damage** 2d6+7 bludgeoning plus 1d6 acid and Grab

Constrict ♦ 2d6 bludgeoning plus 1d6 acid, DC 24

Sleep Gas ♦♦ (incapacitation, mental, poison, sleep) The verdurous ooze adjusts its aura of supernatural vapors to affect living creatures within a 20-foot emanation, forcing them to attempt a DC 24 Will save.

Critical Success The creature is unaffected and becomes temporarily immune to Sleep Gas for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Verdurous Ooze Acid A verdurous ooze's acid damages only metal and flesh—not bone, stone, or other materials.

SCALING ENCOUNTER G2

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Give the verdurous ooze 30 additional Hit Points.

23–27 Challenge Points: Give the verdurous ooze 30 additional Hit Points. Increase its AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2, and increase the damage of its Strikes by 2.

28–32 Challenge Points: Add one verdurous ooze to the encounter.

33–36 Challenge Points: Add one verdurous ooze to the encounter and give both oozes 30 additional Hit Points.

KING IN THORNS

ENCOUNTER I1 (LEVELS 5–6)

ELANANX

CREATURE 6

NE MEDIUM FEY FIRE

Perception +14; darkvision

Languages Sylvan (can't speak any language)

Skills Acrobatics +14, Athletics +14, Survival +14 (+17 to Track)

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

AC 24; **Fort** +12, **Ref** +16, **Will** +12

HP 95; **Immunities** fire; **Weaknesses** cold iron 5

Cinder Dispersal ☞ (fire, primal, transmutation); **Frequency** once per day. **Trigger** The elananx takes damage from a hostile source; **Effect** The elananx disperses into a cloud of smoke and cinders, filling its space and a 20-foot emanation. While in this form, the elananx can't be attacked or targeted, and it doesn't take up space. Anything inside this cloud is concealed, and any creature ending its turn there takes 2d6 fire damage. At the start of its turn, the elananx returns to its normal form in any square the cloud covered. If the elananx Strikes a creature using its first action after returning to its normal form, the target is flat-footed and the Strike deals an extra 1d6 fire damage.

Speed 30 feet

Melee ☞ jaws +16 (magical), **Damage** 2d6+8 piercing and 1d6 fire

Melee ☞ claw +16 (agile), **Damage** 2d6+8 slashing

Pack Attack The elananx's Strikes deal an extra 1d6 damage to creatures within the reach of at least two of its allies.

Pounce ☞ The elananx Strides and makes a Strike at the end of that movement. If the elananx began this action hidden, it remains hidden until after the attack.

PIXIE (0)

CREATURE 4

CN MEDIUM FEY SPRITE

Perception +12; low-light vision

Languages Common, Sylvan

Skills Acrobatics +13, Deception +11, Nature +10, Stealth +11

Str -1, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

Items longbow (60 arrows), shortsword

AC 23; **Fort** +8, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

HP 40; **Weaknesses** cold iron 5

Speed 15 feet, fly 45 feet

Melee ☞ shortsword +13 (agile, finesse, magical, versatile S), **Damage** 1d6+4 piercing

Ranged ☞ longbow +13 (deadly 1d10, magical, range increment 100 feet, reload 0, volley 20 feet), **Damage** 1d8+4 piercing

Primal Innate Spells DC 21; **4th** *invisibility* (at will; self only); **3rd** *dispel magic*; **2nd** *entangle*, *faerie fire*; **1st** *illusory disguise*; **Cantrips (2nd)** *dancing lights*, *detect magic*, *ghost sound*, *shield*

SCALING ENCOUNTER I1

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Give the elananx 20 additional Hit Points.

23–27 Challenge Points: Add one pixie to the encounter.

28–32 Challenge Points: Add two pixies to the encounter.

33–36 Challenge Points (5+ players): Add one additional elananx to the encounter.

Sprinkle Pixie Dust ☞ (manipulate) The pixie sprinkles pixie dust onto one of its arrows. If the pixie hits a creature with that arrow before the pixie's next turn, the arrow inflicts one of the following special effects instead of dealing damage. Each effect depends on the target's DC 21 Will save. On a critical hit, the target treats its save result as one degree worse.

- **Charm** (emotion, enchantment, incapacitation, mental) The target suffers the effects of a *charm* spell, except it doesn't gain a bonus to its save if the only hostile act was the pixie firing its bow, and the pixie can choose to direct the target's adoration toward another creature rather than itself.
- **Memory Loss** (divination, mental) On a failed Will save, the target loses the last 5 minutes of its memory.
- **Sleep** (enchantment, incapacitation, mental, sleep) The target suffers the effects of a 3rd-level *sleep* spell.
- **Subdual** (enchantment, mental, nonlethal) The target takes 4d6 mental damage, depending on its basic Will save.

