

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF CORRUPTION'S GRASP

Scenario #2-00

Levels 1-2

KING IN THORNS

By Kate Baker and Dennis Muldoon



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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-2



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 (this version), one for Levels 3–6, 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 39.

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 38)—

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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 37). 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

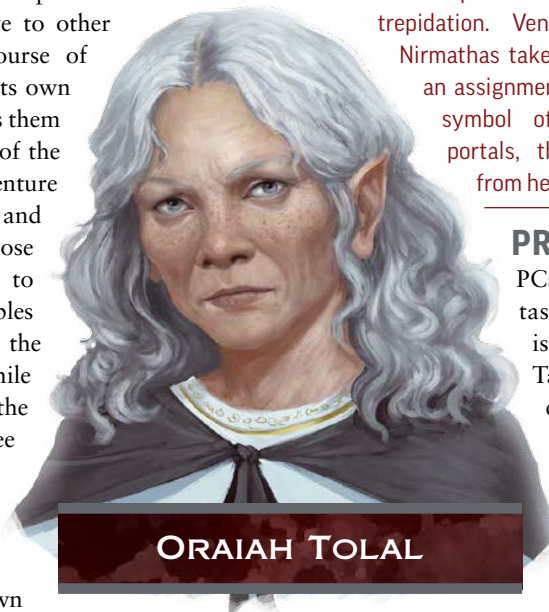
Conclusion: 15 minutes

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 Tolar 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 15. 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 Tolar, 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 Tolar is the head Pathfinder for this mission, but all of these leaders participate in the expedition. Art for these leaders appears in Appendix 2.

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 discovers that the Society packed in excess for the mission.

Greater Reward Each PC also receives their choice of a lesser acid flask, lesser alchemist's fire, lesser bottled lightning, or lesser frost vial.

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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.

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 *minor healing potion*.

Greater Reward There is enough time to make higher quality supplies. Each PC also receives a *lesser 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 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

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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.

THE EXPEDITION SETS OFF

Venture-Captain Oraiah Total 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 Total 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 Total 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!"



PERENNIAL CROWN

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 with an encounter are welcome to ask nearby tables if they have an Aid Token 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.

An aasimar woman with violet marks on her face looks around. "Urwal? Urwal, where have you gone? We're setting off now. Urwal?" She jumps slightly as an iruxi man suddenly drops to the ground from the tree overhead. He begins talking without missing a beat. "Pathfinders, watch your feet and know your plants and animals. The Thorned Monarch is wreaking havoc on the ecology of this area, and we don't want to make it worse. Valais, aren't you ready to go? We're departing now." Valais Durant stares for a brief moment before replying. "Yes. Yes, I am ready. Pathfinders, we're very close to the Door of Seasons now, and things are about to get dangerous. Watch each other's backs and don't be afraid to call for help."

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.

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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.

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 1d8 Hit Points.

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 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.

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A. THE MUSHROOM RING

LOW

Durant points out a series of small tracks. "There are fey coming from somewhere around here. We think Qxal might be using mushroom rings to allow their fey allies to cross over from the First World to ours. See if you can find one and shut it down, but be careful. By the looks of things, they're already operational!"

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 18 Perception or Survival check to notice the mushroom ring. If the PCs all fail this check, then there is one pugwampi who has already emerged from the mushroom ring before the PCs arrive at the location, but no further checks are required to find it. 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 and is almost translucent, as if one could step right through it.

MUSHROOM RING

HAZARD 2

Page 24

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

A stream nearby starts bubbling and a familiar iruxi pops his head above water. "Pathfinders, do watch out for the local fauna. The animals of this area are quite intriguing. I even heard some speaking. Well worth further study if we can avoid ending their lives with a blade." Before anyone can respond, Urwal is back underwater and swimming away.

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

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 13 Forest Lore check to explain to the animals that the Pathfinders respect and care for the animals' habitat.
- A DC 13 Performance check to entertain the animals enough to agree not to fight.
- A DC 15 Deception check to convince the animals that the Thorned Monarch will betray them.
- A DC 15 Nature check to use information about the specific animals to make an argument.
- A DC 17 Diplomacy check to simply convince the animals to ally against Qxal.

Increase the DCs of all skill checks by 1 if the table has 14 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 quarter (1/4) of its Hit Points or fewer, at which time it attempts to retreat.

AWAKENED BALL PYTHON

CREATURE 1

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VIPERS (2)

CREATURE -1

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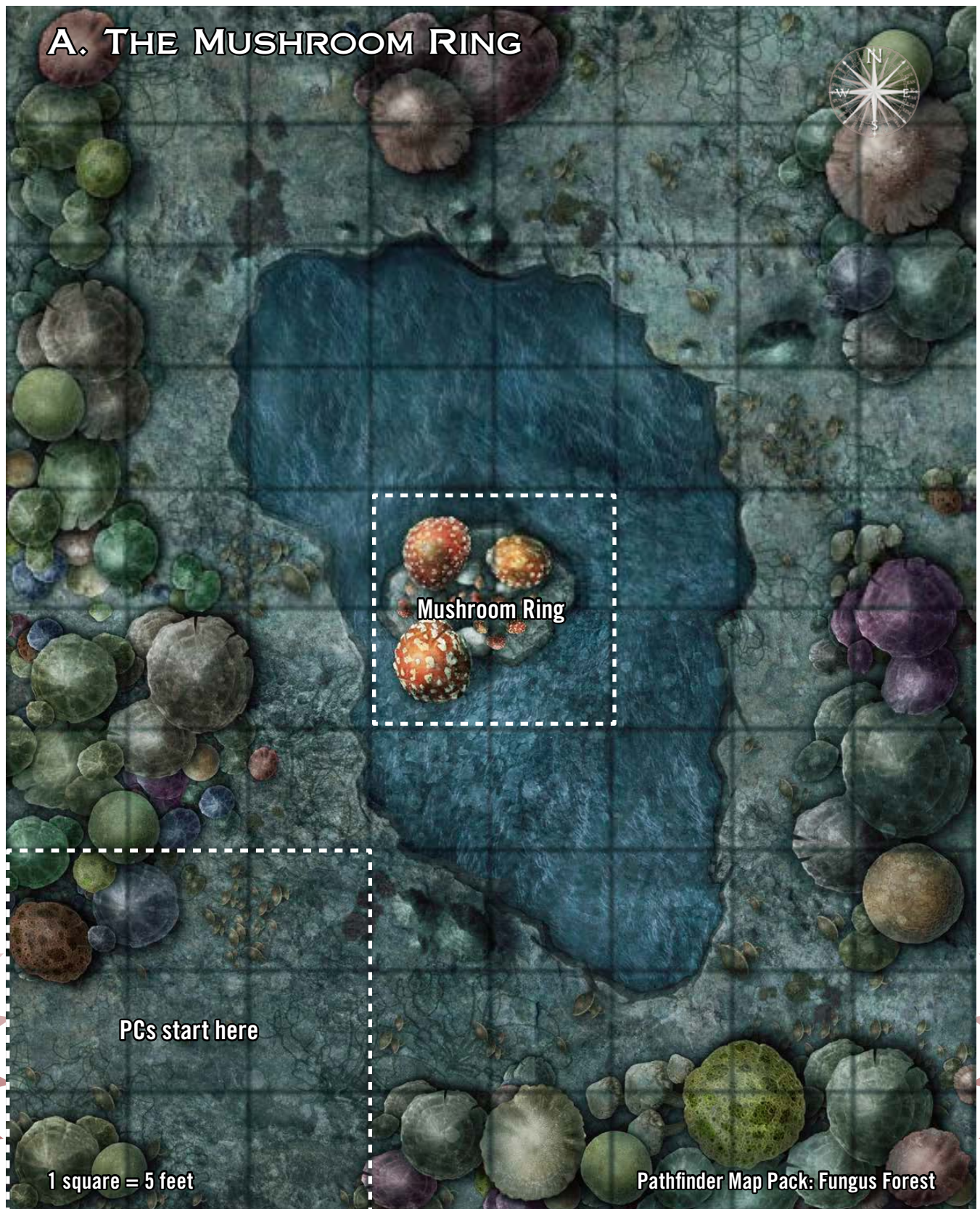
Reporting: If the PCs successfully negotiate with the animals or defeat them in combat, the table should report an Animal success.

C. BEFUDDLED PATHFINDERS

LOW

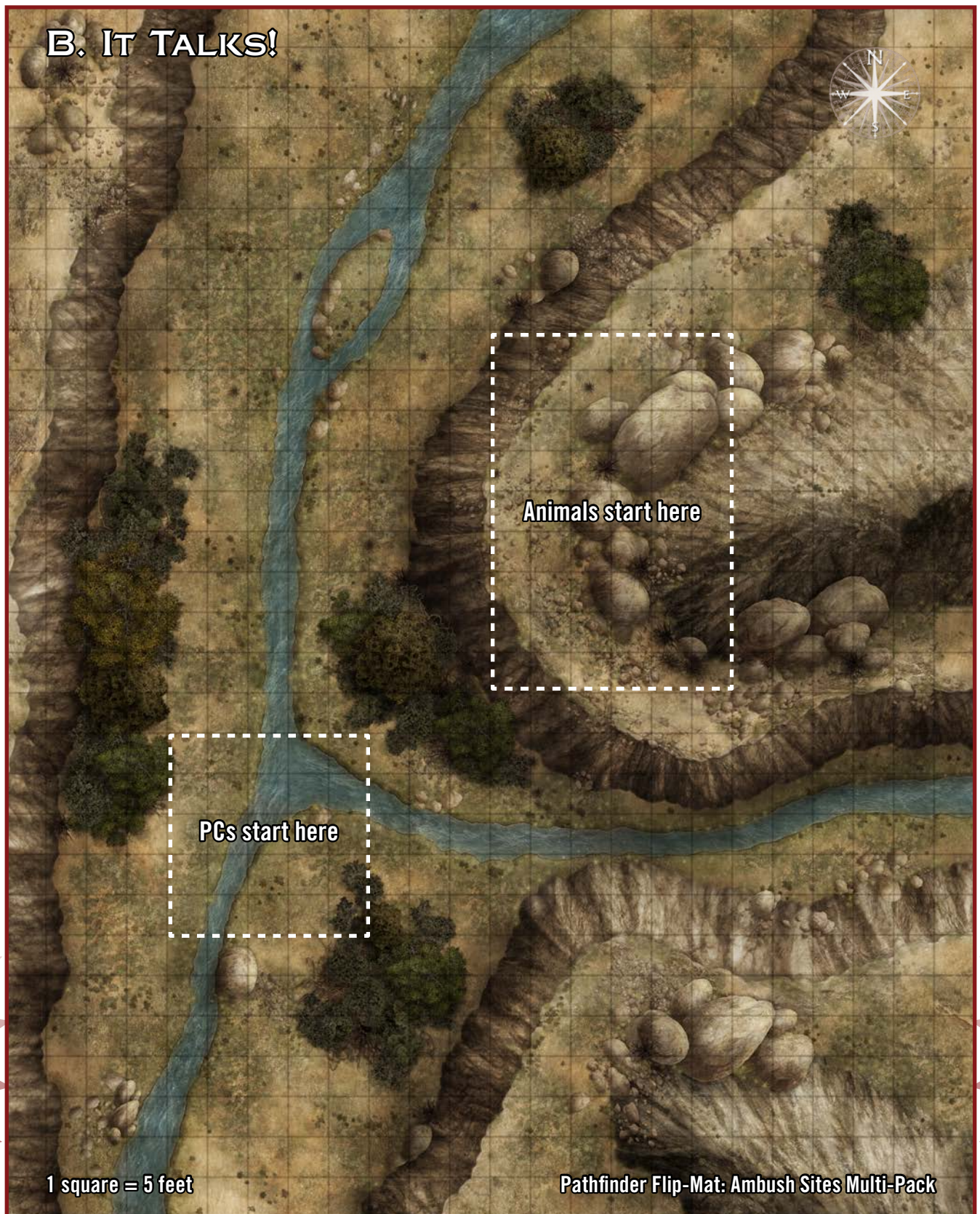
"Oh, good, you've made it this far," says Valais Durant, as she patches up an injured Pathfinder. "All still in one piece? Glad to hear it. I think some of the newer recruits could use more help. I just spotted a team heading that way to help with charting the course, but they looked like they barely knew how to hold a map. Could you give them a hand?"

KING IN THORNS



KING IN THORNS

B. IT TALKS!



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The Thorned Monarch has disguised a large patch of thorny brambles as a meadow of long grass. A group of Pathfinders is about to travel through the meadow to get to the other side, but they don't realize how dangerous this is. First, the PCs must attempt a DC 17 Will save to recognize the terrain is disguised. PCs with the Blood Offering boon from *Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopen* take a -2 circumstance penalty to this saving throw.

If any PC succeeds at this saving throw, 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.

- A DC 13 Fey Lore check to explain that the Thorned Monarch is using fey magic to be tricky.
- A DC 15 Diplomacy check to convince the Pathfinders that traversing the meadow is a bad idea.
- A DC 15 Intimidation check to cow the Pathfinders into going a different way.
- A DC 17 Nature or Survival check to give evidence that the meadow is much more dangerous than it looks.

PCs who played *Pathfinder Society Scenario #1-16: The Perennial Crown Part 1: Opal of Bhopen* gain a +2 circumstance bonus to checks made to convince the befuddled Pathfinders. A PC who is trained in a different but relevant Lore skill 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 meadow. 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 brambles and are immediately stuck and bleeding. The PCs need to get the befuddled Pathfinders out of the brambles before they bleed to death. Any creature that enters the brambles or begins a turn in the brambles takes 1d6 piercing damage from the thorns (DC 13 basic Reflex save). Any creature that fails or critically fails the Reflex save is immobilized and takes 1 persistent bleed damage. Creatures can attempt to Escape at DC 13 to remove these effects. The befuddled Pathfinders all fail their initial Reflex saves when entering the brambles. For tables with at least 12 Challenge Points,

there are more Pathfinders to save (see this encounter's entry in the Appendix on page 26).

Creatures: Use the statistics below to represent the befuddled agents. If the PCs attack them, they are outraged and respond in kind, but they use nonlethal tactics whenever possible. Use the map on page 13 for this area.

ADEPT	CREATURE -1
Page 26	

APOTHECARY	CREATURE -1
Page 26	

COMMONER	CREATURE -1
Page 26	

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

D. ENCHANTED PLANTS **MODERATE**

"It's just terrible," grumbles Urwal, perched on top of a stone structure. "Look at this!" He holds up a handful of freshly cut vines. "Yellow musk! What a thing to introduce into this environment. The Thorned Monarch will stop at nothing! Watch your claws. Or toes. Or fins." He suddenly scampers away.

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 14 for this area.

YELLOW MUSK CREEPER	CREATURE 2
Page 27	

YELLOW MUSK THRALL	CREATURE -1
Page 27	

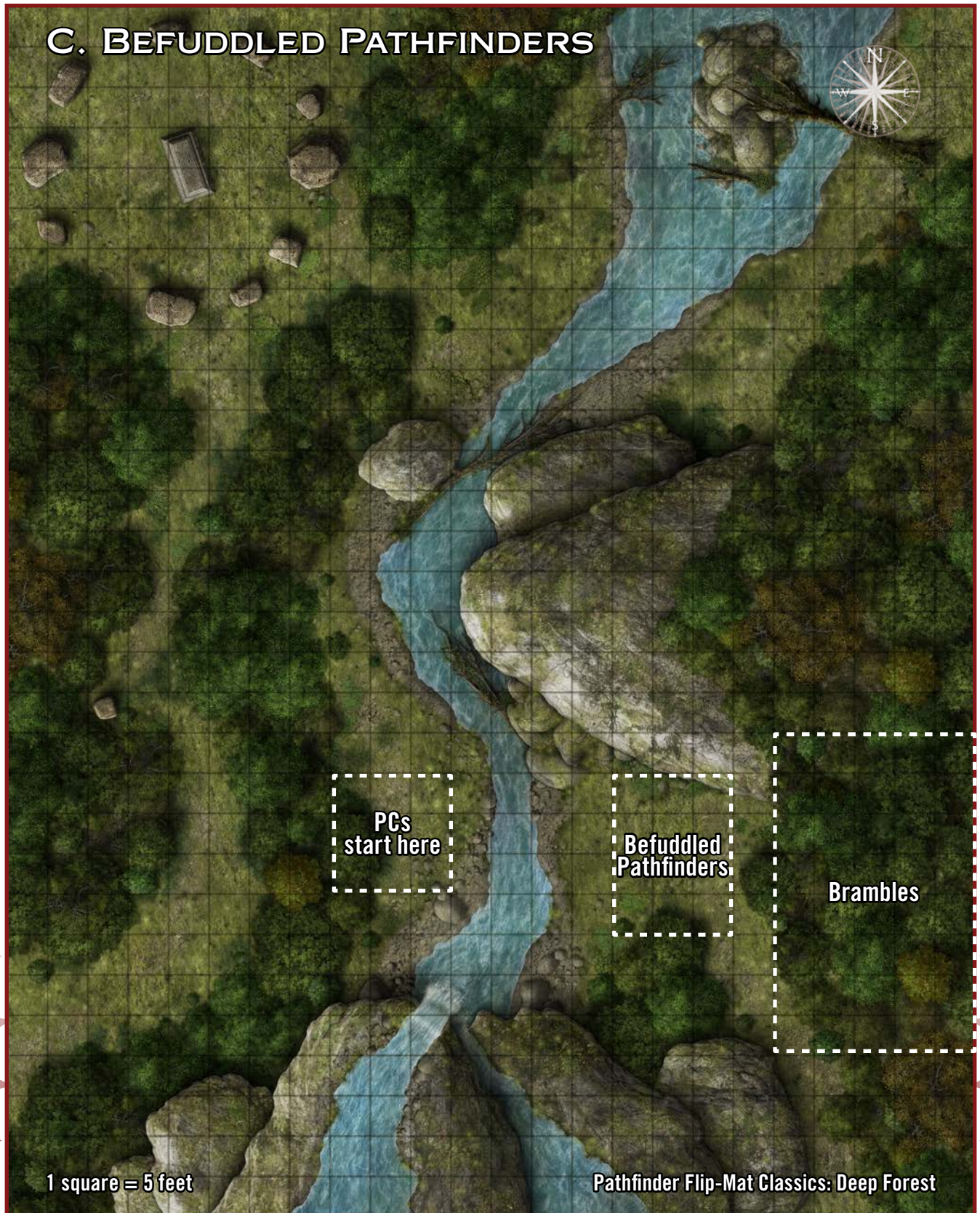
Reporting: If the PCs successfully defeat the plants, the table should report a Plant success.

E. CHART A COURSE

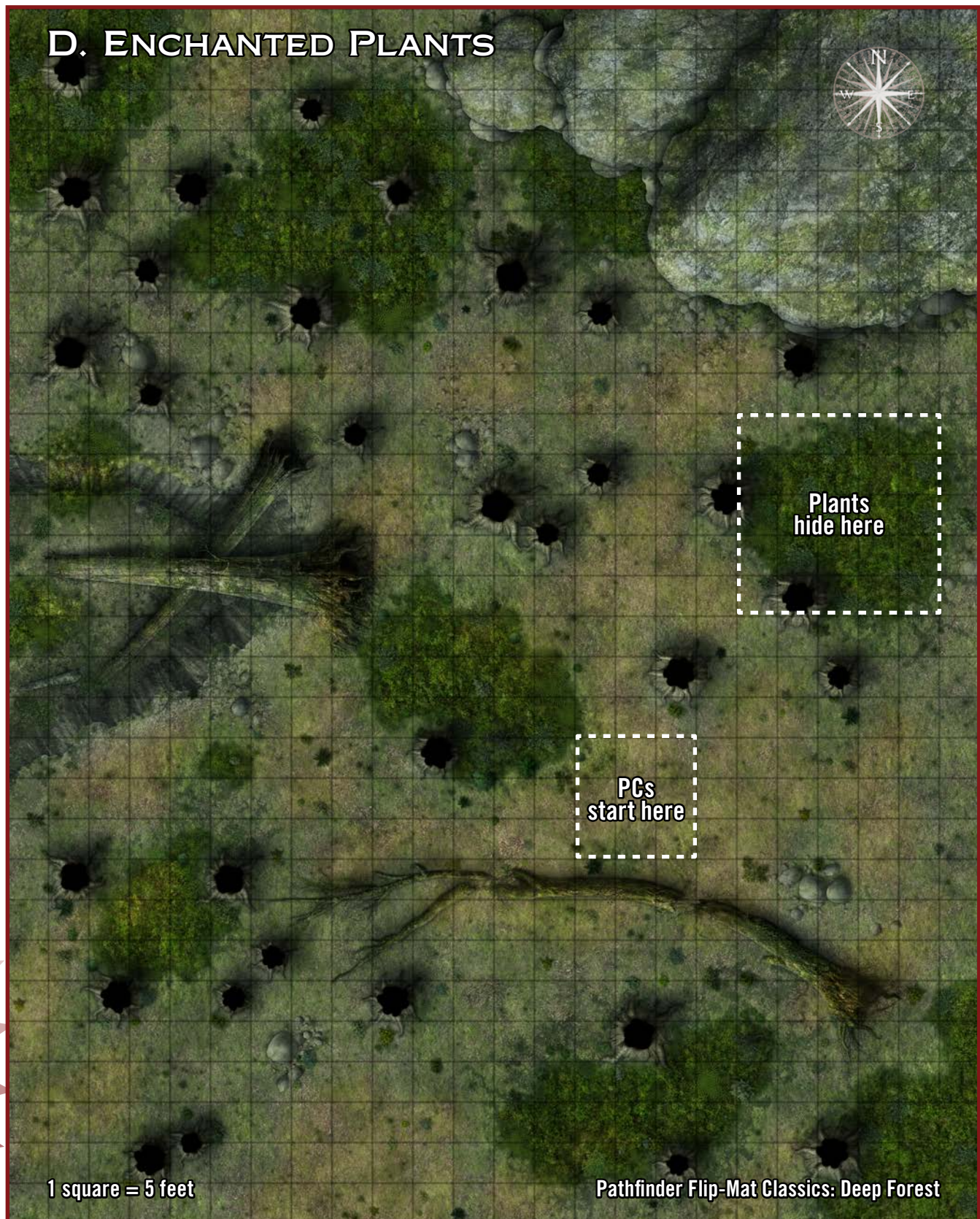
"Have you stopped for a meal yet?" asks Valais Durant. "It's important to keep up your strength. It's close relatively, but still far. And looking even further, for that matter. The Thorned Monarch has added all kinds of hazards to the route we mapped out ahead of time. Why don't you see if you can find a safer path?"

KING IN THORNS

C. BEFUDDLED PATHFINDERS



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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 17 skill check to bypass each obstacle. 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, two successes or one critical success is necessary to bypass an obstacle instead (see page 39 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 1d6 piercing damage from the brush (DC 15 basic Reflex save).

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

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

Any PC who critically fails the check takes 1d6 poison damage (DC 15 basic Fortitude save).

Lastly, there are sudden powerful bursts of wind that 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 1d6 bludgeoning damage (DC 15 basic Fortitude save).

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

F. THE MONARCH'S FORCES LOW

"Things are not what they seem!" cries Urwal as he crawls out from under a giant toadstool. "The tree, the rock, the bird, even the ground! Constant vigilance is needed!"

Creatures: The Thorned Monarch has coaxed a mudwretch to the path to the Door of Seasons that the Pathfinders planned to follow. The mudwretch is fiercely protective of its streamside locale and it attacks any PC who draws near. Use the map on page 16 for this area.

MUDWRETCH CREATURE 2

Page 28

Reporting: If the PCs successfully defeat the mudwretch, 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. THE INFECTED CORPSE MODERATE

Creatures: A pair of fungal qliploth took advantage of the corpses left behind by the numerous animals in the region. Seeking better hosts, they attack the PCs.

CYTHNIGOTS (2) CREATURE 1

Page 29

G2. ELEMENTAL ALLY LOW

Creatures: Allies of the Thorned Monarch have summoned elementals to impede the Society's progress.

EMBER FOX CREATURE 2

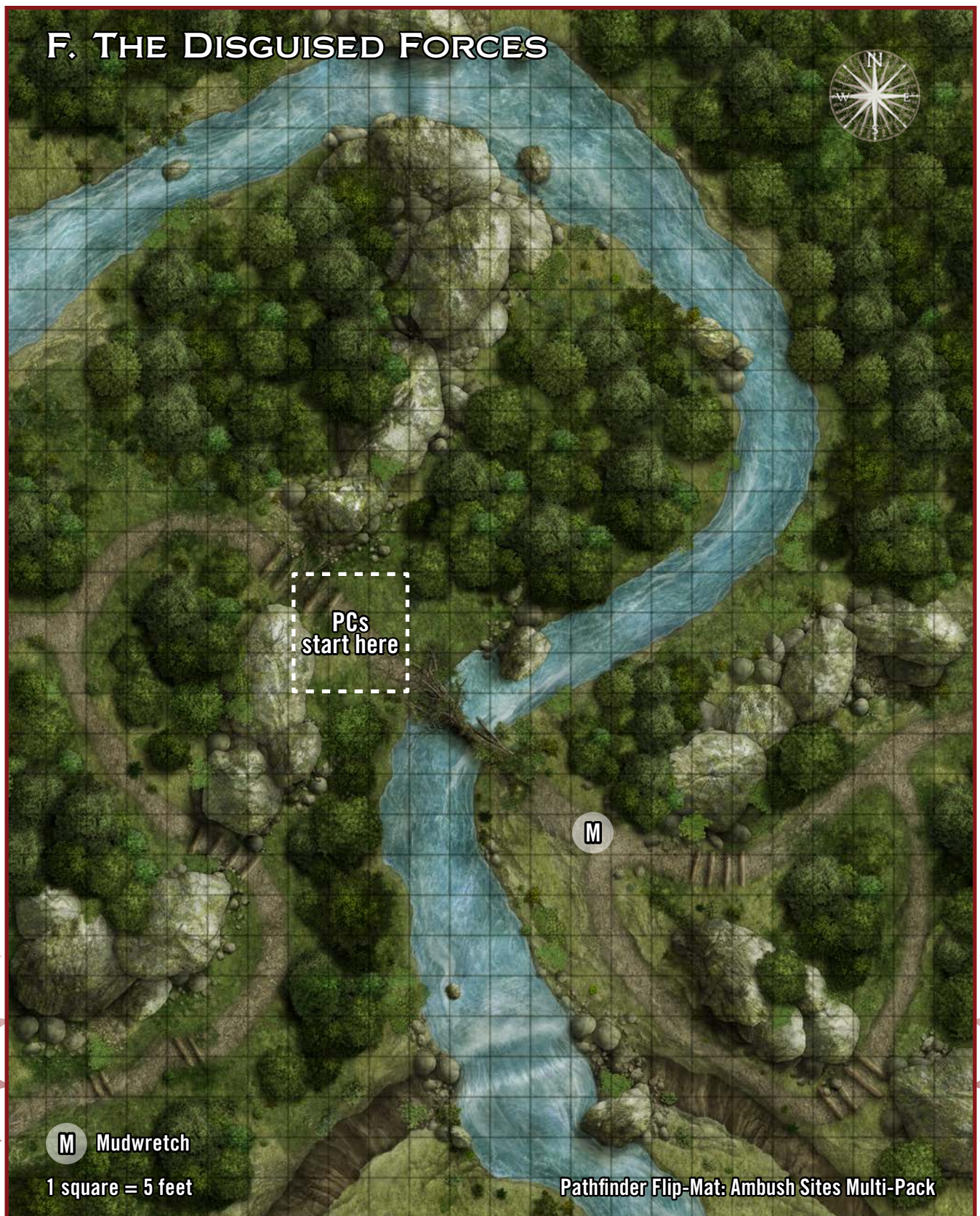
Page 30

PART 2: OPENING THE DOOR

All PCs can take an overnight rest before the Door of Seasons is unsealed, as Oraiah Tolar 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 Tolar 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.

KING IN THORNS



Advance Repelled: The PCs are bolstered by defending Voth from the fey onslaught. Each PC begins the encounter in area J with 5 temporary Hit Points.

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

Urwal climbs up a knot of vines to examine the crown atop Gregaro Voth's head. "Hmmm... the crown is living but not. An object, but one that once held a soul. Yes! We can make it more powerful. There is a ritual to restore the crown's power. I will gather the materials, but I need you to do the rest."

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*, this ritual uses a Victory Point system as described on page 19. The demiplane is infused with vast stores of primal magic and is particularly mutable; together, these

KING IN THORNS

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 13 skill check from the following options. Increase the DC by 1 if the group has 14 or more Challenge Points.

