

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-04

Levels 3-6

PATH OF KINGS

By Luis Loza





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 3-6



PLAYERS: 3-6



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PATH OF KINGS

TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 3–4 Encounters	17
Appendix 2: Level 5–6 Encounters	21
Appendix 3: Art and Handouts	25
Organized Play Tools	26

GM RESOURCES

Campaign Home Page: pathfindersociety.club

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

Maps: *Pathfinder Flip-Mat: Winter Forest* and *Pathfinder Map Pack: Frozen Sites*

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 <http://www.organizedplayfoundation.org/paizo/guides/>



HORIZON HUNTERS

SUMMARY

The PCs set sail from Iceferry on an expedition to Valenhall in Arcadia. While aboard the *Glorious Payoff*, Venture-Captain Bjersig Torrsen informs them that the Society has received permission from former Linnorm King Sveinn Blood-Eagle to establish a lodge in Valenhall and give the Pathfinder Society a foothold in Arcadia, something they've lacked for centuries. He explains that all they need to do is speak with a few key locals to determine a suitable site for the new lodge.

Once they arrive, the PCs learn that they've reached Port Valen, not Valenhall. The PCs can travel through the town and get to know this new location. Eventually, the PCs have a chance to speak with three important figures in the town: Mayor Bloodfang, Rahahksenwe, and Sveinn Blood-Eagle. Each has a problem on their hands, and the PCs are in a position to help them out and earn their support on behalf of the Pathfinder Society. The tasks include settling a dispute between families, convincing the captain of the town guard to return to her post, and rescuing a lost scout from the nearby forest.

After resolving these problems, the PCs have a chance to rest before deciding where to establish the next Pathfinder Lodge. Before they're able to do so, however, Port Valen comes under attack, and the PCs must do their part in defending the town against a band of trolls. After the attack, the PCs finally have the opportunity to decide the best spot for the lodge.

PATH OF KINGS

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ADVENTURE BACKGROUND

Common wisdom in the Lands of the Linnorm Kings holds that Ulvass, an ancient Linnorm King, once heard an indescribable song that called to him from across the ocean. The song described a place of unending glory where mighty warriors, great crafters, inspiring artists, and others could gain an honor and satisfaction unknown to mortals. Ulvass heard the call of Valenhall and set out across the Arcadian Ocean to find the fabled realm in -473 AR.

From here, common wisdom and reality diverge. Ulfen skalds sing that Ulvass reached Valenhall and found glory, knowledge, and treasure unknown to any before. Ulvass built a mighty hold in the new land where all who were worthy could share in the eternal honor, fighting in glorious battles by day and reveling in great feast halls by night. Each poem proclaims that Great King Ulvass still lives to this day in eternal bliss, enraptured by the glory of Valenhall.

In reality, Ulvass found only a barren and dangerous frontier. The call he heard so clearly at sea faded the moment he stepped foot on the land now known as Arcadia. Without enough resources to return home, Ulvass and his followers settled the region, establishing the village of Port Valen. From this new village, Ulvass continued his search, seeking the call of Valenhall until his dying day. The song was silent for generations until Ulvass's great grandchildren, the twins Hinwandah and Rinme, finally heard the call and set out to find the fabled Valenhall themselves.

Port Valen endured after the death of Ulvass, thanks in no small part to the villagers' attempts to contact the local Arcadian population. The Ulfen villagers met with the local Mahwek people and the two came to rely on each other. The Mahweks offered kindness to the Ulfens and soon the two groups formed a bond. Together, the groups flourished, and Port Valen grew into a larger settlement that stands to this day.

Since common wisdom still maintains that reaching Valenhall is simply a matter of crossing the ocean, many Linnorm Kings attempt the journey in their twilight

WHERE ON GOLARION?

Path of Kings takes place in Port Valen, a city on the norther edge of the continent of Arcadia. For more information on Arcadia, see pages 6-7 of the *Pathfinder Lost Omens World Guide*.



years. This was the case when Sveinn Blood-Eagle, Linnorm King and ruler of the Thanelands, reached his eighty-eighth winter. He set sail for Valenhall with a crew in 4719 AR. It had been the first time in many years that a Linnorm King sought Valenhall, and the event renewed interest in Arcadia.

The desire to explore the continent spread throughout the Saga Lands like an untamed fire. Many began planning expeditions to Arcadia, hoping to return from the mysterious land with tales of glory and adventure. The Pathfinder Society wasn't immune to such enthusiasm and began planning its own expedition. After months of funding and preparation, the Society was ready to set out, hoping to be among the first explorers of the modern era to return from Arcadia with stories and new knowledge of the distant continent and its peoples.

GETTING STARTED

Several weeks ago, the Pathfinder Society set sail from Iceferry on an expedition toward Valenhall, the fabled realm of glory supposedly located somewhere in Arcadia.

PATH OF KINGS

The Pathfinder Society assigned two venture-captains, Bjersig Torrsen and Calisro Bennary, to lead the expedition. The PCs have been sailing on the *Glorious Payoff* for some time, and they are finally nearing their destination.

With land finally on the horizon, Bjersig approaches the PCs. He's accompanied by Mahki and his scribe Lirall, who acts as an interpreter for Bjersig's signing.

Read or paraphrase the following to get started.

Venture-Captain Bjersig Torrsen rests against the deck's railing, a pleased look on his face. He begins to sign a few words. "We're not too far from land now," interprets Lirall, the gnome standing beside him. "I mentioned your role at the start of the trip, but seeing as we've been at sea for months now, I figured it couldn't hurt to speak of it once more.

"The Pathfinder Society hasn't had a presence on Arcadia for the entirety of its existence, and now we finally have a chance to change that. Before he left for Valenahall, former Linnorm King Sveinn Blood-Eagle signed an agreement with the Society." Bjersig produces a document from a scroll case on his hip. "Basically, Blood-Eagle agreed to allow the Society to build a lodge at Valenahall in exchange for our aid in helping him get there in the first place, plus a few other favors.

"Unfortunately for us, the Society's preparations to follow Blood-Eagle took a bit longer than anticipated. Now, at last, we're almost there, and this is where you come in. We have the contract in hand, but we know nothing about Valenahall, save for what the stories and songs say. I want you to get to know the area and determine a suitable location to build our new lodge. It would be helpful if you can get us off on the right foot with the locals in the process. Calisro and I will be taking care of other details like the unloading of personnel and supplies, as well as getting things in order with our building crew. We hope to be ready to go in a few days, which should give you plenty of time to make arrangements on your end. We're getting close to land now, so if you have any questions, now's the time to ask them. Otherwise, I'll let you prepare yourselves for the glory of Valenahall. You can speak with Calisro if you need any supplies."

At this point, the PCs are free to ask any questions they have for Bjersig. Below are Bjersig's answers to some of the most likely questions.

How do we know what the best site is for the lodge?

"Ideally, we just need a sizable plot of land in or near Valenahall. We're not asking for much, and we're fine with any spot big enough for a building with several large rooms. A view of the ocean would be nice, but I don't think anyone's going to make too much of a fuss if they have to deal with a short stroll to the shore."

Who should we speak to about finding a site for the lodge? "Sveinn Blood-Eagle is our best bet. I don't know

where he is or if he even knows we're coming. It might not hurt to ask around Valenahall to find out where he is. If he's unavailable, then maybe you can talk to other local leaders to help sort us out."

What is Valenahall like? "Considering we only have stories about it, I'm guessing it's some kind of warrior's paradise. It's supposed to be a place where there is always a glorious combat to be had during the day and an even more glorious feast to enjoy in the evening. It's a place where the skalds know all the best songs, the ale tastes as sweet as honey, and no one has to deal with grogginess in the morning. We'll see if it lives up to the tales."

SOCIETY, WARFARE LORE, OR ULFEN LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Society check or DC 18 Warfare or Ulfen Lore check to Recall Knowledge remembers some information regarding Valenahall.

Critical Success In addition to the information in the success entry, the PC knows that knowledge about Valenahall has been particularly sparse. The only information on Valenahall seems to originate from songs and tales, which make their validity questionable. This is particularly intriguing as it's been more than five thousand years since Ulvass's journey.

Success Valenahall is a fabled place where great Ulfen figures travel to live out the rest of their lives in ultimate glory. Most accounts detail a place of glorious battles and revelry, though it's unclear if Valenahall is a physical place or if it's more of a metaphorical location equivalent to an Ulfen afterlife. The first person to visit Valenahall was the Linnorm King Ulvass in -473 AR who set out after hearing a mythical song he referred to as the call of Valenahall.

Failure The PC knows no further information.

Critical Failure Valenahall is a place where Ulfen criminals are exiled to instead of facing execution and is usually reserved for only the vilest criminals in the Lands of the Linnorm Kings.

SPEAKING WITH CALISRO

The PCs have the chance to purchase any equipment or supplies they need before they arrive. As the *Glorious Payoff* pulls into the dock, Calisro Bennary calls the PCs over to give them an additional task.

"Oy, real quick before you go, I'd love you to do something for me." She produces a rough map of the northern Arcadian coast. "The charts we had were a touch out of date. It's a miracle we even made it here at all, actually! We're in dire need of better maps of the area, so if you can get us something so we're not sailing with information from the Age of Darkness, I would highly appreciate it. I'll make sure to make it worth your while." She grabs her flask and takes a quick sip. "Sorry,

PATH OF KINGS

it's just that exploring a whole new continent has given me the excited gutwasps. This tends to help." She holds out the flask. "Anyone else need a drink? Anyway, as I was saying, get me a map of the coast and I'll make sure you're compensated. Oh, looks like we just docked. Off ya go! Oh, set sail with me to Valenhall..." sings Calisro as she makes her way off the ship.