KING IN THORNS

ENCOUNTER I2 (LEVELS 5-6)

GRIMSTALKERS (2)

CREATURE 5

CE MEDIUM FEY

Perception +12; low-light vision

Languages Aklo, Common

Skills Acrobatics +13, Intimidation +13, Nature +11, Stealth +13, Survival +12

Str +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** +3, **Cha** +2

Camouflage A grimstalker can Hide in natural environments, even if it doesn't have cover.

AC 22; **Fort** +9, **Ref** +15, **Will** +12

HP 60; **Weaknesses** cold iron 5

Speed 40 feet, climb 20 feet; woodland stride

Melee ♦ claw +15 (agile), **Damage** 2d6+7 slashing plus grimstalker sap

Primal Innate Spells DC 22, attack +14; **3rd** *earthbind*, *wall of thorns*; **2nd** *entangle*, *pass without trace*, *tree shape*;

Cantrips (3rd) *tanglefoot*

Grimstalker Sap (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d6 poison damage and clumsy 1 (1 round), **Stage 3** 2d6 poison damage and clumsy 2 (1 round)

Woodland Stride A grimstalker can always find a path, almost as if foliage parts before it. A grimstalker ignores difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede its progress.

SCALING ENCOUNTER I2

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Give each grimstalker 15 additional Hit Points.

23-27 Challenge Points: Add one grimstalker to the encounter.

28-32 Challenge Points: Add one grimstalker to the encounter. Give each grimstalker 15 additional Hit Points.

33-36 Challenge Points: Add two grimstalkers to the encounter.

KING IN THORNS

ENCOUNTER J (LEVELS 5–6)

REDCAPS (2)

CREATURE 5

CE **SMALL** **FEY**

Perception +12; low-light vision

Languages Common, Sylvan

Skills Acrobatics +13, Athletics +15, Deception +11, Intimidation +13, Nature +10, Stealth +13

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +2

Items iron boots, red cap, scythe

Red Cap (necromancy, primal) A redcap's woolen hat is dyed with the blood of its victims. If the redcap loses its cap, it no longer benefits from fast healing and takes a –4 status penalty to its damage rolls. It can create a new cap in 10 minutes, but that cap doesn't grant its powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

AC 21; **Fort** +11, **Ref** +15, **Will** +10

HP 60, fast healing 10; **Weaknesses** cold iron 5, divine revulsion

Divine Revulsion (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a good deity (which requires an interact action by that creature) or use one to cast a divine spell, the redcap must attempt a DC 19 Will save. It then becomes temporarily immune to all brandished religious symbols for 10 minutes.

Critical Success The redcap is unaffected.

Success The redcap is frightened 2.

Failure The redcap gains the fleeing condition for 1 round and is frightened 4.

Speed 50 feet

Melee ♦ scythe +15 (deadly 1d10, trip), **Damage** 1d10+10 slashing

Melee ♦ boot +13 (agile, versatile B), **Damage** 1d6+8 piercing

Blood Soak ♦ (manipulate) The redcap dips its cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

Deadly Cleave ↻ **Trigger** The redcap reduces a creature to 0 Hit Points with a scythe Strike. **Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the scythe Strike that triggered this reaction. This counts toward its multiple attack penalty.

Stomp ♦ The redcap Strides up to half its Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6 persistent bleed damage.

SCALING ENCOUNTER J

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add one twigjack to the encounter.

23–27 Challenge Points: Add two twigjacks to the encounter.

28–32 Challenge Points: Add one redcap to the encounter.

33–36 Challenge Points: Add one redcap and one twigjack to the encounter.

TWIGJACKS (2)

CREATURE 3

CE **TINY** **FEY** **PLANT**

Perception +9; darkvision

Languages Common, Sylvan

Skills Acrobatics +11, Athletics +9, Nature +7, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 50; **Weaknesses** fire 5

Speed 25 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d10+4 slashing

Ranged ♦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

Bramble Jump ♦♦♦ (conjuration, plant, primal, teleportation)