- 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 attempt only an Arcana or Nature check and can't substitute a spell for the skill check. The DC of the check is 17, 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. 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

"You see? The crown is more powerful now!" Urwal states triumphantly. "Voth, it's all up to you from here. Damn it, man, free yourself! The crown gives you the power! Pathfinders, help him see the strength he has!"

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 15 skill checks, but unless the second check uses a different skill than the first, it takes a –2 circumstance penalty. The options are as follows:

- 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 about what he needs to do.
- 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

An ethereal glow surrounds Valais as she prepares her squad for battle. "We have some time before the Thorned Monarch arrives, but they may have advance scouts. Watch out for the early arrivals."

Creatures: Some of the Thorned Monarch's forces arrive ahead of the others and try to pick off unprepared Pathfinders by themselves. A nuglub, estranged from the other fey, looks to take out some Pathfinders by itself. Use the map on page 21 for this area.

NUGLUB

CREATURE 2

Page 31

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

I2. DEFENSE B: THE BATTLE CONTINUES MODERATE

"Good job, Pathfinders," says Valais. "But stay vigilant. There could be more coming and Voth needs our protection."

Creatures: Two vexgits quickly create snares to impede a group of Pathfinders and then try to attack. Use the map on page 21 for this area.

KING IN THORNS

VEXGITS (2)

Page 32

CREATURE 1

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.

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.

Urwal appears next to Valais without startling her this time. Valais begins, “We’ve held off their advance forces.” Urwal adds, “We have completed the ritual to make crown more powerful. Voth can take control of this plane, but only if Qxal doesn’t kill him.” Valais continues, “Our most experienced agents are taking on the Thorned Monarch himself, but we can still aid in this fight! Take out their fey forces. The Thorned Monarch isn’t nearly as powerful without their army.” Urwal’s eyes suddenly dart about, clearly tracking something moving at an alarming speed.

Terrain: Use the map on page 22 for this area. Green areas are light underbrush, creating difficult terrain and allowing creatures within to Hide and Sneak.

Creatures: A quickling and some mitflits try to sneak up on the PCs. The mitflits cast *bane* and try to keep the PCs occupied while the quickling uses its speed to make hit-and-run attacks as quickly as possible.

MITFLITS (2)

Page 33

CREATURE -1

QUICKLING

Page 33

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 four mitflits at the PCs (plus one mitflit for every 2 Challenge Points beyond 8). Each successful encounter earns the table 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.

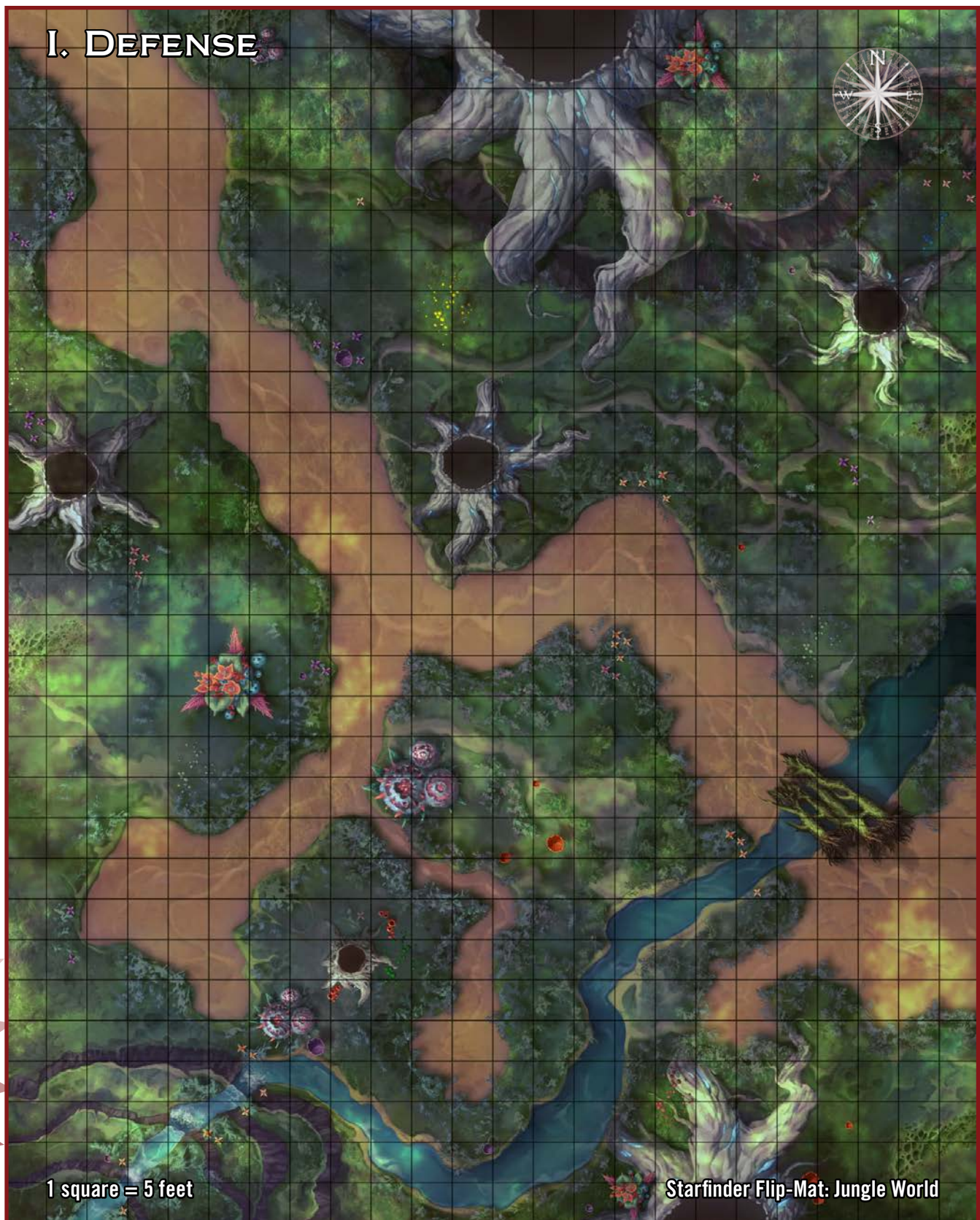
“Pathfinders, there are no words to thank you for coming to my rescue. I have talked with Venture-Captain Total, and I understand I’ve been trapped here for a great many years. Unfortunately, I cannot return with you to Absalom. If I leave this place, the weight of time would suddenly bear down upon 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!”

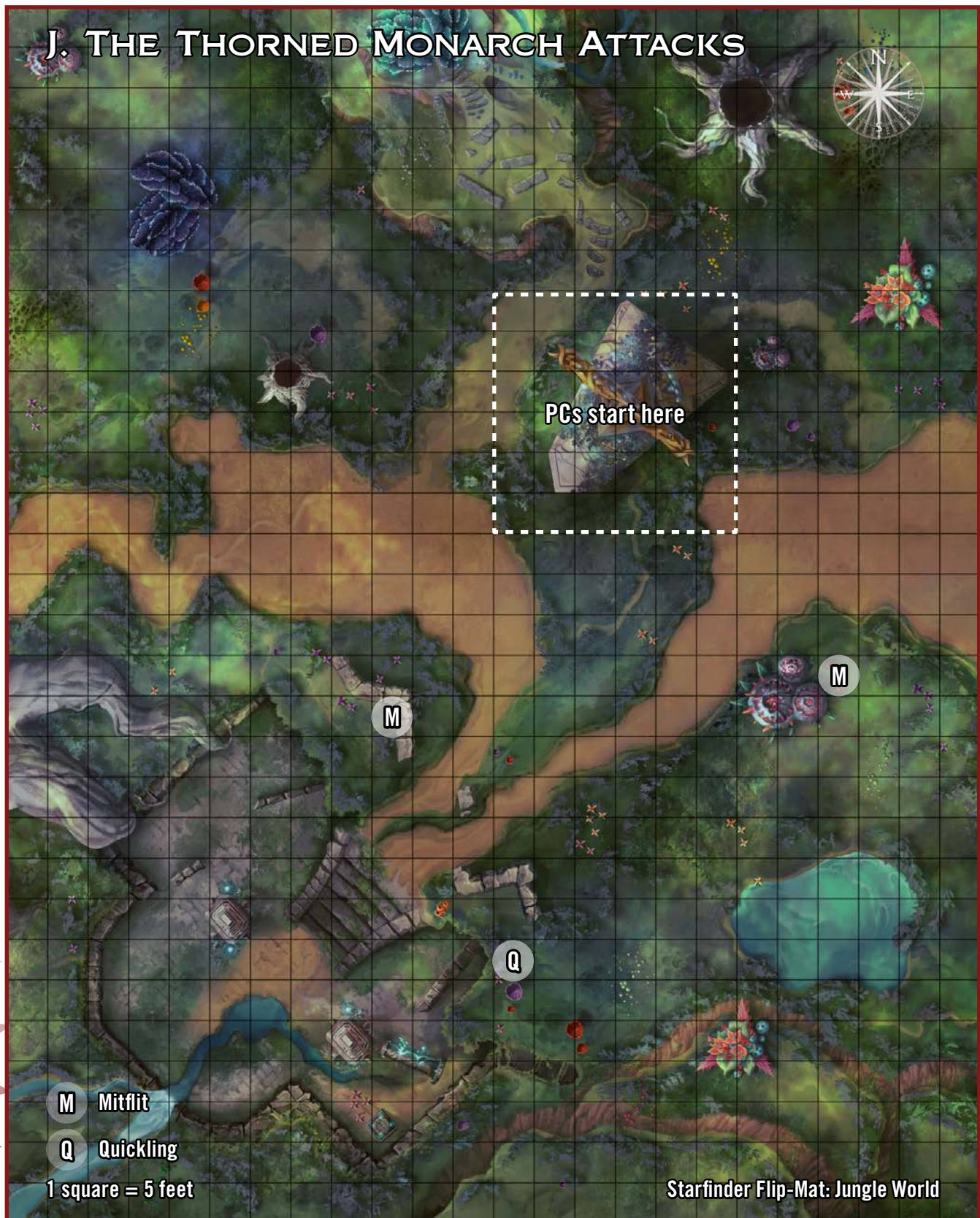
OBJECTIVES

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

KING IN THORNS



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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 Tolal 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 Tolal 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. 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.



GREGARO VOTH

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.

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APPENDIX 1: TIER 1-2 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 1st-level PCs. If your group has a different composition or size, refer to the Challenge Points section of Organized Play Tools (page 39) 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

MUSHROOM RING

HAZARD 2

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

Stealth +8 (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 15 (trained) or Nature DC 18 to rearrange the mushrooms to disrupt the portal (two actions)

AC 18; **Fort** +11, **Ref** +3

Mushroom Ring HP 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

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

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

PUGWAMPI (0)

CREATURE 0

NE **TINY** **FEY** **GREMLIN**

Perception +6 (–2 to hear things); darkvision

Languages Gnoll, Undercommon

Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items shortbow (60 arrows), shortsword

AC 16, **Fort** +5, **Ref** +8, **Will** +6

HP 17; **Weaknesses** cold iron 2

Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a

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.

failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

Speed 25 feet

Melee  shortsword +8 (agile, finesse, magical, versatile S),

Damage 1d6–3 slashing

Ranged  shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will);

Cantrips (1st) *prestidigitation*

KING IN THORNS

ENCOUNTER B

AWAKENED BALL PYTHON

CREATURE 1

UNCOMMON N MEDIUM ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

Languages Common, Mwangi

Skills Acrobatics +6, Athletics +6, Nature +4, Stealth +6, Survival +4

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

AC 16; **Fort** +8, **Ref** +10, **Will** +4

HP 20

Tighten Coils  **Trigger** A creature grabbed or restrained by the ball python attempts to Escape. **Effect** The DC of the Escape check is increased by 2.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee  jaws +8, **Damage** 1d8+3 piercing plus Grab

Constrict  1d8 bludgeoning, DC 17

Wrap in Coils  **Requirement** A Medium or smaller creature is grabbed or restrained in the ball python's jaws. **Effect** The ball python moves the creature into its coils, freeing its jaws to make attacks, then uses Constrict against the creature. The ball python's coils can hold one creature.

VIPERS (2)

CREATURE -1

N TINY ANIMAL

Perception +5; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

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

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 8

Slink  **Trigger** A creature ends its movement adjacent to the viper or within the viper's space. **Effect** The viper Strides, Climbs, or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee  fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

Viper Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d8 poison (1 round)

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 viper to the encounter.

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

14-15 Challenge Points: Add one awakened ball python and one viper to the encounter.

16-18 Challenge Points: Add one awakened ball python and three vipers to the encounter.

KING IN THORNS

ENCOUNTER C

ADEPT

CREATURE -1

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

Perception +4

Languages Common

Skills Arcana +5, Diplomacy +3, Occultism +7, Scribing Lore +5, Society +5

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

Items journal, robes, scroll case, writing set

Focused Thinker ◆ (concentrate) The adept focuses inward to muster knowledge and wisdom. While in this state of concentration, they gain a +2 status bonus to checks to Recall Knowledge, but take a -2 penalty to Perception. They can end their focused state with a single action, which has the concentrate trait.

AC 14; **Fort** +2, **Ref** +4, **Will** +6

HP 8

Speed 25 feet

Melee ◆ fist +6 (agile, nonlethal); **Damage** 1d4 bludgeoning

Ranged ◆ journal +6 (nonlethal, thrown 10 feet); **Damage** 1d6 bludgeoning

Occult Spells Known DC 14; **Cantrips** (1st) *daze*, *detect magic*, *mage hand*

APOTHECARY

CREATURE -1

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

Perception +5

Languages Common

Skills Crafting +5 (+8 for alchemy and medication), Medicine +10, Nature +8

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

Items lesser acid flask (2), dagger, minor elixir of life (2), healer's tools, leather apron (functions as padded armor), mortar and pestle

Medical Wisdom The apothecary can identify the effect of any alchemical composition or medical ingredient using only their senses. This typically takes 1 minute.

AC 14; **Fort** +8, **Ref** +3, **Will** +5; +1 circumstance to all saves vs. poisons

HP 9; **Resistances** poison 2

Speed 25 feet

Melee ◆ stone pestle +4, **Damage** 1d6 bludgeoning

Melee ◆ fist +5 (agile, nonlethal), **Damage** 1d4 bludgeoning

Ranged ◆ acid flask +5 (range increment 20 feet, splash), **Damage** 1 acid plus 1d6 persistent acid and 1 splash acid

COMMONER

CREATURE -1

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

Perception +3

Languages Common

Skills Athletics +5, Lore (any one related to their trade) +6,

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 commoner to the encounter.

16–18 Challenge Points: Add one commoner and one adept to the encounter.

Society +2

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

Items sickle

AC 13; **Fort** +6, **Ref** +3, **Will** +3

HP 10

Speed 25 feet

Melee ◆ sickle +5 (agile, trip), **Damage** 1d4+2 slashing

Ranged ◆ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning

Power of the Mob When three or more commoners are adjacent to each other, each commoner gains a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

KING IN THORNS

ENCOUNTER D

YELLOW MUSK CREEPER

CREATURE 2

N **MEDIUM** **MINDLESS** **PLANT**

Perception +4; tremorsense (imprecise) 30 feet

Skills Stealth +6

Str +3, **Dex** +2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -1

AC 18; **Fort** +10, **Ref** +6, **Will** +4

HP 34; **Immunities** mental; **Weaknesses** fire 5

Speed 5 feet

Melee ♦ tendril +9 (reach 10 feet), **Damage** 1d10+3 piercing
Bore into Brain ♦♦♦ (manipulate, mental) The creeper bores dozens of tendrils into the brain of a Small, Medium, or Large humanoid creature that's unconscious, willing, or fascinated by Spray Pollen, and within reach of the creeper's tendrils. The creature must succeed at a DC 18 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). Subsequent failed saves against Bore into Brain increase the stupefied value. If the creature reaches stupefied 5, it is turned into a yellow musk thrall (see below). Boring into a creature's brain doesn't end fascination caused by Spray Pollen.

Spray Pollen ♦♦ (mental, poison) The yellow musk creeper blasts yellow pollen in either a 30-foot line or a 15-foot cone. Each creature in the emanation must attempt a DC 20 Will save. Once a creature succeeds at any save against Spray Pollen, it becomes temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated. For as long as it is fascinated, it must spend each of its actions to move closer to the yellow musk creeper as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the yellow musk creeper, it stays still and doesn't act.

Critical Failure As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition and other effects end.

YELLOW MUSK THRALL

CREATURE -1

N **MEDIUM** **MINDLESS** **PLANT**

Perception +0; low-light vision

Skills Athletics +5

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

Slow A yellow musk thrall is permanently slowed 1 and can't use reactions.

AC 14; **Fort** +6, **Ref** +0, **Will** +2

HP 12; **Immunities** mental; **Weaknesses** fire 5

Entangling Tendrils (aura) 5 feet. When the thrall ends its movement next to a creature, or a creature ends its turn next to the thrall, that creature must succeed at a DC 14 Reflex save or be grabbed by the tendrils.

SCALING ENCOUNTER D

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add one yellow musk thrall to the encounter.

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d4+3 bludgeoning plus Grab and pollen touch

Limb Extension ♦ **Trigger** The yellow musk thrall is reduced to 4 HP or fewer; **Effect** Creeper tendrils tear through the thrall's limbs, causing its forearms to tear loose. The thrall's melee reach increases by 5 feet.

Pollen Touch When the thrall strikes a creature, that creature is exposed to yellow musk creeper pollen, as Spray Pollen (DC 14). The creature is fascinated by the yellow musk creeper that spawned the thrall, not by the thrall itself.

KING IN THORNS

ENCOUNTER F

MUDWRETCH

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.

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 [one-action] (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 ♦♦ (conjuration, 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.

SPEAR FROG (0)

CREATURE 0

N **TINY** **ANIMAL**

Perception +6; low-light vision

Skills Acrobatics +5, Athletics +0 (+6 to Climb, High Jump, Long Jump, and Swim)

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

AC 14; **Fort** +5, **Ref** +7, **Will** +6

HP 12

SCALING ENCOUNTER F

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

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

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

14–15 Challenge Points: Add one spear frog to the encounter and give the mudwretch 10 additional Hit Points.

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

Toxic Skin Anytime a creature touches the spear frog or an adjacent creature Strikes the spear frog with a melee attack, that creature is exposed to spear frog venom.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ jaws +7 (agile, finesse), **Damage** 1d6 piercing plus spear frog venom

Spear Frog Venom (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Sticky Feet Spear frogs are not flat-footed when Balancing on a narrow surface, and they gain a +4 bonus to Reflex saves to avoid falling.

KING IN THORNS

ENCOUNTER G1

CYTHNIGOTS (2)

CREATURE 1

UNCOMMON CE TINY FIEND QLIPPOTH

Perception +5; darkvision

Languages Abyssal; telepathy (touch only)

Skills Acrobatics +6, Occultism +7, Stealth +6

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

AC 16; **Fort** +9, **Ref** +6, **Will** +5

HP 14; **Immunities** controlled, fear; **Weaknesses** lawful 3;

Resistances mental 3, physical 3 (except cold iron)

Speed 30 feet, fly 40 feet

Melee ♦ bite +8 (agile, chaotic, finesse, magical), **Damage** 1d10+1 piercing plus 1d4 chaotic and tangle spores

Occult Innate Spells DC 17; **4th** *read omens*; **2nd** *detect alignment* (at will, lawful only), *paranoia*; **1st** *phantom pain*;

Cantrips (1st) *daze*, *detect magic*

Sickening Display ♦ (concentrate, emotion, enchantment, fear, mental, occult, visual) The cythnigot presents its awful appearance fully, and creatures in a 10-foot emanation must attempt a DC 17 Will save. Once a creature attempts this save, it's temporarily immune to further Sickening Displays for 1 minute.

Critical Success The creature is unaffected.

Success The creature is flat-footed until its next turn.

Failure The creature is sickened 1, and is flat-footed for as long as it's sickened.

Critical Failure The creature is sickened 2 and is flat-footed for as long as it's sickened.

Tangle Spores (disease) A creature bitten by a cythnigot becomes afflicted by fast-growing spores that swiftly grow into twitching spikes and hideous pallid growths of hairlike fibers. These growths erupt from the bite wound and writhe and wrap around the creature's limbs. Plant creatures take a -2 circumstance penalty to save against tangle spores; **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and flat-footed (1 round); **Stage 3** clumsy 2, flat-footed, and if you attempt a manipulate action, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied (1 round).

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 cythnigot 5 additional Hit Points.

12–13 Challenge Points: Add an additional cythnigot to the encounter.

14–15 Challenge Points: Add an additional cythnigot to the encounter and give all three cythnigots 5 additional Hit Points.

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

KING IN THORNS

ENCOUNTER G2

EMBER FOX

CREATURE 2

NG SMALL ELEMENTAL FIRE

Perception +8; darkvision

Languages Ignan (can't speak any language)

Skills Acrobatics +8, Athletics +5, Stealth +8

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

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 35; **Immunities** bleed, fire, paralyzed, poison, sleep;

Weaknesses cold 5

Cloak in Embers [reaction] **Trigger** An adjacent ally is targeted by an effect that deals fire damage; **Effect** The ember fox drapes itself across its ally, granting the ally fire resistance 10 against the incoming attack.

Speed 30 feet

Melee ♦ jaws +10 (agile, finesse), **Damage** 1d4+3 piercing plus 1d4 persistent fire

FIRE MEPHIT (0)

CREATURE 1

N SMALL ELEMENTAL FIRE

Perception +3; darkvision, smoke vision

Languages Ignan

Skills Acrobatics +7, Deception +7

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

Smoke Vision The fire mephitis ignores the concealed condition from smoke.

AC 17; **Fort** +3, **Ref** +9, **Will** +7

HP 16, fast healing 2 (while touching fire); **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 3

Speed 20 feet, fly 25 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6 piercing and 1d4 fire

Arcane Innate Spells DC 15; **Cantrips (1st)** *daze, light*

Breath Weapon ♦♦ (arcane, fire) The fire mephitis breathes flames in a 15-foot cone that deals 2d4 fire and 1d4 persistent fire damage to each creature within the area (DC 17 basic Reflex save). The fire mephitis can't use Breath Weapon again for 1d4 rounds.

SCALING ENCOUNTER G2

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

10–11 Challenge Points: Give the ember fox 15 additional Hit Points.

12–13 Challenge Points: The PCs face an ember fox with the elite adjustment. To apply this adjustment, give the ember fox 15 additional Hit Points and increase its AC, attack modifiers, DC, saving throws, Perception, and skill modifiers by 2. Additionally, increase the damage of its strikes by 2.

14–15 Challenge Points: Add a fire mephitis to the encounter.

16–18 Challenge Points: Add a fire mephitis to the encounter and give the ember fox 15 additional Hit Points.

KING IN THORNS

ENCOUNTER I1

NUGLUB

CREATURE 2

CE 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.

PUGWAMPI (0)

CREATURE 0

NE TINY FEY GREMLIN

Perception +6 (-2 to hear things); darkvision

Languages Gnoll, Undercommon

Skills Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5

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

Items shortbow (60 arrows), shortsword

AC 16, **Fort** +5, **Ref** +8, **Will** +6

HP 17; **Weaknesses** cold iron 2

Unluck Aura (aura, divination, mental, misfortune, primal) 20 feet. Creatures other than animals, gremlins, and gnolls in the aura become extremely unlucky (DC 16 Will save; creature must roll this Will save twice and take the worse result). On a successful save, the creature is temporarily immune to pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and take the worse result on all checks as long as it is within the aura.

Speed 25 feet

Melee  shortsword +8 (agile, finesse, magical, versatile S), **Damage** 1d6-3 slashing

Ranged  shortbow +8 (deadly 1d10, magical, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will); **Cantrips (1st)** *prestidigitation*

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 nuglub 15 additional Hit Points.

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

14-15 Challenge Points: Give the nuglub 15 additional Hit Points and add one pugwampi to the encounter.

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

KING IN THORNS

ENCOUNTER 12

VEXGITS (2)

CREATURE 1

LE TINY FEY GREMLIN

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +6, Crafting +6 (+8 traps), Nature +6, Stealth +5 (see clacking exoskeleton), Thievery +7

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

Items maul

Clacking Exoskeleton A creature that can hear gains a +2 circumstance bonus to its Perception DC against a vexgit's attempts to Sneak.

AC 16; **Fort** +5, **Ref** +9, **Will** +6

HP 24; **Weaknesses** cold iron 2

Speed 20 feet, climb 20 feet

Melee ♦ maul +8 (shove), **Damage** 1d12+1 bludgeoning plus Destructive Smash

Melee ♦ bite +11 (agile, finesse), **Damage** 1d6+1 piercing

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

Destructive Smash A vexgit's maul Strike against an object deals ignores up to 5 of the object's Hardness.

Gremlin Snare ♦♦♦ (conjunction, primal) **Frequency** once per hour; **Effect** The vexgit creates a snare of their level or lower that normally takes 1 minute to craft at no cost. A single vexgit can maintain one gremlin snare at a time—if they create a new snare, the previously created one vanishes.

Rusting Grasp ♦♦ (primal, transmutation) **Frequency** once per hour; **Effect** The vexgit makes a +9 spell attack against a creature or unattended object. If they succeed, the vexgit deals 1d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If they hit an unattended metal item, the item takes this damage automatically. If a creature uses Shield Block with a metal shield against this attack, the shield is automatically broken, but no other item is rusted on that attack.

Speedy Sabotage When a vexgit succeeds or critically succeeds at a check to Disable a Device, they gain an additional success toward disabling a complex device.

SCALING ENCOUNTER 12

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

10–11 Challenge Points: Give each vexgit 10 additional Hit Points.

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

14–15 Challenge Points: Add one vexgit to the encounter and give each vexgit 10 additional Hit Points.

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

KING IN THORNS

ENCOUNTER J

MITFLITS (2)

CREATURE -1

LE SMALL FEY GREMLIN

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

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

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ✦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ✦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; **2nd** *spek with animals* (at will; arthropods only); **1st** *bane*; **Cantrips** (1st) *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

QUICKLING

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.

SCALING ENCOUNTER J

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

10+ Challenge Points: For every 2 Challenge Points beyond 8, add an additional mitflit to the encounter.

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 ✦ **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.

KING IN THORNS

APPENDIX 2: ART AND HANDOUTS



ORAIAH TOLAL

KHOUMROCK BLACKTHANE



PERENNIAL CROWN

CALISRO BENARRY



KING IN THORNS

APPENDIX 2: ART AND HANDOUTS



VALAIS DURANT

URWAL



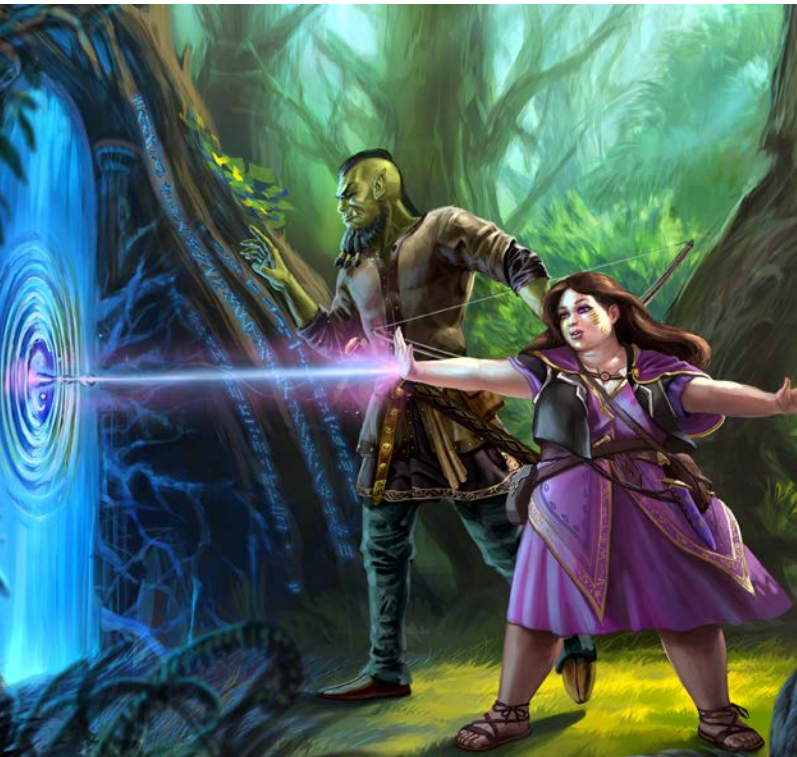
BJERSIG TORRSEN

FOLA BARUN



KING IN THORNS

APPENDIX 2: 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
1	14 gp
2	22 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.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each

Use this total whenever the adventure calls for using the number of Challenge Points to adjust the adventure's difficulty.

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
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned?	☐ Yes ☐ No ☐ N/A
Fame Earned:			

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

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

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