HERO POINTS

Once the PCs have asked their questions, remind them that they each have 1 Hero Point available. The *Glorious Payoff* docks in "Valenhall," after the party has completed their purchases, and Calisro and Bjersig lead the crew and PCs onto the docks.

ARRIVAL IN PORT VALEN

As the PCs step off the *Glorious Payoff*, they find a town less glorious than the songs of Valenhall claim. Instead, they find themselves in Port Valen, a small town that resembles most other Ulfen harbor towns in the Lands of the Linnorm Kings. There is nothing that the PCs see to suggest any kind of realm of neverending glory.

Additionally, the people here may not be what the PCs expected. Some human dock workers appear to be Ulfen in descent, tall, with pale skin and fairer hair, while others have rounder features, darker skin and hair tones, and slightly shorter builds. These people are of Mahwek descent and can trace their lineage to the original Mahwek groups that aided Ulvass and his crew after the Ulfens landed in Arcadia over five thousand years ago. Many of the workers appear to possess both Mahwek and Ulfen heritage, a common group among the people of Port Valen. These individuals are known as Valenborn and represent the mixed lineage common to Port Valen after thousands of years of Mahwek and Ulfen cooperation.

PCs who ask around about the town quickly learn that they are in fact not in Valenhall, but in the town of Port Valen. The PCs also learn of the town's population which is roughly one-third Ulfen, one-third Mahwek, and one-third Valenborn. Any questions about Valenhall's location are met with skepticism as all the locals know that Valenhall lies far to the west of Port Valen and the locals believe that fact to be common knowledge.

The PCs can ask around Port Valen to learn some basic information about the town. Most of the citizens know Common or Skald, making it a simple process to ask questions. A few common questions the PCs might ask are featured below.

What is this place? "This town is Port Valen, one of the towns along the Scarred Shores."

Where is Valenhall? "No one is exactly sure. Those who hear the call of Valenhall claim that it draws them

SET SAIL WITH ME TO VALENHALL

Oh, set sail with me to Valenhall
So glorious we may feast
And fill our bellies to the brim
Afore we slay the beast

We'll be sure to have ourselves some mead
That's sweeter than my love
Drink until we see halls filled
With valkyries above

There'll be venison and piles of cheese
For all of us to eat
Then we'll rest up by the hearth
And take in all its heat

We'll just eat until we can't no more
And rest like Yrmidar
The bear who slept five winters
Atop his shining star

Oh, yes, they'll have to close the feast hall
Because of what we've done
We've eaten more than ten men
Such glory that we've won

We'll rise in the morn' to fight the beast
But now we've had too much
We might as well stay inside
And get ourselves some lunch

And now dinner time has come again
And this time we'll have boar
Let's wait to sail tomorrow
So we can eat some more

west beyond the Forest of Trials and toward Wyrmlake beyond that. No one who has set out for Valenhall has ever returned, so we don't know anything more than that."

How is it that we've never heard of Port Valen? "Probably because of the curse. Legends say that Valenhall itself is trying to prevent anyone from knowing more about it before hearing Valenhall's song. Supposedly, any attempts to see Valenhall before hearing the call make travel to Valenhall impossible. Even magic doesn't work. Attempts to divine information on Valenhall or even the surrounding regions, including Port Valen, always fail."

Who are the people here? "We're all the children of Port Valen. Some of us are Ulfen and descended from

PATH OF KINGS

the first visitors from across the ocean. Some of us are Mahwek and trace our ancestry to the people who already lived on these lands when the Ulfen arrived. The rest of us are Valenborn. We're the children of the union between Mahweks and Ulfens once they learned to work together."

Who is in charge here? "Depends on who you ask. Mayor Bloodfang is the town's leader and in charge of things going on in Port Valen proper. Rahahksenwe is our representative on the Shore Council and helps keep Port Valen interests among the towns of the Scarred Shores. Sveinn Blood-Eagle is the most renowned and respected of the Ulfen warriors here, and he's currently handling town defenses. I'd say that each of the three, Mayor Bloodfang, Sveinn Blood-Eagle, and Rahahksenwe, each have their own key role in the community."

Wait, the Sveinn Blood-Eagle is here? He's the one making sure that the monsters who come in from the west are kept at bay. He won't be with us much longer though, since he's preparing to follow the call onward to Valenhall. He'll be meeting the next wave of monsters from the Forest of Trials and marching on toward the Wyrmlake, far to the west.

DIPLOMACY (GATHER INFORMATION) OR SOCIETY, ULFEN LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 20 Diplomacy check to Gather Information for two hours, or who succeeds at a DC 20 Society or DC 15 Ulfen Lore check to Recall Knowledge, gain some information about Port Valen.

Critical Success In addition to the information in the success entry, the PC knows that most of the village is laid out in a traditional Ulfen fashion, with weapon racks in predictable locations, small ruts designed to trip up invaders, and other useful defensive features. PCs who learn or recall this information gain a +1 circumstance bonus to initiative checks made during Encounter D (page 12).

Success Port Valen is constantly besieged by monsters coming from the Forest of Trials. Warriors of Port Valen who hear the call of Valenhall take the next step in their journey when they follow the path of these monsters back to their source.

Failure The PCs know no further information.

Critical Failure The Ulfen frequently build deep pits lined with refuse and spikes throughout their settlements as traps for invaders. PCs who learn or recall this false information have a -1 circumstance penalty to initiative checks made during Encounter D. Ulfen PCs and characters from the Lands of the Linnorm Kings don't take this penalty and instead receive a failure on this check.

In addition to the information detailed above, PCs who spend any time gathering information or talking to the locals learn the following.

A particularly curious detail about the area is that any attempts at divination to learn more about the region simply fail. The common explanation among the Lands of the Linnorm Kings is that Valenhall itself is preventing such attempts. A truly worthy individual would need to earn the call of Valenhall, and attempts to see that fabled place before hearing the call are purported to be impossible. An even stranger detail is that anyone who hears the call and attempts to return to Avistan simply fails to do so. The reasons vary from failed teleportation, lack of a sufficient crew for the ocean travel, or mysterious deaths at sea. Whether Valenhall itself is truly to blame here remains unknown.

Once the PCs have a basic grasp about the nature of the town, they can start working toward their goal of finding a suitable site for the next Pathfinder lodge. After asking around, the PCs likely realize that asking the town leadership is their best option. The PCs can talk to Mayor Bloodfang, Rahahksenwe, and Sveinn Blood-Eagle in any order they choose.

MAYOR BLOODFANG'S REQUEST

The PCs find Mayor Sonidaga Bloodfang in the town hall in the center of Port Valen. When the PCs arrive at the town hall, they first meet with an assistant who asks the PCs for the nature of their visit. Upon realizing they are with the recently arrived Pathfinders, the assistant is willing to check to see if the mayor has time to meet with them. Before the assistant can make it to the mayor's office, however, Mayor Bloodfang steps out, looking beleaguered and exhausted.

The assistant is quick to introduce the PCs to the mayor, who looks relieved for a break from whatever was going on in his office. Mayor Sonidaga Bloodfang is a Valenborn man who traces his family history to the Bloodfang clan in the Lands of the Linnorm Kings only a few generations back. As the PCs are part of the Pathfinder Society, they are people of interest in Port Valen at the moment, so they mayor is willing to hear their requests.

When the PCs explain that they seek a suitable site for the Pathfinder Lodge, the mayor tells them that he has a spot in mind. Unfortunately, the plot of land is currently tangled up in a trade agreement. If the PCs help him resolve the dispute, he would be glad grant the plot to the Pathfinder Society. Assuming the PCs agree, the mayor has his assistant quickly draw up a contract to hire the PCs as official mediators working on behalf Port Valen.

PATH OF KINGS

The mayor brings the PCs up to speed with the current negotiations before inviting them into his office. He is trying to resolve a property dispute between two families, the Molwans and the Yrmingars. The Molwans and the Yrmingars are closely related families, able to trace their roots all the way back to some of the earliest alliances between the Ulfen and Mahwek people. Their dispute concerns a tract of land on the outskirts of Port Valen between their two properties. This land has always served both families as a route for carts and transportation, as well as a source of food and water thanks to the salmon-rich river that runs through it. Recent farming activities by the Yrmingars and ranching activities by the Molwans have led to runoff into the river, depleting the salmon supply and dirtying the drinking water, though each family has laid the bulk of the blame at the other's feet.

As part of working toward a resolution with the families, Bloodfang has proposed having the township purchase the plot and appoint a steward. The steward's responsibilities would include protecting the water and fishing rights of both families and preserving the land's natural resources, with allowances made for constructing a new living facility on the property. Bloodfang has crafted the proposal, but he needs to get the families to agree first, and he needs them to agree before the Yrmingar patriarch marches off in search of Valenhall alongside Sveinn Blood-Eagle. Bloodfang asks the PCs to split up and settle the agreement with each family, convince the family heads to sign the agreement, and return it to him before day's end. He gives them the PCs the following information about each family's head before they depart.

Molwan Family: The leader of the Molwan family is a Valenborn woman named **Deishu Molwan** (N female Valenborn rancher). Deishu is a renowned breeder of the long-haired horses common in this part of Arcadia. She has a sense of humor but looks poorly on attempts to win her over through flattery. She respects strong people who aren't afraid to make their will and thoughts known, as well as anyone who shows a strong affinity for horses and the equestrian arts.

Yrmingar Family: Bloodfang tells the PCs that the patriarch of the Yrmingar family is an old Ulfen warrior named **Balasz Yrmingar** (LN male Ulfen warrior). Balasz is proud and stern. He responds poorly to threats but is amenable to flattery. He respects anyone who can prove their knowledge and respect for the land and enjoys conversing with other farmers.

MOLWAN RANCH

The Molwan ranch features a stable, a covered hall for eating, and a handful of single-family houses and tents staked out near a fenced-in grazing area. Large horses

SPLIT NEGOTIATIONS

During this skill challenge, the PCs must convince each family leader to sign the paperwork settling the property dispute. The mechanics for this encounter are designed to be resolved quickly while giving the PCs time to roleplay and interact with each family.

With Bloodfang asking the PCs to split up, have the group divide into two roughly equal groupings; for an uneven split, such as a group of 5, put the highest level player in the smaller group. If all PCs are of equal level, remind them of Bloodfang's descriptions of the family leaders and encourage the PCs who are most practiced in the corresponding skills for each challenge to visit the family where their skills will be most helpful.

PCs can use any skill listed in the skill challenge entry to Aid. The DC of the check to Aid is 15.

with thick manes, hair-covered fetlocks, and unusually shaggy hair covering the rest of their bodies, prance about the grazing area. The horses are clearly bred for heartiness, strength, and endurance, rather than speed. Mahwek and Valenborn grooms care for the horses and move about the property with the assured, quick steps of people who know what they're doing and will get it done quickly so they can move on to the next task.

As the PCs approach, an older woman rides from the grazing area to greet them, her dark hair pulled back in a gray-flecked braid and her skin weathered by sun and the elements. Combined with her razor-sharp cheekbones and bright eyes, the woman's age could be a hard-won 40 to a youthful 60. She is none other than Deishu Molwan, leader of the Molwan family. She asks the PCs what their business is and without waiting for a response tells them that they'll have to talk on the move. As the PCs explain their mission, Deishu chastises some languid farmhands and assists in the birthing of a new foal, instructing the closest PC to "grab this rope and pull!" Her duties complete for the moment, Deishu finally gives the PCs a chance to make their case and convince her to sign the land settlement papers.

INTIMIDATION (COERCE), NATURE (COMMAND AN ANIMAL), PERFORMANCE (PERFORM), STABLING LORE (RECALL KNOWLEDGE)

A PC who attempts a DC 18 Intimidation check to Coerce, Nature check to Command an Animal, Performance check to Perform a comedic routine, or Stabling Lore to Recall Knowledge, receives the following result from their attempts to convince Deishu Molwan to

PATH OF KINGS

sign the land settlement. The DC for these checks is 20 for Levels 5–6.

Critical Success As success, but Deishu also acknowledges the PCs as worthy friends, telling them to visit her in a few months' time when the next herd of horses is prepared for market.

Success Deishu agrees to sign the land settlement papers.

Failure Deishu tells the PCs she wants to discuss some matters with Bloodfang before signing anything and sends them back empty-handed.

Critical Failure Deishu is disdainful of the PCs' apparent lack of knowledge regarding land management and horse ranching and feels they won't be a good addition to the community. The PCs take a -1 circumstance penalty on any Diplomacy or Intimidation checks made while interacting with Port Valen NPCs for the remainder of the adventure.

YRMINGAR FARM

The Yrmingar Farm is a series of small plots of land, each plot dedicated to growing maize, potatoes, wheat, or squash, with two plots left fallow. The Yrmingar family, largely comprised of Ulfen and Valenborn, toil in the fields, harvesting fall crops and preparing the fields for winter. As the PCs approach, a massive Valenborn man sets aside an over-sized scythe and waves to them, walking closer. As he draws near, the PCs notice that he wears a large bearskin cloak with a clean tunic underneath, though his hands and pants are textured by innumerable layers of earth and loam. Thrusting out one massive, dirt-stained hand, the man introduces himself as Balasz Yrmingar.

Balasaz asks the PCs what their purpose is, and upon learning that they've come regarding the land settlement papers, asks them to accompany him so he can wrap up his duties and clean his hands before handling any "delicate feathers or parchment." Balasz introduces many of the farm workers as his sons and daughters, as well as introducing the PCs to his wife Hildak and his husband Ferrard. After completing his rounds, Balasz brings the PCs back to the main farmhouse, where he cleans his hands in a large bucket of standing water and then invites them to join him at a large oaken table to discuss the particulars of the paperwork they've brought on Mayor Bloodfang's behalf.

DIPLOMACY (MAKE AN IMPRESSION), FARMING LORE (RECALL KNOWLEDGE), NATURE (RECALL KNOWLEDGE), OR SURVIVAL (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Diplomacy check to Make an Impression, or a DC 18 Farming Lore, Nature, or Survival check to Recall Knowledge, receives the

following result from their attempts to convince Balasz Yrmingar to sign the land settlement. The DC for these checks is 20 for Levels 5–6.

Critical Success Yrmingar believes the PCs to be fine, upstanding folk with a clear sense of honor. In addition to signing the paperwork, he invites the PCs to come visit next year during the summer harvest, offering them first pick of some of his finest crops.

Success Balasz agrees to sign the land settlement papers.

Failure Balasz tells the PCs he wants to discuss some matters with Bloodfang before signing anything and sends them back empty-handed.

Critical Failure Balasz becomes disdainful of the PCs, saying that he's not even sure they are representatives of the mayor and that he won't sign anything without first talking to Bloodfang, and warning them that he'll be telling the other figures in town to be wary of them. The PCs increase the cost of any goods purchased in town for the remainder of the adventure by 5 cp.

Treasure: Once the PCs return to Bloodfang, he rewards them for their efforts based on the level of success they achieved. If the PCs have signed papers from both family leaders, Bloodfang rewards them with 4 moderate acid flasks, 4 moderate alchemist's fire, and 100 gp. If the PCs only convinced one family to sign, Bloodfang gives them the alchemist's fires and acid flasks, but does not pay them any of the gold. If the PCs failed to obtain either signature, Bloodfang thanks them for efforts and gives them 2 moderate alchemist's fires and 2 moderate acid flasks.

RAHAHKSENWE'S REQUEST

The PCs can meet Rahahksenwe at her home on the southern edge of town. When they knock on her door, Rahahksenwe is quick to answer with a warm smile. Rahahksenwe is an older Mahwek woman who serves on the Shore Council, a coalition of towns along the northeastern Arcadian shore, known as the Scarred Shores. Rahahksenwe acts as a representative for Port Valen, working to broker agreements between other towns on the council and she does her best to keep the interests of the people of Port Valen in mind.

She is quick to recognize that the PCs are outsiders and assumes that they are with the Pathfinder Society that landed in Port Valen. If the PCs ask for a location for the Pathfinder lodge, she notes that she has a plot of land on the northern side of town near the docks that would serve as a good site. Rahahksenwe offers the location on the condition that they aid her with a quick favor.

She notes that the captain of the town guard, Murta Kronniksdottir, has been away from her post over the past several weeks. The Captain has seemingly taken to

PATH OF KINGS

heavy drinking and sneaking off to Lake Valen just a few minutes east of town. Rahahksenwe explains that Sveinn's forces have been helping defend against the attacks from the east. The guards need proper leadership, and she fears that once Sveinn leaves for Valenhall, Murta's behavior will leave them adrift. Rahahksenwe is also generally concerned for Murta's wellbeing, as the captain was never a heavy drinker before now.

She asks the PCs to head to Lake Valen, located within the Valen Forest to the east, and retrieve Murta. She notes that keeping Murta in fighting shape is important and asks the PCs to do their best to convince Murta to return to her post in Port Valen diplomatically, or at the very least, without harming Murta too much. Rahahksenwe notes that she'll work on making arrangements for the plot of land while they work on retrieving Murta and also promises an additional reward if they can bring her back.

A. LAKE VALEN MODERATE

Situated only a few minutes from Port Valen, Lake Valen is located in the center of a nearby pine-covered valley. The forested valley is easy to navigate and the PCs can simply follow a path from the forest's edge to its center to reach the lake.

Read or paraphrase the following as the PCs arrive at Lake Valen.

The forest opens up to a large lake. The lake's surface is frozen over in to a thick sheet of ice. A small island rests on the lake's frozen surface, only a stone's throw from the shore. A voice sings an upbeat song between sobs which echo across the empty lake.

The Port Valen guard serves under the leadership of Captain Murta Kronniksdottir, a proud, Valenborn warrior with a strong lineage reaching back to the founding of Port Valen. Murta is the first in three generations to not hear the call of Valenhall by the time she reached 35 years of age, a fact that recently sent Murta into depressive bouts. Concerned that

she's not living up to her family's legacy, Murta has taken to drinking and spending most of her days at the lake, pining for a call she believes she will never hear due to her lack of skill.

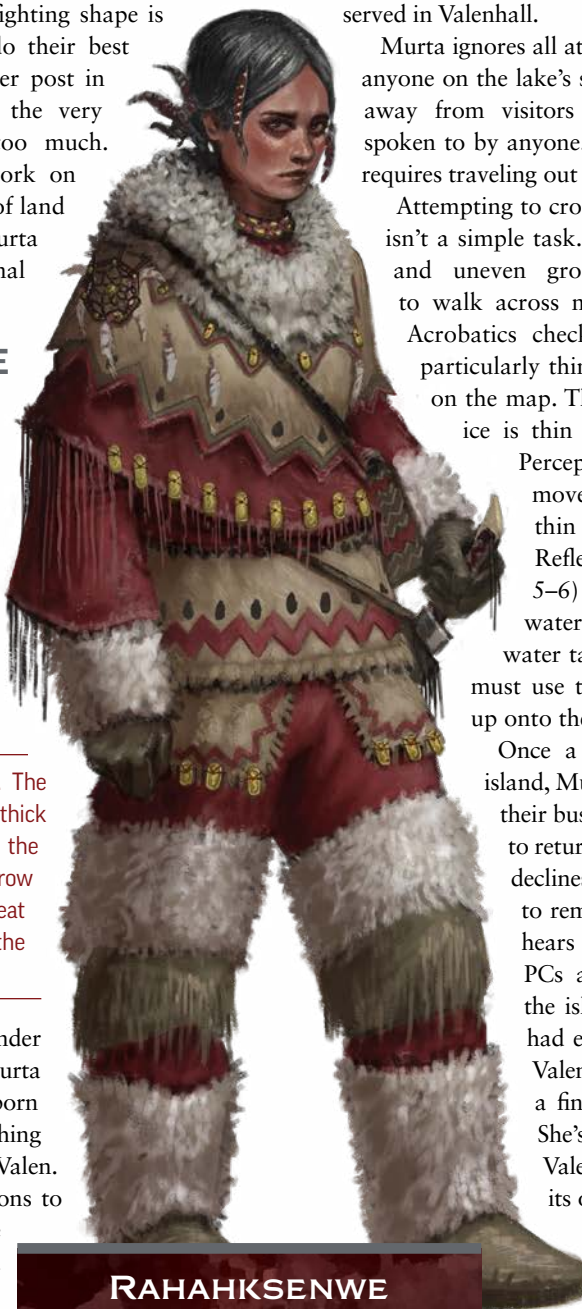
Creature: Murta Kronniksdottir is here, recovering from another afternoon bender. When the PCs reach Lake Valen, they can easily spot Murta on a small island a few dozen feet from the shore as noted on the map. Murta is currently resting against the tree, inspecting her maul and singing an old Ulfen song about the glorious meals served in Valenhall.

Murta ignores all attempts to contact her from anyone on the lake's shore, intentionally turning away from visitors or singing louder when spoken to by anyone. Getting Murta's attention requires traveling out to the island.

Attempting to cross the lake's frozen surface isn't a simple task. The ice is difficult terrain and uneven ground; anyone attempting to walk across must succeed at a DC 20 Acrobatics check to Balance. The ice is particularly thin in certain areas as noted on the map. The PCs can notice that the ice is thin with a successful DC 20 Perception check. Anyone who moves through a space with thin ice must attempt a DC 19 Reflex save (DC 22 for Levels 5–6) or fall into the frigid waters. A PC who falls into the water takes 2d6 cold damage and must use two actions to climb back up onto the ice's surface.

Once a PC makes it out to the island, Murta ends her song and asks their business. If the PCs ask Murta to return to Port Valen, she harshly declines, stating that she's choosing to remain on the island until she hears the call of Valenhall. If the PCs ask Murta why she is on the island, she explains that she had expected to hear the call of Valenhall by now, as she's been a fine warrior for many years. She's taken to singing songs for Valenhall until it responds with its own song for her.

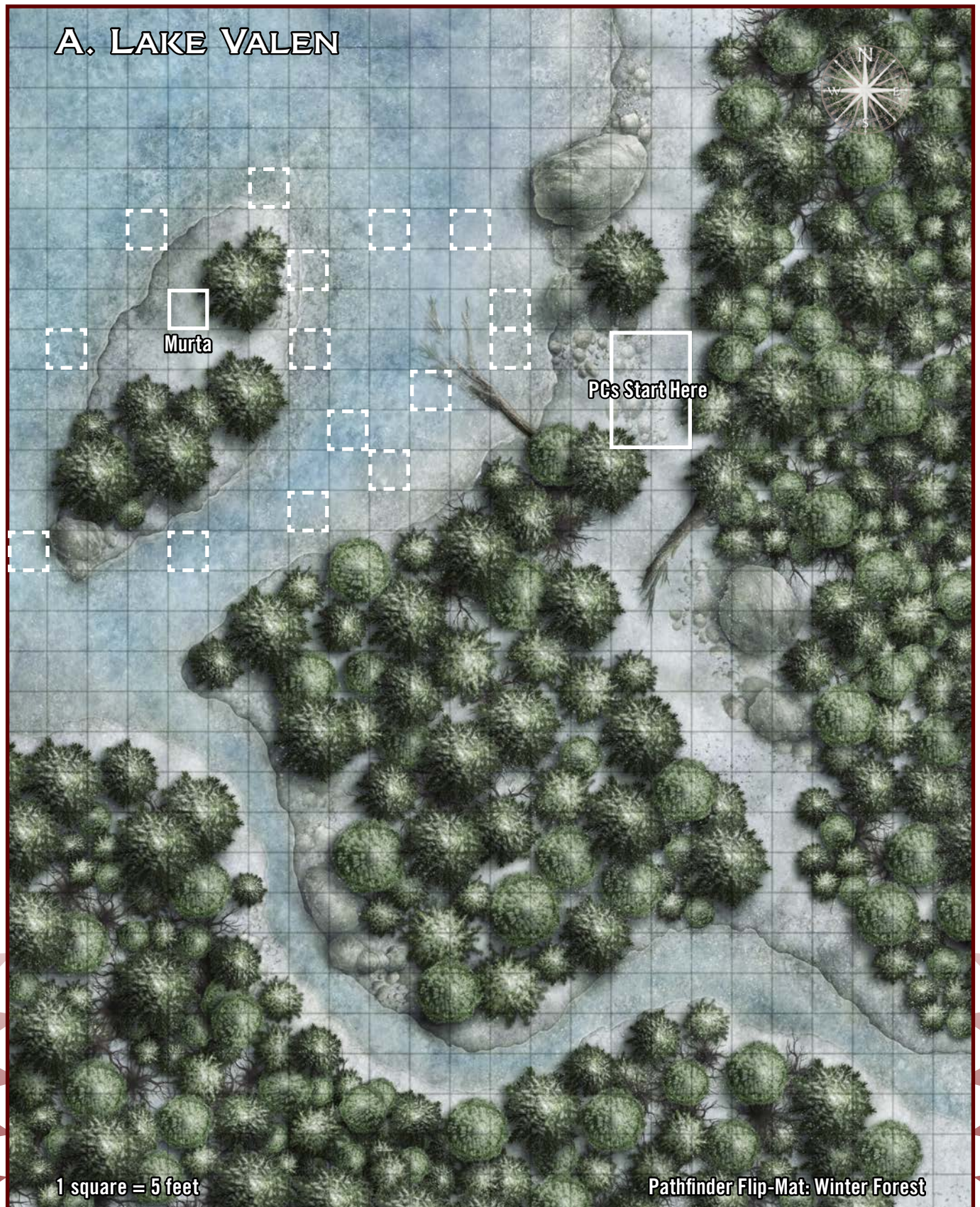
A PC can attempt a Diplomacy check against Murta's Will DC to Request that she return



RAHAHKSENWE

PATH OF KINGS

A. LAKE VALEN



PATH OF KINGS

and lead the guard, possibly claiming the people of Port Valen rely on her or that the call of Valenhall is enigmatic and may still yet come. Alternatively, a PC can attempt an Intimidation check to Coerce Murta, making a show of might to remind her of a warrior's strength. A PC can instead attempt a Society check to point out that Port Valen needs every warrior to defend the town. This requires a successful DC 19 Society check (DC 22 for Levels 5–6). Finally, a PC who is an expert in Performance or trained in Ulfen Lore realizes that Murta was singing an Ulfen drinking shanty. Such a PC can attempt a Performance check to accompany Murta in her singing. This requires a successful DC 19 Performance check (DC 22 for Levels 5–6). On a success, Murta takes joy in singing the song, lifting her spirits.

If a PC succeeds on at least two of the above checks, Murta thanks the PCs for reminding her the importance of her role in Port Valen and that Valenhall will call her when the time is right. She then returns to Port Valen. If they are able to convince Murta to return to Port Valen and get at least one critical success, Murta is particularly grateful for the PC's assurance and offers the PCs a reward as noted in Treasure below. If the PCs fail at least two of the above the checks, Murta is offended and begins to attack. If this included a critical failure, Murta flies into a frenzy and she begins combat under the effects of her rage.

If the PCs are unable or unwilling to convince Murta with dialogue, they can instead try to overpower her. Murta is not about to go without a fight, however, and the PCs will need to incapacitate her, most likely by knocking her unconscious with magic or nonlethal damage. Murta is quick to respond to combat, entering a rage immediately. In combat, she tries to keep her opponents' backs to the lake and push them out on to the ice with strong blows from her maul. If the PCs reduced Murta to 0 Hit Points with a lethal attack, Murta is too injured to lead the guard upon returning to Port Valen (see page 15).

Treasure: Upon bringing Murta back into Port Valen, Rahahksenwe rewards the PCs with a sizable amount of gold and silver totaling 200 gp. If the PCs were able to earn Murta's gratitude, she provides them her wolf skin pelt, which is a *clandestine cloak*, as thanks.

LEVELS 3–4

MURTA KRONNIKSDOTTIR	CREATURE 5
Page 17	

LEVELS 5–6

MURTA KRONNIKSDOTTIR	CREATURE 7
Page 21	

SVEINN'S REQUEST

Sveinn is looking to leave Port Valen soon to head toward Valenhall. He sent out a scout to survey the path ahead for him, but the scout hasn't returned. Sveinn needs him back but can't spare anyone else to go look for him because the warrior-king is busy planning his journey and coordinating the town's defenses. Sveinn sees an opportunity for a mutually beneficial arrangement when the PCs arrive. If the PCs can locate his scout, or recover the scout's reports if the scout has been slain by creatures of the forest, he'll happily proclaim their heroism to the people of Port Valen before continuing his journey.

The trip to and from the outer edge of the Forest of Trials takes about an hour each way.

B. FOREST OF TRIALS **MODERATE**

The Forest of Trials is a dark wood with connections to the First World. A trio of norns who advise Ulfen warriors who have heard the call of Valenhall are said to dwell within, and it is well-known that the monsters who rampage forth from the Wyrmlake pass through this forest on their way to attack Port Valen.

Sveinn's scout, a Valenborn man named Tewakam Nekotek, set out to scout for a good path through the near reaches of the Forest of Trials and to check the progress of the approaching monsters. Tewakam found the monsters but became lost on his return due to the strange fey magic that suffuses the woods. Inadvertently catching the attention of a band of roving wolves, Tewakam is closer to Port Valen than he realizes, but the vicious wolf pack is hot on his trail and the scout is growing weak from hunger and lack of sleep.

Creatures: The pack of wolves chasing Tewakam are focused on the scout until the PCs attack them, at which point they pivot to address the largest threat. The beasts flee if reduced below 25% of their starting health.

LEVELS 3–4

TEWAKAM NEKOTEK	CREATURE 2
Page 18	

DIRE WOLF	CREATURE 3
Page 18	

WOLVES (2)	CREATURE 1
Page 18	

LEVELS 5–6

TEWAKAM NEKOTEK	CREATURE 4
Page 22	

PATH OF KINGS

WINTER WOLF

Page 22

CREATURE 5

ELITE WARGS (2)

Page 22

CREATURE 3

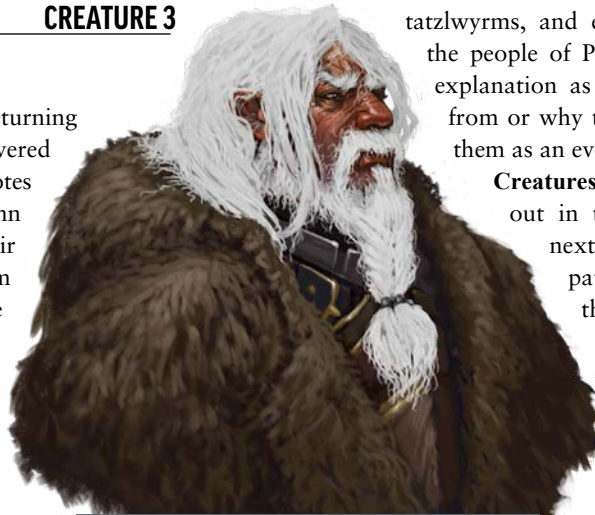
Charts and Maps: After returning to Sveinn with the recovered scout (or his charts and notes if the scout was slain), Sveinn thanks the PCs for their assistance and informs them directly of his plans to leave for Valenhall when the next wave of monsters from the Wyrmlake arrives. He suggests that if the PCs can win over both Mayor Bloodfang and Rahahksenwe, they have a fair chance at claiming Sveinn's own feast hall as their new lodge. He would give it to them himself, but the hall was only loaned to him in recognition of his deeds on behalf of Port Valen and does not truly belong to him. If the PCs fail to bring back Tewakam, his body, or his charts and maps, Sveinn thanks them for their efforts but is visibly disappointed in their failure and does not recommend them to Bloodfang and Rahahksenwe (see Conclusion on page 15).

Treasure: As thanks for their assistance, Sveinn provides the PCs with a silver armband worth 80 gp for bringing back Tewakam's charts or two such armbands if the PCs bring back Tewakam alive. PCs can also easily note that these charts and maps include notes on the nearby coastline, fulfilling their faction goal for Calisro. If the PCs successfully rescue Tewakam, he volunteers to give them copies of these charts and maps, so long as Sveinn approves (which the linnorm king does on the safe return of his guide).

OPTIONAL ENCOUNTER: C. DRAUGR AMBUSH LOW

As the PCs proceed to or return from the Forest of Trials, they're set upon by some draugr who are roaming the area. Read or paraphrase the following before proceeding. Skip this encounter if you typically run short of time when GMing Pathfinder Society Scenarios.

The path between Port Valen and the Forest of Trials continues. A steep snowbank slopes down from the eastern side of the path and a short drop falls off on the western side of the path.



SVEINN BLOOD-EAGLE

The power of the Wyrmlake far to the west will continually create monsters and other dangers that threaten Port Valen. These include the likes of draugr, tatzlwyrms, and even more fell beasts. So far, the people of Port Valen have yet to find an explanation as to where the monsters come from or why they attack, but they recognize them as an everyday part of life.

Creatures: A set of draugr are hiding out in the area, ready to strike the next unfortunate travelers on the path between Port Valen and the Forest of Trials. The draugr are hiding in a natural alcove situated just off the path, as noted on the map. As the PCs approach, the draugr attempt a Stealth check to Hide against the PC's Perception DC. On a success, a draugr has successfully hidden from a PC. If the draugrs are able to hide from all the PCs, they

Stride up toward the path before rolling initiative. Otherwise, the draugr attack as soon as they realize that the PCs are aware of them.

LEVELS 3-4

DRAUGRS (2)

Page 19; art on page 25

CREATURE 2

LEVELS 5-6

DRAUGR RAIDERS (2)

Page 23

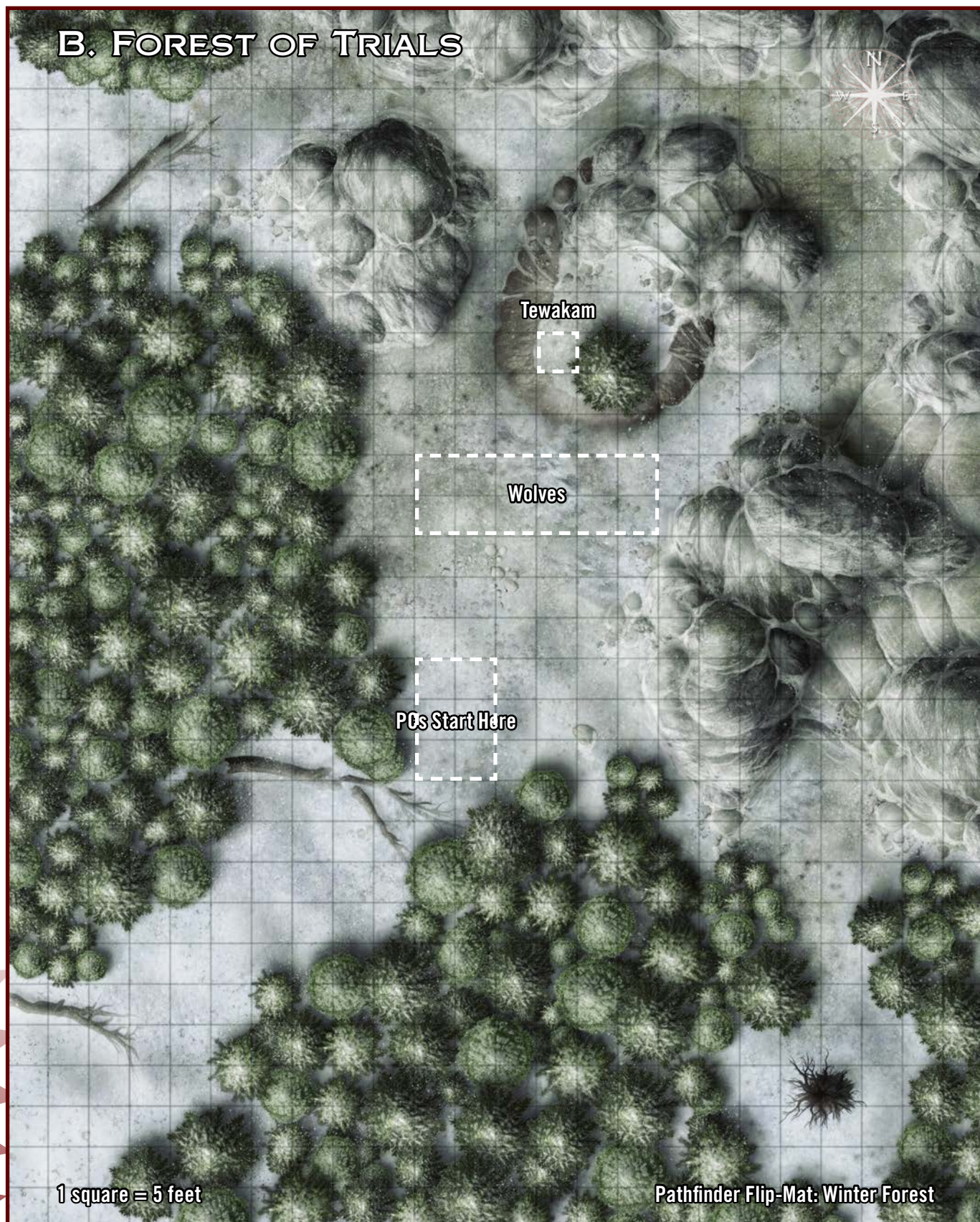
CREATURE 4

D. DEFEND PORT VALEN SEVERE

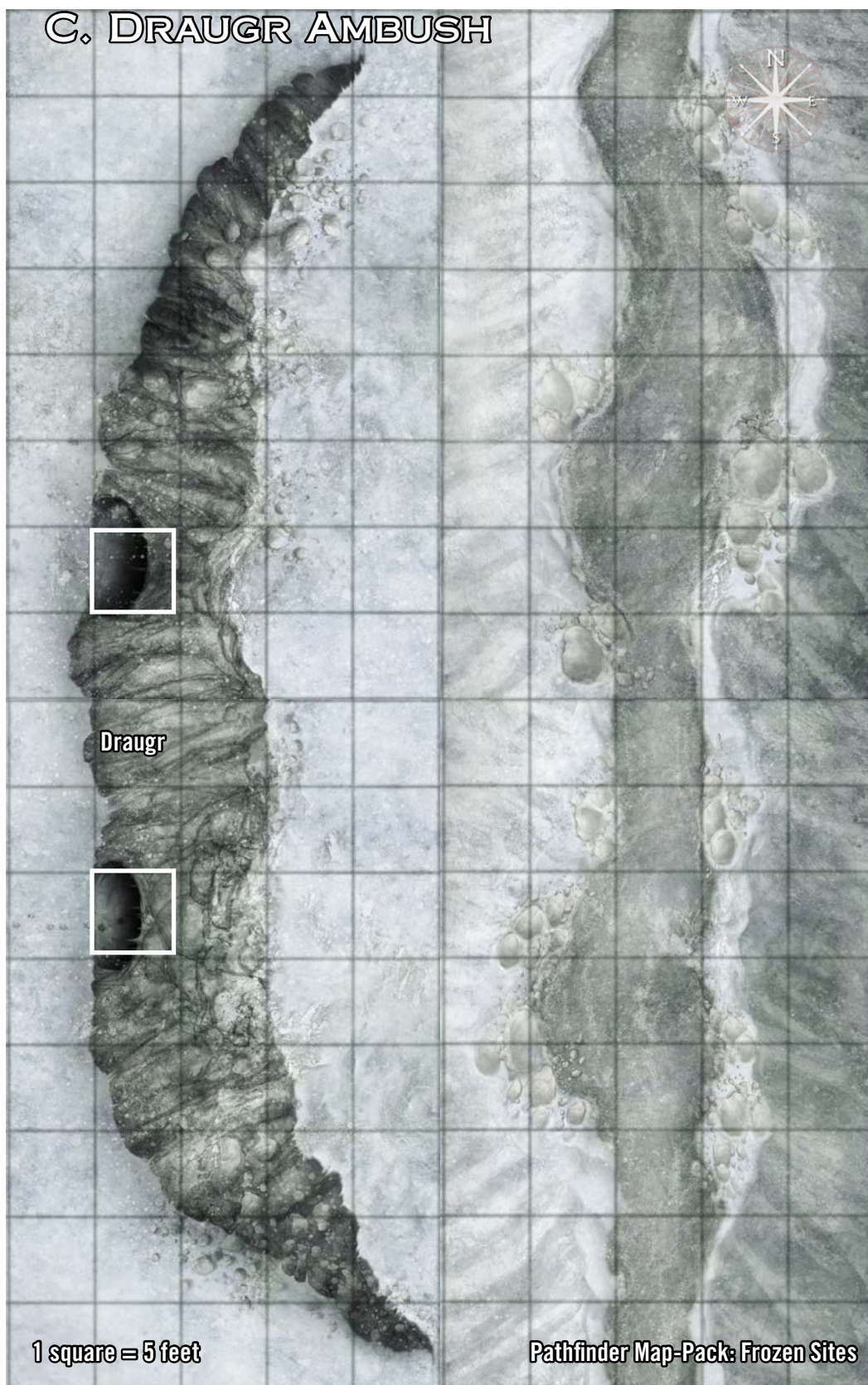
Once all three quests are done, the PCs have a chance to rest for the day. The following day, there is an attack on Port Valen. The town is set upon by frost giants and other dangerous monsters, but luckily, Sveinn's warriors are handling most of these as they fight through the next leg of their journey to Valenhall. A few creatures make it past the front line, however, and the PCs are in a perfect spot to help defend the town and establish themselves as allies of Port Valen.

The morning of the attack, the PCs are summoned from their rest by a loud clangor of ringing bells and the clattering of metal weapons being retrieved from wooden racks.

PATH OF KINGS



PATH OF KINGS



PATH OF KINGS

"To arms!" The call rings out through the morning bustle. "The beasts approach! To arms!"

In the center of town, Sveinn Blood-Eagle and his staunchest warriors and house carls assemble in loose ranks before the town's main gates. The warriors are all heavily armed, though their armor is often little more than a chain shirt or leather jerkin and a pair of shields, one strapped to the arm and the other slung across the back for easy retrieval. The area grows quieter as Sveinn steps in front of the crowd.

The warrior-king wears a finely stitched hauberk with silver buttons and clasps, a heavy fur cloak, and has a shield strapped to one arm with an axe at his waist and the hilt of a nearly six-foot-long bastard sword protruding past his shoulder. His hair, robbed by age of all color save white but still thick and full, is tied back in a tight ponytail.

"Most of you have heard my speech before," the linnorm king begins, "so I'll spare you unnecessary chatter. Today I begin the next stretch of the journey to Valenhall. This voyage shall be christened with the blood of giants and trolls, and I expect that neither I nor any of you brave souls who march with me shall ever return. Glory is our reward and death is our destination. To Valenhall!"

With Sveinn's call to action, the warriors of Port Valen, both those marching with the linnorm king and those staying behind to guard the town, erupt in cheers and song. The town gates swing open, revealing the forms of giants and other great beasts on the horizon. With a mighty cry, Sveinn's warriors leap forward, clashing with the incoming horde within moments. As the horizon turns pink with misting blood and the screeches of slain giants resound past the coastline, it quickly becomes apparent that Sveinn and his warriors can't contain all the fearsome beasts, and some of the smaller (though still enormous by human standards) creatures are rushing toward the town!

Creatures: A wave of trolls and vicious trollhounds crashes into the gates and spills into the port town. Rahahksenwe and Bloodfang each lead contingents of defenders to flank the creatures, leaving the PCs to confront the remaining monsters surrounding Sveinn's hall. The trolls are fearsome creatures, all but mindless in their blood-hungry frenzy, and fight to the death.

LEVELS 3-4

FROST TROLL

Page 20; art on page 25

CREATURE 4

FROSTBITTEN TROLLHOUNDS (2)

Page 20

CREATURE 2

LEVELS 5-6

FROST TROLL HUNTER

Page 24

CREATURE 6

FROST TROLLS (2)

Page 24; art on page 25

CREATURE 4

Treasure: As thanks for defending the town, Rahahksenwe presents the PCs with a hand-crafted *+1 striking hatchet* and Mayor Bloodfang offers them a *lesser sturdy shield*.

CONCLUSION

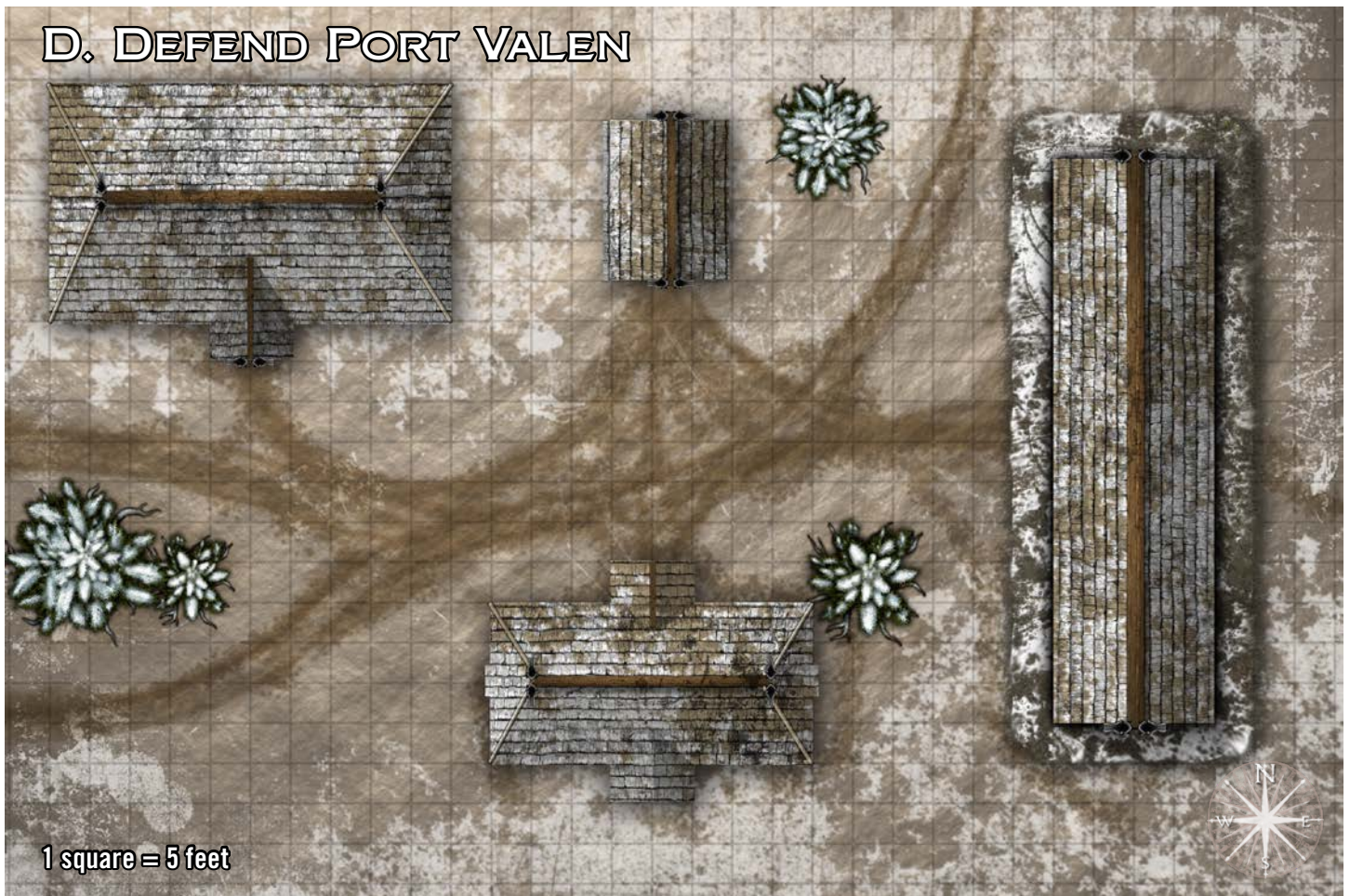
As the last of the trolls fall before the PCs, they get a glimpse of Sveinn Blood-Eagle and his men charging toward the forested horizon. A lumbering frost giant swings its massive hammer at Sveinn, and the former Linnorm King of Kalsgard interposes his shield. The steel-shod timber cracks with a sound that rolls across the battlefield, and without missing a beat, the century-old Ulfen casts the shards aside, hurls his axe at the giant's groin, and whips the mighty hand-and-a-half sword strapped to his back free of its scabbard just in time to deflect a claw slash from a vicious frost troll. As the mighty king disappears from sight, the echoes of his song, a funeral dirge for himself and his men sung in ancient Skald, echoes, drowning out the last feeble gasps of the monsters he and his men have slain. With the battle over, it is clear that several in the town were wounded during the assault, and scores, perhaps hundreds, of monsters were slain. Not one of the warriors or carls who accompanied Sveinn can be seen to have fallen in the melee.

Rahahksenwe and Mayor Bloodfang approach the PCs. Though they each show the signs of battle with their broken weapons and blood-stained clothes, the pair thank the Pathfinders for their assistance, informing them that Port Valen would be glad to host such formidable warriors, particularly with many of the town's mightiest defenders now following Sveinn to Valenhall.

Rahahksenwe offers the PCs a furnished cabin on the shore of Lake Valen as long as they successfully returned Murta. If the PCs convinced at least one of the families to sign the land settlement papers, Mayor Bloodfang offers the PCs the previously disputed land to build their own lodge on, under the condition that the Society agrees to act as stewards of the land's natural resources. If the PCs completed the scouting mission for Sveinn, both Rahahksenwe and Bloodfang also agree that the PCs can claim Sveinn's feasting hall as their new lodge. The leaders allow the PCs to decide which of these locations will host the new Pathfinder Lodge.

PATH OF KINGS

D. DEFEND PORT VALEN



REPORTING NOTES

If the PCs accept the cabin on the shores of Lake Valen as their lodge, check box A. If the PCs choose to accept stewardship of the plot of land from Mayor Bloodfang, check box B. If the PCs accept Sveinn's feasting hall as their new lodge, check box C.

PRIMARY OBJECTIVE

The PCs complete their primary objective by selecting a location for the new lodge. To do this, they must have successfully completed at least one of the missions from Port Valen's leaders. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVE

The PCs complete their secondary objective if they rescue the scout Tewakam before he's slain by wolves. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The PCs complete their faction mission for Calisro Benarry if they either save Tewakam from the wolves or retrieve his charts and maps and make a copy. Doing so earns each PC 2 Reputation with the Horizon Hunters.

PATH OF KINGS

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 Organized Play section for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

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)

MURTA KRONNIKSDOTTIR

CREATURE 5

UNIQUE LN HUMAN HUMANOID

Perception +12

Languages Common, Mahwek, Skald

Skills Acrobatics +10, Athletics +13, Intimidation +12, Society +10, Survival +8, Warfare Lore +10

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

Items chain mail, maul, javelin (5)

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

HP 80

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ maul +13 (shove), **Damage** 1d12+6 bludgeoning

Ranged ♦ javelin +12 (thrown 30 feet), **Damage** 1d6+4 piercing

Rage ♦ (concentrate, emotion, mental) **Requirements** Murta isn't fatigued or raging; **Effect** Murta gains 9 temporary Hit Points that last until the rage ends. While raging, she deals 8 additional damage with melee attacks, gains a +10-foot status bonus to her Speed, and takes a -1 penalty to AC. Murta can't use concentrate actions except Seek and rage actions. The rage lasts for 1 minute, until there are no enemies she can perceive, or until she falls unconscious. Once the rage ends, Murta can't Rage again for 1 minute.

Raging Intimidation While Murta is raging, her Demoralize action gains the rage trait, allowing her to use it while raging.

Shoving Blow ♦♦ Murta makes a mighty attack that knocks foes back. She makes a melee Strike. On a hit, the target is pushed back 5 feet. On a critical hit, the target is pushed back 10 feet.

SCALING ENCOUNTER A

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

10-13 Challenge Points: Murta is also Quickened while raging and can use the extra action to Stride or Strike.

14-18 Challenge Points: Murta is also Quickened while raging and can use the extra action to Stride or Strike. Increase Murta's Hit Points to 110.

PATH OF KINGS

ENCOUNTER B (LEVELS 3–4)

TEWAKAM NEKOTEK

CREATURE 2

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +11

Languages Common, Mahwek, Skald

Skills Athletics +9, Scouting Lore +7, Stealth +7, Survival +9

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

Items composite shortbow (40 arrows), greataxe, scale mail

AC 18; **Fort** +8, **Ref** +7, **Will** +11

HP 30

Guide's Warning ➤ **Trigger** Tewakam is about to roll a Perception or Survival check to determine his initiative; **Effect** Tewakam visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. Depending on how Tewakam warns allies, this action has the auditory or visual trait.

Speed 25 feet

Melee ➤ greataxe +9 (sweep), **Damage** 1d12+3 slashing

Ranged ➤ composite shortbow +7 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+1 piercing

Guiding Words ➤ Tewakam points out a weakness of a creature within 30 feet. Tewakam and all allies that can hear or see him gain a +1 status bonus to attack and damage rolls against that creature until the beginning of Tewakam's next turn. Tewakam adds an extra 1d4 precision damage to his weapon and unarmed attacks that hit that creature during the duration.

DIRE WOLF

CREATURE 3

N LARGE ANIMAL

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +12, Stealth +8, Survival +10

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

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

HP 50

Buck ➤ DC 20

Speed 35 feet

Melee ➤ jaws +12 (reach 10 feet), **Damage** 1d10+5 piercing plus Knockdown or Grab

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

Worry ➤ (attack); **Requirements** The dire wolf has a creature grabbed with its jaws; **Effect** The dire wolf fiercely shakes the grabbed creature with its teeth, dealing 1d10+2 damage (DC 20 basic Fortitude save).

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 wolf to the encounter.

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

14–15 Challenge Points: Add one dire wolf and one wolf to the encounter.

16–18 Challenge Points: Add one dire wolf and two wolves to the encounter.

WOLVES (2)

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

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

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

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ➤ jaws +9, **Damage** 1d6+2 piercing plus Knockdown

Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

PATH OF KINGS

ENCOUNTER C (LEVELS 3–4)

DRAUGRS (2)

CREATURE 2

CE MEDIUM UNDEAD WATER

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

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

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5;

Resistances fire 3

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

SCALING ENCOUNTER C

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

10–11 Challenge Points: Add one weak draugr to the encounter.

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

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

16–18 Challenge Points: Add two draugrs to the encounter.

PATH OF KINGS

ENCOUNTER D (LEVELS 3-4)

FROST TROLL

CREATURE 4

UNCOMMON **CE** **LARGE** **COLD** **GIANT** **TROLL**

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +13, Intimidation +10, Survival +10
Str +5, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +2
Items hatchet
AC 19; **Fort** +13, **Ref** +10, **Will** +8
HP 90, regeneration 15 (deactivated by acid or fire);
Immunities cold; **Weaknesses** fire 10
Attack of Opportunity 2
Speed 30 feet; ice stride
Melee ♦ jaws +13 (reach 10 feet), **Damage** 2d8+7 piercing
Melee ♦ hatchet +13 (agile, reach 10 feet, sweep), **Damage** 2d6+7 slashing
Melee ♦ claw +13 (agile, reach 10 feet), **Damage** 2d4+7 slashing
Ranged ♦ hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 2d6+7 slashing
Ice Stride A frost troll isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Rend ♦ claw

FROSTBITTEN TROLLHOUNDS (2)

CREATURE 2

UNCOMMON **N** **MEDIUM** **BEAST** **TROLL**

Perception +4; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +9, Stealth +6, Survival +4
Str +4, **Dex** +1, **Con** +5, **Int** -4, **Wis** +1, **Cha** -2
AC 15; **Fort** +12, **Ref** +6, **Will** +4
HP 50, regeneration 10 (deactivated by acid or fire);
Weaknesses fire 10
Speed 35 feet
Melee ♦ jaws +9, **Damage** 1d12+2 piercing plus Knockdown and bloodfire fever
Bloodfire Fever (disease); **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)
Pack Attack The frostbitten trollhound deals an extra 1d4 damage to any creature within reach of at least two of the it's allies.

SCALING ENCOUNTER D

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

10-11 Challenge Points: Add one frostbitten trollhound to the encounter.

12-13 Challenge Points: Add two frostbitten trollhounds to the encounter.

14-15 Challenge Points: Replace the two frostbitten trollhounds with three trollhounds.

16-18 Challenge Points: Add two trollhounds to the encounter.

TROLLHOUND (0)

CREATURE 3

N **MEDIUM** **BEAST** **TROLL**

Perception +6; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +11, Stealth +8, Survival +6
Str +4, **Dex** +1, **Con** +5, **Int** -4, **Wis** +1, **Cha** -2
AC 17; **Fort** +14, **Ref** +8, **Will** +6
HP 65, regeneration 15 (deactivated by acid or fire);
Weaknesses fire 10
Speed 35 feet
Melee ♦ jaws +11, **Damage** 1d12+4 piercing plus Knockdown and bloodfire fever
Bloodfire Fever (disease); **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)
Pack Attack The trollhound deals an extra 1d6 damage to any creature within reach of at least two of the trollhound's allies.

PATH OF KINGS

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 Organized Play section for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

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)

MURTA KRONNIKSDDOTTIR

CREATURE 7

UNIQUE LN HUMAN HUMANOID

Perception +15

Languages Common, Mahwek, Skald

Skills Acrobatics +13, Athletics +17, Intimidation +14, Society +13, Survival +11, Warfare Lore +13

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

Items chain mail, +1 *striking maul*, javelin (5)

AC 24; **Fort** +18, **Ref** +15, **Will** +12

HP 130

Attack of Opportunity ⤴

Speed 25 feet

Melee ♦ *maul* +16 (shove), **Damage** 2d12+6 bludgeoning

Ranged ♦ javelin +13 (thrown 30 feet), **Damage** 1d6+4 piercing

Rage ♦ (concentrate, emotion, mental) **Requirements** Murta isn't fatigued or raging; **Effect** Murta gains 11 temporary Hit Points that last until the rage ends. While raging, she deals 6 additional damage with melee attacks, gains a +10-foot status bonus to their Speed, and takes a -1 penalty to AC. Murta can't use concentrate actions except Seek and rage actions. The rage lasts for 1 minute, until there are no enemies she can perceive, or until she falls unconscious. Once the rage ends, Murta can't Rage again for 1 minute.

Raging Intimidation While Murta is raging, her Demoralize action gains the rage trait, allowing her to use it while raging.

Shoving Blow ♦♦ Murta makes a mighty attack that knocks foes back. She makes a melee Strike. On a hit, the target is pushed back 5 feet. On a critical hit, the target is pushed back 10 feet.

SCALING ENCOUNTER A

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

19-27 Challenge Points: Murta is also Quickened while raging and can use the extra action to Stride or Strike.

28-32 Challenge Points: Apply the elite adjustments to Murta.

33+ Challenge Points: Apply both the 19-27 Challenge Point and 28-32 Challenge Point adjustments.

PATH OF KINGS

ENCOUNTER B (LEVELS 5–6)

TEWAKAM NEKOTEK

CREATURE 4

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Mahwek, Skald

Skills Athletics +14, Scouting Lore +12, Stealth +11, Survival +12

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

Items composite shortbow (40 arrows), greataxe, scale mail

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

HP 60

Guide's Warning ➤ **Trigger** Tewakam is about to roll a Perception or Survival check to determine his initiative; **Effect** Tewakam visually or audibly warns allies, granting them a +1 circumstance bonus to their initiative rolls. Depending on how Tewakam warns allies, this action has the auditory or visual trait.

Speed 25 feet

Melee ➤ greataxe +12 (sweep), **Damage** 1d12+6 slashing

Ranged ➤ composite shortbow +9 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

Guiding Words ➤ Tewakam points out a weakness of a creature within 30 feet. Tewakam and all allies that can hear or see him gain a +1 status bonus to attack and damage rolls against that creature until the beginning of Tewakam's next turn. Tewakam adds an extra 1d6 precision damage to his weapon and unarmed attacks that hit that creature during the duration.

WINTER WOLF

CREATURE 5

NE LARGE BEAST

Perception +14; darkvision, scent (imprecise) 30 feet

Languages Common, Jotun

Skills Acrobatics +13, Athletics +13, Deception +11, Intimidation +11, Stealth +13 (+16 in snow), Survival +12

Str +6, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

AC 23; **Fort** +13, **Ref** +15, **Will** +10

HP 70; **Immunities** cold; **Weaknesses** fire 5

Buck ➤ DC 21

Avenging Bite ➤ A creature within reach of the winter wolf's jaws attacks one of the winter wolf's allies; **Effect** The winter wolf makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee ➤ jaws +15 (cold), **Damage** 1d10+6 piercing plus 1d6 cold and Knockdown

Breath Weapon ➤➤ (cold, evocation, primal); The winter wolf breathes a cloud of frost in a 15-foot cone that deals 5d8 cold damage (DC 23 basic Reflex save). The winter wolf can't use Breath Weapon again for 1d4 rounds.

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

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 elite warg to the encounter.

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

28–32 Challenge Points: Add three elite wargs to the encounter.

33+ Challenge Points: Add two elite wargs and one winter wolf to the encounter.

ELITE WARGS (2)

CREATURE 3

UNCOMMON NE MEDIUM BEAST

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin, Orcish

Skills Acrobatics +9, Athletics +10, Deception +8, Intimidation +8, Stealth +9, Survival +10

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

AC 19, **Fort** +13, **Ref** +11, **Will** +8

HP 51

Avenging Bite ➤ **Trigger** A creature within reach of the warg's jaws attacks one of the warg's allies; **Effect** The warg makes a jaws Strike against the triggering creature.

Speed 40 feet

Melee ➤ jaws +13, **Damage** 1d8+6 piercing plus Grab

Pack Attack The warg's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the warg's allies.

Swallow Whole ➤ (attack) Small, 1d6+4 bludgeoning, Rupture 9

PATH OF KINGS

ENCOUNTER C (LEVELS 5–6)

DRAUGR RAIDERS (2)

CREATURE 4

UNCOMMON CE MEDIUM UNDEAD WATER

Perception +10; darkvision

Languages Common (can't speak any language)

Skills Athletics +14, Stealth +12

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

Items greataxe, leather armor

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 70; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 7; **Resistances** fire 5

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 20. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +13 (sweep), **Damage** 1d12+8 slashing plus grotesque gift

Melee ♦ fist +13 (agile), **Damage** 1d4+6 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 18 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

SCALING ENCOUNTER C

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

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

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

28–32 Challenge Points: Add one draugr and one draugr raider to the encounter.

33+ Challenge Points: Add two draugr raiders to the encounter.

DRAUGRS (0)

CREATURE 2

CE MEDIUM UNDEAD WATER

Perception +7; darkvision

Languages Common (can't speak any language)

Skills Athletics +10, Stealth +8

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

Items greataxe, leather armor

AC 17; **Fort** +11, **Ref** +6, **Will** +7

HP 35; negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5; **Resistances** fire 3

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 17. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Speed 25 feet, swim 25 feet

Melee ♦ greataxe +10 (sweep), **Damage** 1d12+4 slashing plus grotesque gift

Melee ♦ fist +10 (agile), **Damage** 1d4+4 slashing plus grotesque gift

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 15 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.

PATH OF KINGS

ENCOUNTER D (LEVELS 5–6)

FROST TROLL HUNTER

CREATURE 6

RARE **CE** **LARGE** **COLD** **GIANT** **TROLL**

Perception +15; darkvision
Languages Common, Jotun
Skills Athletics +16, Intimidation +15, Survival +13
Str +6, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +4
Items hatchet

AC 22; **Fort** +16, **Ref** +13, **Will** +11
HP 140, regeneration 15 (deactivated by acid or fire);
Immunities cold; **Weaknesses** fire 10
Attack of Opportunity

Speed 30 feet; ice stride
Melee jaws +15 (reach 10 feet), **Damage** 2d8+9 piercing
Melee hatchet +15 (agile, reach 10 feet, sweep), **Damage** 2d6+9 slashing
Melee claw +15 (agile, reach 10 feet), **Damage** 2d4+9 slashing
Ranged hatchet +13 (agile, sweep, thrown 10 feet), **Damage** 2d6+9 slashing
Ice Stride A frost troll hunter isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Rend claw
Skirmish Strike (flourish) The frost troll hunter's feet and weapons move in tandem. They can either Step and then Strike, or Strike and then Step.

FROST TROLLS (2)

CREATURE 4

UNCOMMON **CE** **LARGE** **COLD** **GIANT** **TROLL**

Perception +12; darkvision
Languages Common, Jotun
Skills Athletics +13, Intimidation +10, Survival +10
Str +5, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +2
Items hatchet

AC 19; **Fort** +13, **Ref** +10, **Will** +8
HP 90, regeneration 15 (deactivated by acid or fire);
Immunities cold; **Weaknesses** fire 10
Attack of Opportunity

Speed 30 feet; ice stride
Melee jaws +13 (reach 10 feet), **Damage** 2d8+7 piercing
Melee hatchet +13 (agile, reach 10 feet, sweep), **Damage** 2d6+7 slashing
Melee claw +13 (agile, reach 10 feet), **Damage** 2d4+7 slashing
Ranged hatchet +10 (agile, sweep, thrown 10 feet), **Damage** 2d6+7 slashing
Ice Stride A frost troll isn't impeded by difficult terrain caused by snow or ice, nor do they need to attempt Acrobatics checks to keep from falling on slippery ice.
Rend claw

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 frost troll to the encounter.

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

28–32 Challenge Points: Add two elite frost trolls to the encounter.

33+ Challenge Points: Add the elite adjustment to the frost troll hunter and replace the two frost trolls with four elite frost trolls.

PATH OF KINGS

APPENDIX 3: GAME AIDS



RAHAHKSENWE

DRAUGR



SVEINN BLOOD-EAGLE

FROST TROLL



PATH OF KINGS

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- Mayor Bloodfang's Request, page 6: Up to 3 Treasure Bundles for obtaining the signed land settlement papers
- Area A, page 9: 3 Treasure Bundles for successfully returning Murta to Port Valen.
- Area B, page 11: Up to 2 Treasure Bundles for completing the scouting mission
- Area D, page 12: 2 Treasure Bundles for assisting in the defense of Port Valen

PATH OF KINGS



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		
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 ☐
Org Play #: _____ -2	Level _____	☐ Slow Track ☐ Dead ☐ Infamy

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

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

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

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

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

PATH OF KINGS

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Scenario #2-04: Path of Kings

Character Chronicle #

Chronicle Code

N9Q1

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

Adventure Summary

Traveling across the Arcadian Ocean, you arrived in Port Valen, a town built on the path to the legendary Ulfen paradise of Valenhall. In the port town, you interacted with many of the Ulfen, Mahwek, and Valenborn citizens. You ☐ befriended / ☐ failed to impress the rancher Deishu Molwan, were ☐ invited back / ☐ ostracized by the rancher Balasz Yrmingar, and met with all of the town's most prominent figures, including the legendary linnorm king Sveinn Blood-Eagle and the Mahwek diplomat Rahahksenwe. Finally, you saw Sveinn Blood-Eagle march on toward Valenhall while defending Port Valen from rampaging monsters.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Items

Purchases

clandestine cloak (level 6; 230 gp)

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

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 #