Requirements The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

Splinter Spray ♦♦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

KING IN THORNS

APPENDIX 3: ART AND HANDOUTS



ORAIAH TOLAL

KHOUMROCK BLACKTHANE



PERENNIAL CROWN

CALISRO BENARRY



KING IN THORNS

APPENDIX 3: ART AND HANDOUTS



VALAIS DURANT

URWAL



BJERSIG TORRSEN

FOLA BARUN



KING IN THORNS

APPENDIX 3: ART AND HANDOUTS



DOOR OF SEASONS

THORNED MONARCH REBORN



GREGARO VOTH TRAPPED

GREGARO VOTH



KING IN THORNS

HANDOUT: AID TOKEN REFERENCE

Each table begins with four Aid Tokens the players can pass to other tables at different points during the event. These starting tokens represent extra help that their PCs give to those of other tables, so a table cannot use its own tokens. Before passing a token, one PC at the table can perform a particular action to boost the effect. If they succeed, check the Boosted box on the Aid Token; no matter what, record the name of the PC. The table can attempt an action to boost an Aid Token only once. If it's easier, the Table GM may wish to have players roll for all boosts during mustering.

Tables can use Aid Tokens they receive from other tables whenever they like, and they can use any number in the same encounter. Each Aid Token can be used only once.

ALLIED OFFENSIVE

Other Pathfinders assist your attack, increasing the damage you deal by the listed amount.

To Boost: Succeed at an attack roll against an AC equal to the target DC in the table below.

Boosted Effect: Increase the damage dealt by 1d6.

BURST OF HEALING

A fellow Pathfinder heals all the PCs by the listed amount.

To Boost: Cast one spell with the healing trait or succeed at a Medicine check against the listed DC.

Boosted Effect: Increase the healing by 1d8.

TIMELY INSPIRATION

A fellow Pathfinder grants the benefits of a bard's *inspire courage* focus cantrip to all PCs for 1 round (a +1 status bonus to attack rolls, damage rolls, and saves against fear effects).

To Boost: Succeed at a Performance check against the listed DC.

Boosted Effect: Increase the duration by 2 rounds.

PROVIDE KNOWLEDGE

Gain the benefits of an automatic success on a check to Recall Knowledge.

To Boost: Attempt an Arcana, Nature, Occultism, or Religion check against the listed DC.

Boosted Effect: Gain the benefits of an automatic critical success on a check to Recall Knowledge.

TARGET DCs

LEVELS	TARGET DC
1-2	17
3-4	20
5-6	22
7-8	25

BENEFITS

LEVELS	ALLIED OFFENSIVE	BURST OF HEALING
1-2	1d6	1d8
3-4	2d6	2d8
5-6	3d6	3d8
7-8	4d6	4d8

KING IN THORNS

ALLIED OFFENSIVE

Aid Character Name: _____

Boosted ☐

BURST OF HEALING

Aid Character Name: _____

Boosted ☐

PROVIDE KNOWLEDGE

Aid Character Name: _____

Boosted ☐

TIMELY INSPIRATION

Aid Character Name: _____

Boosted ☐

KING IN THORNS

ORGANIZED PLAY TOOLS

TREASURE TABLE

LEVEL	GOLD EARNED
3	38 gp
4	64 gp
5	100 gp
6	150 gp

CHRONICLE SHEET

Unlike a typical scenario, *King in Thorns* does not have Treasure Bundles. PCs automatically earn the amount of gold listed above for completing the scenario.

CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 2 points each
- 6th-level PCs = 3 points each

Now use the table below to determine which Level Range is appropriate for your PCs. Level 3–4 encounters appear in Appendix 1, and Level 5–6 encounters appear in Appendix 2.

CHALLENGE POINTS AND LEVEL RANGE

CP TOTAL	LEVEL RANGE
8–14	3–4
16–18 (5+ players)	3–4
16–18 (4 players)	5–6
19+	5–6

KING IN THORNS



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

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

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

Faction:			
Character Name: _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐	☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Slow Track ☐ Dead ☐ Infamy
Org Play #: _____	-2	Level _____	

KING IN THORNS

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Scenario #2-00: King in Thorns (Levels 3-6)

Character Chronicle #

Herolab Code

K3B6

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

With the artifact *Perennial Crown* in hand, a large group of Pathfinder agents set off for the Door of Seasons, a gateway to a mysterious demiplane. The creator of the demiplane, the Thorned Monarch Qxal, used magical trickery and sent hordes of fey allies to try to stop you. When you reached the demiplane, you found one of the founding members of the Pathfinder Society, Gregaro Voth, whose life had been sustained over the centuries by the magic around him. By working together with Voth, you managed to take control of the demiplane. You thwarted the Thorned Monarch's final assault. Thanks to your efforts, what had once been the evil fey's stronghold is now a new Pathfinder lodge.

Boons

Levels 3-4	
Items	
Purchases	
Items Sold / Conditions Gained	

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

TOTAL COST OF ITEMS BOUGHT	
Levels 5-6	

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #