

PATHFINDER[®] MODULE[™]

HEROES FOR HIGHDELVE

GEN
CON
50



A PATHFINDER RPG ADVENTURE FOR LEVEL 1 By AMANDA HAMON KUNZ

C. DENDRA'S SLOPE

1 SQUARE = 5 FEET



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ONLINE RESOURCE

All of the rules needed to play this module are found in the *Pathfinder RPG Core Rulebook*. However, readers who would like to access those rules in their entirety online—as well as all of the rules found in Paizo's RPG hardcover books—can do so free of charge at paizo.com/prd.

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HEROES FOR HIGHDELVE

ABOUT THIS ADVENTURE

"Heroes for Highdelve" is a Pathfinder Roleplaying Game adventure for four 1st-level characters. This adventure is optimized for play with the four pregenerated heroes found beginning on page 13 of this book, though it is suitable for any 1st-level Pathfinder RPG characters. This volume also marks the roleplaying game debuts of Gen Con's four iconic characters, presented as the pregenerated heroes in this book. This adventure is intended for play in a convention setting with minimal preparation on the part of the Game Master (GM). The adventure can be played as a stand-alone event in as little as 2 hours, and this volume provides advice for adjusting playtime as needed. This adventure could also fit seamlessly into any larger ongoing game using non-pregenerated characters. In this case, this volume provides tips for giving player characters (PCs) motivations to undertake the plot.

A NOTE FOR BEGINNERS

Although it provides challenges for even the most experienced roleplayers, "Heroes for Highdelve" was created to be easy for beginners. All of the rules needed to play this adventure are found in the *Pathfinder RPG Core Rulebook* or are reprinted where needed, eliminating the need for GMs to consult multiple sourcebooks. A key accessory from Paizo Inc. is ready-made to enhance the experience of playing this adventure—*Pathfinder Flip-Mat: Cavernous Lair*. Additionally, the adventure contains helpful tips both for Game Masters new to the endeavor and for those who are running this adventure with little to no preparation. This volume and its story elements are also a fantastic way to introduce Game Masters and players to the world of Golarion, the official campaign setting of the Pathfinder RPG, though the adventure can easily be dropped into any campaign setting you choose.

ADVENTURE SUMMARY

In “Heroes for Highdelve,” the PCs have arrived in the eponymous settlement to attend the annual Brightbloom Jubilee. The festival is interrupted, however, when this year’s Bloomgivers stumble back into town bloodied and traumatized. Even worse, the golden amulet that belongs to Aurelliax, the town’s regal gold dragon protector, was stolen, and local bullies appear to be the culprits. In tracking down the bullies, the PCs uncover a more sinister plot, must face its tiefling mastermind, and must battle an ettin to save Highdelve before it’s too late!

ADVENTURE BACKGROUND

More than two centuries ago, the humans of House Garess flourished in the foothills of the Golushkin Mountains in western Brevo, where they founded Highdelve as a settlement of human artisans to work the dwarven ore their allies supplied. However, as the years went on, House Garess’s numbers waned, and the noble family scaled its business back. By this time, thousands inhabited Highdelve. Rather than languish under House Garess’s neglect, the Highdelves began to focus on self-sufficiency. It built a robust economy and 50 years ago, the leaders of highdelve approached the patriarch of House Garess in Grayhaven roughly 20 miles south. It wasn’t full independence Highdelve wanted as much as a release from any major taxes and military duties the town might owe its feudal overlords. Not in the position to fight the Highdelves, House Garess acquiesced. From that day, Highdelve has been independent in everything but the strictest formalities.

What the Highdelves didn’t know, however, is that benevolent eyes had been watching this situation unfold. The settlement piqued the interest of Aurelliax, a gold dragon who had lived for more than a century in a mountaintop lair near Highdelve. The dragon admired the town’s tenacity, and its people’s generosity toward their neighbors warmed her kind heart. Shortly after Highdelve broke from House Garess, Aurelliax offer the humans her patronage and protection for free. Elated and humbled, the townspeople accepted—provided that Aurelliax never involved herself in the settlement’s internal affairs. After all, the Highdelves did not wish to simply trade one overlord for another. Her motivations genuine and pure, Aurelliax assented. For the Highdelves’ part, awe for Aurelliax quickly turned into true affection, as the dragon time and again has demonstrated her dedication to this settlement of about 4,500.

PART 1: A CELEBRATION INTERRUPTED

The first part of this adventure focuses on the PCs enjoying the Brightbloom Jubilee. Before the jubilee can reach its crescendo, this year’s youthful honorees stumble back into town, bloodied and robbed of a beloved amulet. The amulet is the property of the gold dragon Aurelliax, Highdelve’s protector.

WHERE ON GOLARION?



“Heroes for Highdelve” takes place in and around Highdelve, a large town located at the foot of the Golushkin Mountains in the nation of Brevo. The adventure’s first act takes place in the town proper during its annual Brightbloom Jubilee. The second and third acts take place along Dendra’s Slope about 3 miles from the town proper. More information about Brevo and all the nations of the Inner Sea region can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in gaming stores everywhere and at paizo.com.

Getting Started

Each of the pregenerated PCs has personal reasons for visiting Highdelve. The PCs are staying at the Golden Wings, an inn and tavern near Protectress Square, where the Brightbloom Jubilee is now in full swing. Like most other businesses in town, the tavern is closed so its employees can attend the jubilee (the tavern’s proprietor is in area A6). The adventure assumes the PCs begin in Protectress Square. The reasons each pregenerated PC is visiting Highdelve is as follows. See the character backgrounds on pages 13–16 for more.

Meraina: The human sorcerer is traveling with Brialla, her cousin, to track down the designs for their grandmother Rhylen’s unique signet ring, which the family recently lost.

Kiliuk: The half-orc barbarian is searching for his human mother, Gilda Korgren, whom his orc father told him lives in her birth town somewhere in western Brevo.

Torgen: The dwarf fighter is on the payroll of the Skyforgers, a Port Ice–based shipping company trying to track cargo that went missing between the port and Silverhall in southern Brevo.

Brialla: The human ranger is traveling with Meraina, her cousin, to find the designs for their grandmother’s signet ring. Read the following to get the adventure started.

Beams of sunlight stream past the snow-capped mountains as a joyous scene spreads before you. Overnight, the town’s staid and utilitarian main square sprouted colorful tents, a pop-up theater, a spinning contraption made of barrel bottoms, some manner of race

course, and more unexpected delights. Laughter and boisterous shouts echo from all the square's corners as its quaint cobblestone streets teem with villagers sporting festive clothes and wide smiles. Throughout it all, the smell of fried foods weaves through air laced with the warmth of a summer that's just begun.

About the Jubilee

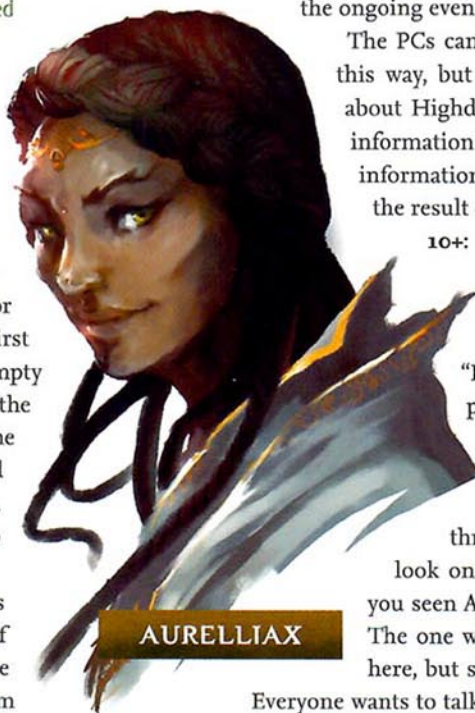
The Brightbloom Jubilee is a 2-day party with a distinct structure of events. Before the jubilee, the town elects two young locals to serve as Bloomgivers—an enormous honor for those chosen. Early on the celebration's first day, the Bloomgivers venture with an empty wagon up nearby Dendra's Slope, where the largest field of brightblooms grows. The jubilee then runs throughout the day, and it includes a full slate of amusements, games, and festive street food, all set up in the town's main Protectress Square.

In the afternoon, the Bloomgivers return to town with the first harvest of brightblooms, and the townspeople fete the youths' journey by escorting them from the gates back to Protectress Square. There, the Bloomgivers hand out brightblooms to eager townspeople. The rest of the evening is spent as a public dance party known as the Brightbloom Ball. The jubilee's second day is spent alternately removing winterizing measures from the town's buildings and breaking into spontaneous rounds of song and dance.

An Unconventional Guest

Attending the Brightbloom Jubilee, as she has for the past 50 years, is Aurelliax the gold dragon in the form of a regal human woman. For the purposes of this adventure, the PCs might hear whispers about Aurelliax and her location, but they should not actually encounter her until the Bloomgivers stumble back into town (see *A Shocking Spectacle* on page 8 for more).

For the past decade or so, the people of Highdelve have expressed some concern about sending their youthful Bloomgivers up Dendra's Slope to collect brightblooms for several hours alone. The brightbloom field is about an hour's hike from the town proper, and the foothills are full of threats. To quell their qualms, and to reinforce that Aurelliax would never suffer an outside threat to the town, the gold dragon has begun lending the Bloomgivers a special amulet called the Golden Pendant each year for their journey up the slope. Not even the gold dragon has elaborated on exactly what the amulet can do, and she's instructed the townspeople not to bother examining it much magically, but everyone knows that it's a treasure that would make Abadar himself proud.



AURELLIAX

Gathering Information

The PCs may wish to attempt a Diplomacy check to spend 1d4 hours gathering information from the townsfolk about the ongoing event or about their individual objectives.

The PCs can't learn much about their objectives this way, but if they wish to gather information about Highdelve or about jubilee, they learn the information below. Each PC gathers all of the information whose DC is less than or equal to the result of the check.

10+: Several well-dressed professionals stand in a circle bandying about the lingo of seasoned traders. "What a time to be visiting!" one shouts. "It's the best time to catch important people in one place. If you've any business to conduct in Highdelve, now's the time for it, to be sure!"

15+: A teenage boy pushes through the crowd with a star-struck look on his face. "Have you seen her? Have you seen Aurelliax? You know, the gold dragon! The one who keeps the whole town safe! She's here, but she never stays in one place for long.

Everyone wants to talk to her, and she's so nice—she wants to spend time with us all!"

20+: Two elderly women watch a group of adolescents giggle and shoot furtive glances toward the square's western entrance. "It warms this old granny's heart to see those sweet kids," one of the women says. "So young! So much energy! They just can't wait for the Bloomgivers to come back from Dendra's Slope so they can celebrate. But I wonder what's keeping those Bloomgivers? They've usually returned by now!"

Additionally, a DC 15 Knowledge (local) check reveals everything in *About the Jubilee* and *An Unconventional Guest* on this page.

A. BRIGHTBLOOM JUBILEE

A labeled map of the jubilee is on page 6.

A1. Raucous Youths

Tall wooden storage boxes are haphazardly arranged everywhere here except for a grouping of four, which form a diamond. Rowdy youths pump their fists and cheer on four kids who each stand atop one of these boxes. The standing youths kick a bean-filled sack back and forth. Each time a youth kicks the sack, they all shout a word of the following phrase: "The! Devil! Man! Knocks! Don't! Let! Him! In!"

Most of these youths are humans aged 12 to 16. The kids are rather rowdy, and if the PCs wish to ask them about the meaning of their chant or about anything else, they laugh

with glee. They'll talk, but only if one or more of the PCs agrees to play the game they call kick-sack first.

The PCs can play the game with up to three Highdelve youths, depending on how many PCs participate. They are: **Cole, Dabriel, Frieda** (CG female and male human commoners 1). All four individuals who play the game must climb on top of a box, and each attempts a DC 12 Acrobatics check to keep the sack in the air while all players shout each word of the chant above. The game ends when either a PC or NPC fails a check, which means the bean-filled sack drops to the ground, or when the participants succeed at eight consecutive checks and complete the chant.

The youths reveal the information below if asked—whether or not if the PCs were successful in the game.

What was that devil-man chant about? The youths laugh, though there's a bit of fear evident in their eyes. "We all saw him; he had skin as pale as a sheet and these freaky little horns!" Frieda says. "He was skulking around until the watch came and scared him away. Now people pretend like he was never here—don't want to scare away visitors, I guess. Oops!"

Do you know the Bloomgivers? "Yes! You mean Kameer and Kara," Dabriel says.

If the PCs press the youths about this year's Bloomgivers' election, Dabriel relates the information the mayor provides about Tolwin and Richelle in area A3.

Who in town might have a manifest of trade goods that pass through Highdelve? "If you *really* want to know about trade, ask Yarla Bowhammer, the dwarf in charge of the sack races just over there," Cole says.

Have you heard of a woman named Gilda Korgren? "No, but the town's not small," Cole says. "Have you tried asking Yarla Bowhammer, the dwarf in charge of the sack races? She deals with all sorts of types through her trade company."

Who in town makes jewelry to order? Frieda's eyes sparkle at the question. "Carth Garenth! I heard he even keeps a log of all designs he's ever used. It's like looking through a museum of shiny stuff!"

A2. Sack Races

The cobblestones here are marked with four lanes drawn in chalk. Two men and two women hop like mad in separate lanes, their legs covered with heavy burlap sacks. The crowd waves scarves and paper flowers in the air as they cheer the competitors toward the finish line. The onlookers offer a respectful berth to a well-dressed dwarven woman standing confidently at the finish, her hands on hips as if she's overseeing the race.

The well-dressed dwarven woman standing at the end of the race is **Yarla Bowhammer** (NG female dwarf expert 2), the owner of the Peaktop Company, which trades in dry goods up and down western Brevo. If the PCs try to engage with her, she says politely but firmly: "I'd love to chat, but

PRESSED FOR TIME?

If you have fewer than 3 hours to run this adventure, it's a good idea to skip the Brightbloom Jubilee interactions and begin the adventure when the Bloomgivers arrive back in town (see A Shocking Spectacle on page 8). You can still give flavorful descriptions of each area of the jubilee, but the roleplaying encounters in those areas can take up a wildly variable amount of time depending on the players. If you decide to skip the Brightbloom Jubilee to save time, tell the players to ignore each pregenerated PC's personal motivations for being in Highdelve, since it's unlikely that they'll be resolved throughout the rest of the adventure.

I've a job to do! I could spare a moment for my competitors, though, if you're inclined. Care to take part in a race?"

If the PCs agree to participate, Yarla sends them to the south side of the lanes, where the last competitors have returned the sacks. When she screams "go," participating PCs (and NPCs, if fewer than four PCs choose to race) must attempt three consecutive DC 14 Dexterity checks. Anyone who succeeds at all three checks makes it to the finish line without falling down. If multiple PCs or NPCs complete the race without falling, the character with the highest final check wins.

If a PC wins the race, Yarla answers any or all of the questions below. If an NPC wins instead, she answers two questions before insisting that she must turn her attention back to the next race. In this case, the PCs must race again to ask her additional questions.

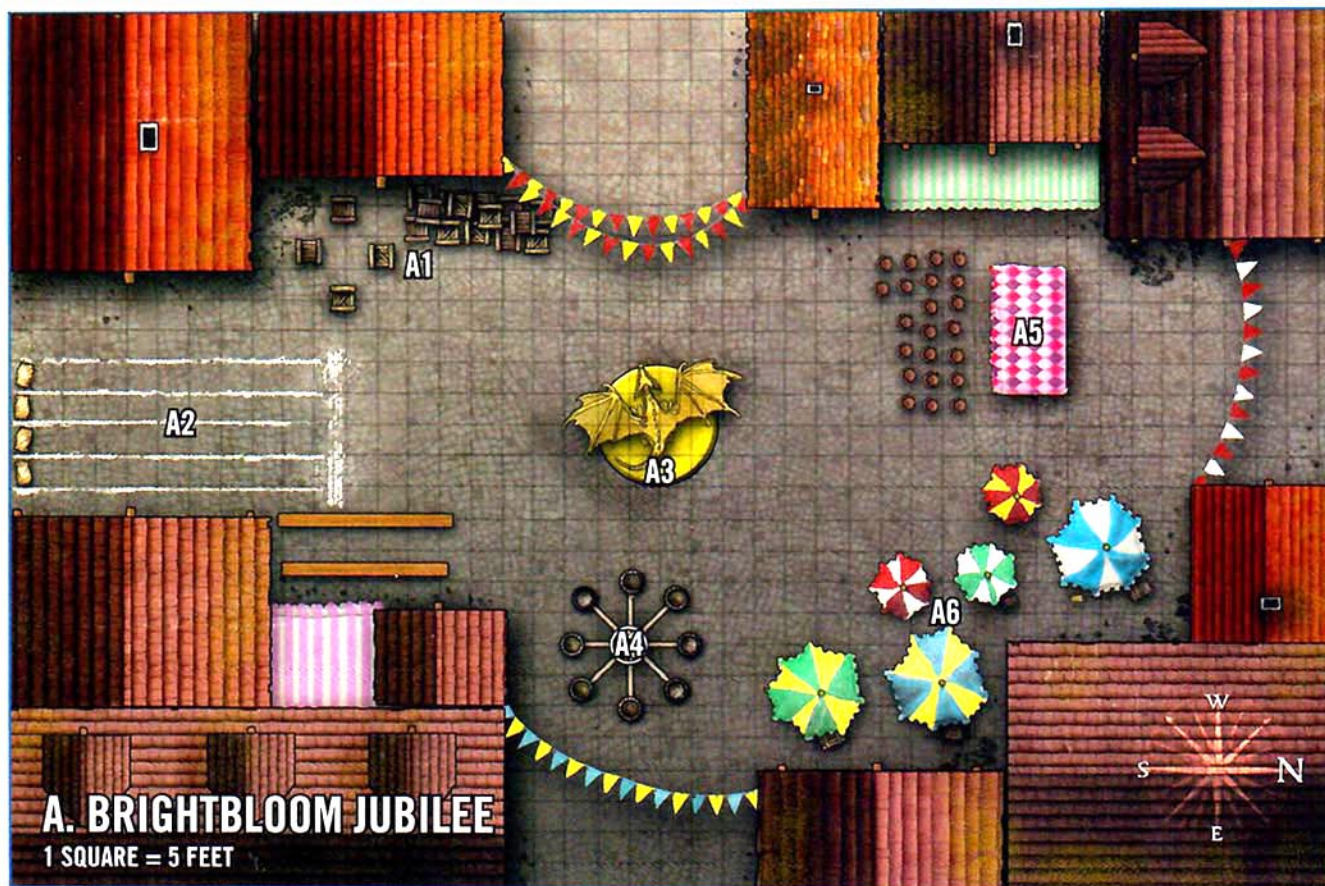
Do you know if any cargo from the Skyforgers has passed through Highdelve recently? "I think my company did help move some of their goods through Highdelve, but without looking at my records, I can't be sure. Unfortunately, my apprentice, Tolwin, keeps those records, and he's not at the jubilee this year—the fool boy got mixed up in some effort to rig the Bloomgivers' election in his favor. You'll have to come back tomorrow, when you can bet that I'll be sending him up these buildings to take down the winter shutters!"

Unbeknownst to Yarla, Tolwin is actually on Dendra's Slope, and his cruel actions contribute to the interruption later during the jubilee (see A Shocking Spectacle on page 8).

Do you know a woman named Gilda Korgren? "There's a woman named Gilda who's made a name for herself sewing exquisite outfits in Grayhaven. I don't know that her family name is Korgren, but my apprentice, Tolwin, would know. He keeps the records of all the artisans we do business with."

From here, if she hasn't already, Yarla explains that Tolwin isn't at the jubilee, though she doesn't know that her apprentice's cruelty will soon disrupt the whole event.

Do you know where one might have ordered a special family signet ring in this town? "Sure—Carth Garenth's your man. Making jewelry to order is his specialty. Carth is over by the puppet-show stage."



A. BRIGHTBLOOM JUBILEE

1 SQUARE = 5 FEET

A3. Our Gilded Lady

Fully 10 feet high and twice as long, the centerpiece of the square is a gilt statue of a gold dragon with outstretched wings. A plaque at the base reads: "Highdelve dedicates this statue and all of Protectress Square to Aurelliax, Our Gilded Lady. Long may her golden wings envelop us, and may we never fail her when she calls."

If the PCs haven't already, they can make a successful DC 15 Knowledge (local) check to learn everything in An Unconventional Guest on page 4.

Additionally, if the PCs succeed at a DC 13 Perception check, they notice a few loose papers blowing around. Upon picking one up, they see that it bears sketches of a scowling human boy and girl, each about 17, along with the following message. "Be advised: Richelle and Tolwin, apprentices to Carth Garenth and Yarla Bowhammer, are not permitted at the jubilee. If seen, please turn them away from your events." (Carth Garenth is in area A5 and Yarla Bowhammer is in area A2.)

Standing next to the statue watching a group of children play is a cheerful-looking woman with white hair and ruddy cheeks. This is **Winette Qarl** (LG venerable female human commoner 3), Highdelve's mayor. When Winette sees the PCs, she greets them heartily.

Winette happily answers the PCs' questions about Highdelve, Protectress Square, the statue, and the

Brightbloom Jubilee. However, if the PCs ask about the problems with this year's Bloomgivers' election, or about the notice they found in this area, Winette stiffens. "Oh, there's not much to tell. Everything's right as rain now; that's all that matters," she says.

Ultimately, it's up to the PCs to convince Winette to open up to them, but a successful DC 15 Diplomacy check prompts her to reveal the information below.

Who are Richelle and Tolwin, and why aren't they allowed at the jubilee? Winette frowns, turning her face uncharacteristically dour. "Those two—it's just such a shame," she says. "I hate to say it, but they're bullies. Always picking on other kids and even getting into fights. Their peers don't like them, and so we thought it was strange when we first counted the votes for this year's Bloomgivers and they had won. We dug a little deeper, and it turns out that Richelle and Tolwin had stolen the ballot box, pulled out all the real votes, and replaced them with votes for themselves. To punish them, we disinvented them from the jubilee today."

A4. Barrel-Go-Round

Shouts of surprise and delight echo from a strange contraption at the center of the crowd's attention. Axles of hammered metal connect the bottom halves of several large wooden barrels, each of which holds one or two shrieking occupants. After the next

group of riders climbs into the barrels, a burly woman in a black leather apron gives the entire rig a heaving spin.

This is a homemade amusement ride that the locals refer to as a barrel-go-round. Rides last only a couple of minutes each and rely on the strength of the woman attending it. If the PCs approach her, she grunts that her name is **Mathilde Skalgit** (N female human warrior 2) and that's she's a cooper in Highdelve. Mathilde refuses to engage in further conversation with the PCs, though. "If you help me run the ride, I'll chatter with you all you want," she says.

If the PCs take Mathilde up on her offer, the ride winds down and the next group of riders hop onto the rig. One PC must make succeed at a DC 11 Strength check (up to two PCs can assist) to spin the barrel-go-round. If the check fails, Mathilde takes over, though the PCs can try again in 1 minute.

If the check is successful, Mathilde answers the following.

Who in town might have a manifest of trade goods that pass through Highdelve? "A mani-what?" Mathilde shrugs. "Look, I make barrels, and boxes, and occasionally I hit a thing that needs hit. Mostly nails. Sometimes rats. Anyway, the Peaktop trader-lady, the dwarf Yarla—she's the one you want. She's over by the sack races."

Have you heard of a woman named Gilda Korgren? "I'm s'posed to know everyone in this blasted town, eh?" Mathilde scoffs. "I say ask the dwarf—the one over by the sack races. She knows everyone and their mother around here."

Do you know where one might have ordered a special family signet ring in this town? "Yeah. Ol' Carth Garenth's the one you want—he makes the best pretties in this town. Look for him over by the puppet-show box."

What do you know about the Bloomgivers this year? "Some kind of scandal—politics in this town is a beast!" Mathilde huffs. "Some kids got in trouble, but the mayor says everything's fine. Alls I know is the real Bloomgivers should be back any minute now. They're a might late, even."

If the PCs press Mathilde about the mayor's whereabouts, she directs them to area A3.

A5. Theatre in the Miniature

Strange voices and exaggerated accents ring from the front of a small performance stage, which is framed with a drawn-back velvet curtain. On the stage, elaborate puppets enact a melodramatic scene of confusion and betrayal. All the while, a rapt audience sits on rows of stools pulled close to the action.

After a few moments, the single puppeteer behind the stage holds up an "Intermission" sign, and the crowd begins to murmur. The puppeteer is an elegant man, and when approached by the PC's, he introduces himself as **Carth Garenth** (NG male human expert 3), one of Highdelve's finest jewelers.

SPLITTING THE PARTY

Because the PCs' interests in Highdelve are not exactly the same, they may wish to split up to pursue their individual goals during the Brightbloom Jubilee. While it's always a good idea for GMs to encourage players to approach an adventure in any way they see fit, it can be challenging for new GMs to handle a party of PCs who are not interacting with NPCs together. If you don't feel comfortable running multiple NPCs simultaneously, tell the players that the Golden Wings' proprietor has strongly suggested that they stick together to ensure that the locals don't try to overcharge or otherwise hector them during the jubilee. In this case, keep in mind that there are no actual narrative or mechanical penalties if the PCs still decide to split up.

"Normally, I'd love to chat," he says. "As you can see, I've got my hands full! My apprentice, Richelle, was supposed to help, but she's been disinvited from the jubilee this year. Unless you can help me put on the show, I'm afraid I can't talk!"

If the PCs agree to help Carth, they must continue the puppet show and entertain the audience. To do this, a PC must succeed at two DC 12 Perform (any) checks (up to two PCs can assist any check).

If both checks are successful, Carth answers the questions below. If they aren't successful, Carth hastily puts up the "Intermission" sign again and then takes over, and the PCs must wait 10 minutes before attempting to help him again.

Do you remember making a custom signet ring for a woman named Rhylene? "Rhylene! Yes! I remember a woman had a special ring made just last year for someone named Rhylene."

Do you still happen to have the designs for a ring you made for a woman named Rhylene? "Why, I do," Carth says. "I never throw away such records! But my apprentice, Richelle, keeps hold of all of that information. Alas, she's not allowed at the jubilee this year. It's a long story, but she'll be around tomorrow. If you come back then, I'll let you see the designs for the ring, OK?"

Unbeknownst to Carth, Richelle is on Dendra's Slope, and her cruel actions contribute to the interruption later during the jubilee (see A Shocking Spectacle on page 8).

Who in town might have a manifest of trade goods that pass through Highdelve? "Ah, if anyone has such a thing, it'd be Yarla, leader of the Peaktop Company," Carth says. "She's the dwarf over by the sack races."

Do you know a woman named Gilda Korgren? "That name doesn't sound familiar, but then again I don't know everyone in these parts. I'd try asking the dwarven merchant Yarla. She has an ear for gossip, especially if it might impact her business dealings. Yarla's running the sack races today."

Did something strange happen with the Bloomgivers' election this year? "It was a little...messy, yes," Carth admits. "My apprentice, Richelle, and her friend got into a spot of trouble trying to rig the election in their favor. It's for the best that the mayor banned them from coming."

A6. Fair Food

Buzzing about the multicolored tents here are townspeople eating fried dough and meat skewered on thin sticks. Rich, delicious smells permeate the air as a tall, broad-shouldered man works the crowd, telling snappy jokes and offering friendly handshakes.



KAMEER AND KARA

These are the jubilee's main food tents, and the man overseeing the area is **Toshi Go** (CG male human adept 3), the proprietor and head chef at the Golden Wings tavern. He has his hands full working the large crowd of customers and can't pause for long to talk with the PCs. However, the next time he carries a batch of fried dough to waiting customers, he flags down a PC and shouts. "Ah, visitors! Can I interest you in some fried dough? Fortifies the bones! Only 1 silver!"

The PCs can each purchase some fried dough at the asking price. Or, each PC can haggle and lower the price to 5 cp with a successful DC 15 Bluff, Diplomacy, or Intimidate check. Toshi was not exaggerating the fried dough's heartiness, and a PC who eats it gains a +2 morale bonus to all Strength- and Charisma-based skill checks for the next hour.

B. A SHOCKING SPECTACLE

Once the PCs have had a chance to explore the jubilee and pursue their goals, read or paraphrase the following aloud.

Murmurs of alarm from the western end of Protectress Square soon become shrieks of shock. Two people stumble into the square—a young dark-haired man and a light-haired woman—half walking and half relying on the shoulders of friends. Winces of pain cross their bloodied faces. Somewhere, someone shouts, "The Bloomgivers have been attacked! Someone get Aurelliax!"

The crowd around the Bloomgivers hushes and parts, and a tall, authoritative woman strides purposefully toward the injured youths. A grim look on her golden-eyed face, she reaches a hand lovingly toward the Bloomgivers. Aurelliax addresses the Bloomgivers in a commanding voice that carries across the square.

"Kameer. Kara. Young ones, what has happened here?"

The Bloomgivers pause to catch their breath before answering. "We're so sorry, Aurelliax," Kara says. "We were picking the

brightblooms when those bullies set upon us. They took us completely by surprise, and they stole the Golden Pendant right from Kameer's neck! We barely got out with our lives!"

Kameer nods. "It was Richelle and Tolwin! They're up on Dendra's Slope, and they've still got your amulet!"

At this news, several individuals, including the proprietors of the jubilee's events—emerge from the crowd. Turning to Aurelliax, a white-haired woman—the town's mayor, from the crowd's whispers—visibly bristles with anger. "I've had enough of those two! Clearly we should have punished them more harshly!" she says. "Aurelliax, would you be so kind as

to retrieve these villains? We'll get your amulet back, and those two will get the justice they deserve in our stocks."

The golden-eyed woman looks at the mayor ruefully. "These bullies are two of your own, yes?"

The mayor gives a regretful nod.

"I'm terribly sorry," Aurelliax continues, "but I'm afraid I can't directly help. You see, I promised your forebears that I would never interfere in the town's interpersonal matters. I cannot turn my wrath against any of your town—not even if they might deserve it."

She turns to the crowd.

"Are there any among you who are willing to be heroes for Highdelve? Could you retrieve these bullies and my amulet? I assure you all that I will award those successful most generously!"

If the PCs do not immediately volunteer for the mission, the personalities they met during the jubilee suggest that they may be the heroes Highdelve needs. Once the PCs have agreed, Aurelliax makes it clear that they must venture up Dendra's Slope, find her golden amulet, and bring the attackers back to the village for trial, if possible.

The PCs may wish to ask a few questions first.

Kameer and Kara

The answers to questions for Kameer and Kara are below.

What happened to you? "We were about to load the cart with brightblooms when something hit me in the back of the head—I think it was a rock," Kara says. "Before we knew it, Tolwin was pummeling Kameer and Richelle had thrown me against a boulder. 'Wait until we crash the jubilee!' Richelle said. Someone needs to find out what they have planned!"

Do you know where Tolwin and Richelle are now? Kameer looks a little lost and shrugs. "Probably still up on the slope, planning whatever horrible thing they're going to do next."

Aurelliax

The answers to likely questions for Aurelliax are below.

Where do we need to go? "You'll want to head up Dendra's Slope directly west of town about 3 miles," Aurelliax says gently. "It sounds like the bullies are still there. The brightbloom patch is just past an old abandoned shack—that's where you'll want to start looking."

What happens after we find your amulet and the bullies? Aurelliax gives a tiny, hopeful smile. "I'll bring back the brightblooms to the square, and Kameer and Kara here can hand them out as planned. We'll commence the Brightbloom Ball and put all of this unpleasantness behind us!"

What's in this for us? The dragon looks at the PCs sternly if they ask this question, but still she answers in a measured tone. "I'll find a proper reward, I assure you. I humbly ask that you please assist us as requested."

PART 2: UP THE MOUNTAIN

The second part of this adventure requires the PCs to travel up Dendra's Slope and confront the bullies Richelle and Tolwin. When they do, they learn that a roving tiefling bandit goaded the bullies into attacking the Bloomgivers. They also learn that Aurelliax's Golden Pendant is in the hands of a monster lairing in a nearby cave and that it will imminently wreak havoc on the Brightbloom Jubilee.

C. Dendra's Slope

This area uses the trail side of *Pathfinder Flip-Mat: Cavernous Lair*, which is printed on this product's inside front cover and includes tags for the GM's convenience.

A rocky incline that leads into the Golushkin Mountains beyond, Dendra's Slope has a crude trail leading to the largest brightbloom patch near Highdelve. The map of Dendra's Slope is large, and the PCs enter the scene at the east end of the map. For the purposes of this adventure, the map's key elements are described below.

C1. The Abandoned Hut

The outside of this dilapidated shack is moldy and has walls full of holes. Its rotted doors hang open on broken hinges.

Although this hut is typically abandoned, in the past few weeks a roving tiefling bandit named Feran the Pale has been using it as a hideout (see area C2). A successful DC 14 Perception check reveals footprints near the hut's main doors.

Treasure: The PCs can find a dirty bedroll in one corner as well as three daggers and 6 days' worth of trail rations. A successful DC 20 Perception check also reveals a small bundle in a hole in the wall near the bedroll. Inside is a journal, a scroll of *scorching ray* (which Meraina can use with a successful DC 22 Spellcraft check), and four *potions of cure light wounds*. Identifying

PRESSED FOR TIME?

If you have fewer than 2 hours to run the remainder of this adventure, it's a good idea to move the combat encounter that normally takes place in area C2 to area C1 so that it's the first thing the PCs encounter when they explore Dendra's Slope. In this case, the PCs should discover Feran's journal on him, and Richelle and Tolwin easily give up the amulet's location in the cave with the ettin.

the potions requires a successful DC 16 Perception check (or a casting of *detect magic* and a successful DC 16 Spellcraft check).

The journal's final entry is below and bears today's date.

Thought I'd rope those stupid kids into my plan to attack the jubilee. Of course, it backfired. They beat up the flower pickers, but then they taunted the beast in the cave. Somehow, it stole that expensive amulet they found on the boy. Now, I must figure out a way to get the amulet back before I unleash the monster on the villagers! Bother!

C2. Brightbloom Patch (CR 2)

This patch of white and gold flowers presents a lovely scene marred by two jarring elements. Beside the flowers is a lopsided wooden cart with one wheel broken and no cargo. Near the cart are deep scuffle marks as well as a few drops of a dark liquid.

A DC 15 Heal check reveals that the dark splotches on the ground are fresh blood. This is the site where Tolwin and Richelle ambushed Kameer and Kara earlier today.

In addition to being beautiful and rare, brightblooms are medicinal. A successful DC 20 Knowledge (nature) check reveals that crushed brightblooms confer a +2 bonus when used as part of any Heal check. (The flowers never provide a higher bonus to Heal checks, even if a large quantity is used.)

Creatures: Hiding behind the rock formations here are Feran the Pale, Richelle, and Tolwin, who is the mastermind of a larger scheme to unleash an ettin from a nearby cave into the unsuspecting Brightbloom Jubilee in Highdelve.

RICHELLE AND TOLWIN

CR 1/2

XP 200 each

Human warriors 2

NE Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20)

Ranged longbow +3 (1d8/x3)

TACTICS

Before Combat Richelle and Tolwin use Stealth to hide behind rock formations. If the PCs don't see them, they attack during the surprise round using longswords if a PC is adjacent.

Morale Richelle and Tolwin surrender when brought below 5 hp.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear *potion of cure light wounds*, mwk arrows (5), tanglefoot bag (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, 48 gp

FERAN THE PALE

CR 1/2

XP 200

Male tiefling rogue 1 (*Pathfinder RPG Bestiary* 264)

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration –1)

1/day—darkness

TACTICS

Before Combat Feran uses Stealth to remain well hidden in area C3, and he receives a +5 circumstance bonus to Stealth checks due to his knowledge of the area. Once Richelle and Tolwin have each been hit, if the PCs haven't already seen him, Feran doubles behind the fight to try to take the PCs by surprise.

During Combat Feran flanks with the bullies as much as possible.

MORALE FERAN HAS PINNED HIS HOPES OF BANDITRY ON HIS PLANS TO

ATTACK THE JUBILEE, SO HE FIGHTS UNTIL HE'S BROUGHT BELOW 0 HIT

POINTS. **STATISTICS**

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ trapfinding +1

Combat Gear *elixir of hiding*, *potion of cure light wounds*; **Other Gear** padded armor, light crossbow with 10 crossbow bolts, short sword, thieves' tools

Development: Once Richelle and Tolwin have surrendered and the PCs have defeated Feran, the bullies begin shouting. The tiefling, they explain, wanted to unleash an ettin on the jubilee to distract the townsfolk so that he could steal from them unhindered. The bullies went along with the plan to get back at the townspeople who banned them from the celebration. When they saw Kameer and Kara heading toward the brightbloom patch, they couldn't resist the jealous urge to beat them up and steal Aurellia's beloved amulet.

If the PCs ask about the amulet, a bit of forceful prodding (requiring a successful DC 12 Intimidate check) prompts the bullies to admit that they lost it. They were taunting the ettin where it's restrained in a nearby cave (area D), and the creature stole the amulet. The bullies admit that the ettin is likely to break its restraints soon and rampage into Highdelve.

If the PCs ask Richelle and Tolwin about any of the goals they pursued during the Brightbloom Jubilee, they insist that they have the information the PCs need. They beg the PCs to let them return to Highdelve and hand it over (especially if they're afraid that the PCs might harm them further).

The PCs can do with Feran as they wish, but if he's alive, they may want to restrain him so Aurellia can return him to Highdelve to stand trial with the bullies. If the PCs accept Richelle and Tolwin's surrender, they allow the PCs to restrain them as well, and they'll follow them into the ettin's lair (area D) or wait outside the cave as the PCs see fit. (The bullies won't help in the fight against the ettin, however, and are in fact quite afraid of it).

C3. Makeshift Campsite

A rusty metal pot sits over an extinguished campfire in this hastily prepared resting stop. Three logs are pulled near the fire, and in between are several marks scrawled in the dirt.

This is the campsite where Richelle and Tolwin spent the previous night sulking and formulating a plan to get back at the Highdelvers. This is also where they met Feran the Pale, who was staying in area C1.

Development: The marks scrawled in the dirt are crude drawings of a two-headed stick figure that's shown emerging from a cave and running toward some houses. The rock formations surrounding the cave are identical to the rock at the west end of the map (area C4). If the PCs have trouble figuring out the drawing's meaning, they can attempt a DC 10 Intelligence check to determine that it belies some sort of plan involving a monster in the cave to the west and Highdelve.

C4. Cave Entrance

This rock face towers nearly 30 feet and is punctuated in the middle with the dark opening of a cave mouth.

This is the entrance to area D.

PART 3: THE GLOOM BEYOND

The adventure's finale requires the PCs to venture into an ettin's cave lair, defeat it, and retrieve Aurellia's amulet. Once they do, the PCs leave the cave to find themselves face to face with the gold dragon in her magnificent true form.

D. CAVERNOUS LAIR

This area uses part of the cave side of *Pathfinder Flip-Mat: Cavernous Lair*, which is printed on this product's inside back cover and includes tags for the GM's convenience.

Because it's a bright day outside, area D1 has dim light filtering into it. Still, characters without darkvision will likely want to carry a torch to keep enemies from having concealment (20% miss chance) against their attacks.

D1. Cave Entrance

The dank scent of moss hangs heavy in the air as the gloom in the cave thickens.

The corridors leading into the cave have slopes as shown on the Flip-Mat. These squares are difficult terrain.

D2. Rocky Corridors

These cramped corridors smell like fungus and rot.

These are the corridors outside of the ettin's lair (area D3). Ridges on the map represent sloping passages downward. Squares that are sloped are difficult terrain.

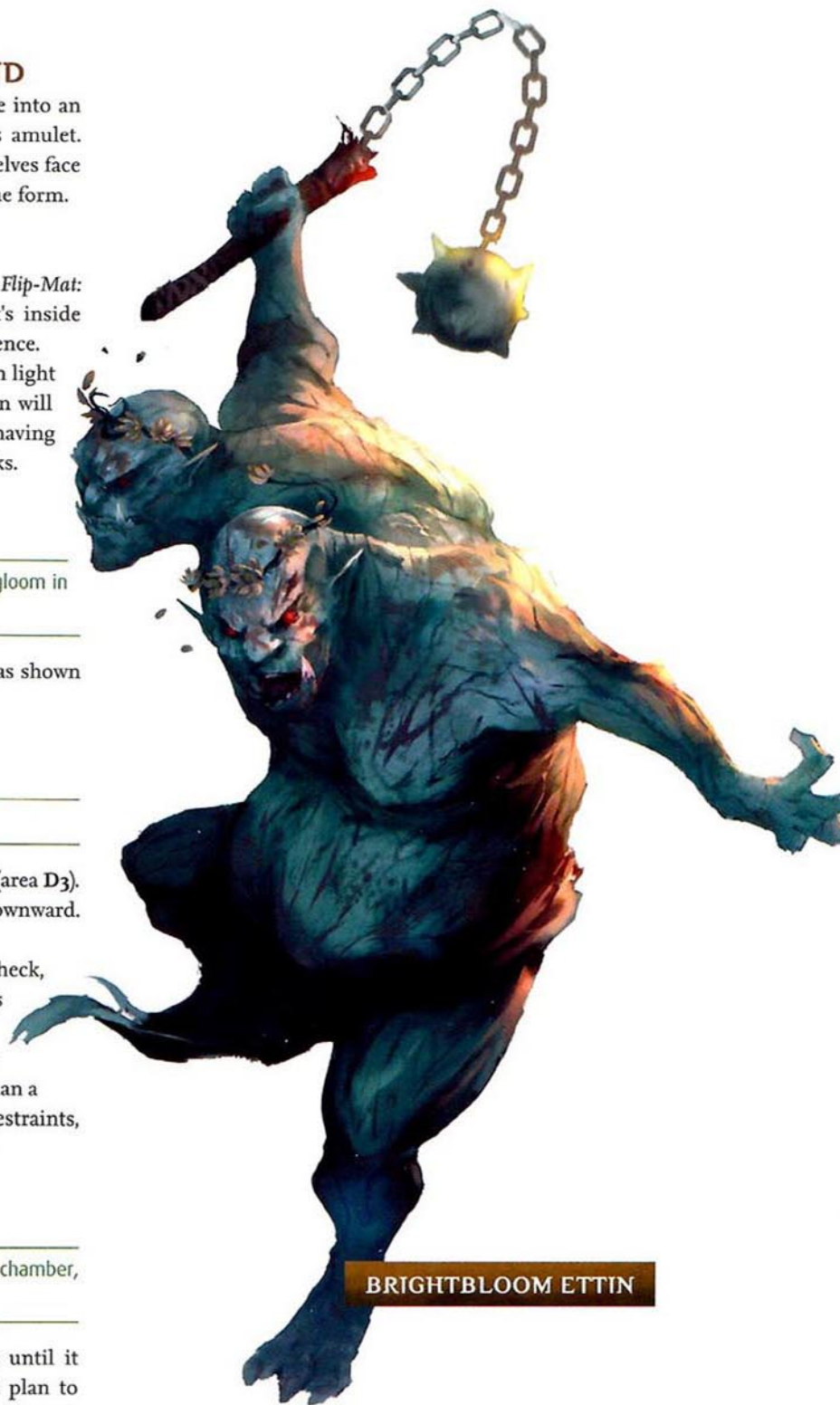
If the PCs succeed at a DC 15 Perception check, they can hear a violent thudding sound as well as muffled roaring coming from deeper within the cave. These are the sounds of the ettin struggling against its restraints. If the PCs take more than a minute to explore this area, the ettin breaks the restraints, barrels into this area, and attacks the PCs (see D3).

D3. Ettin's Lair (CR 3)

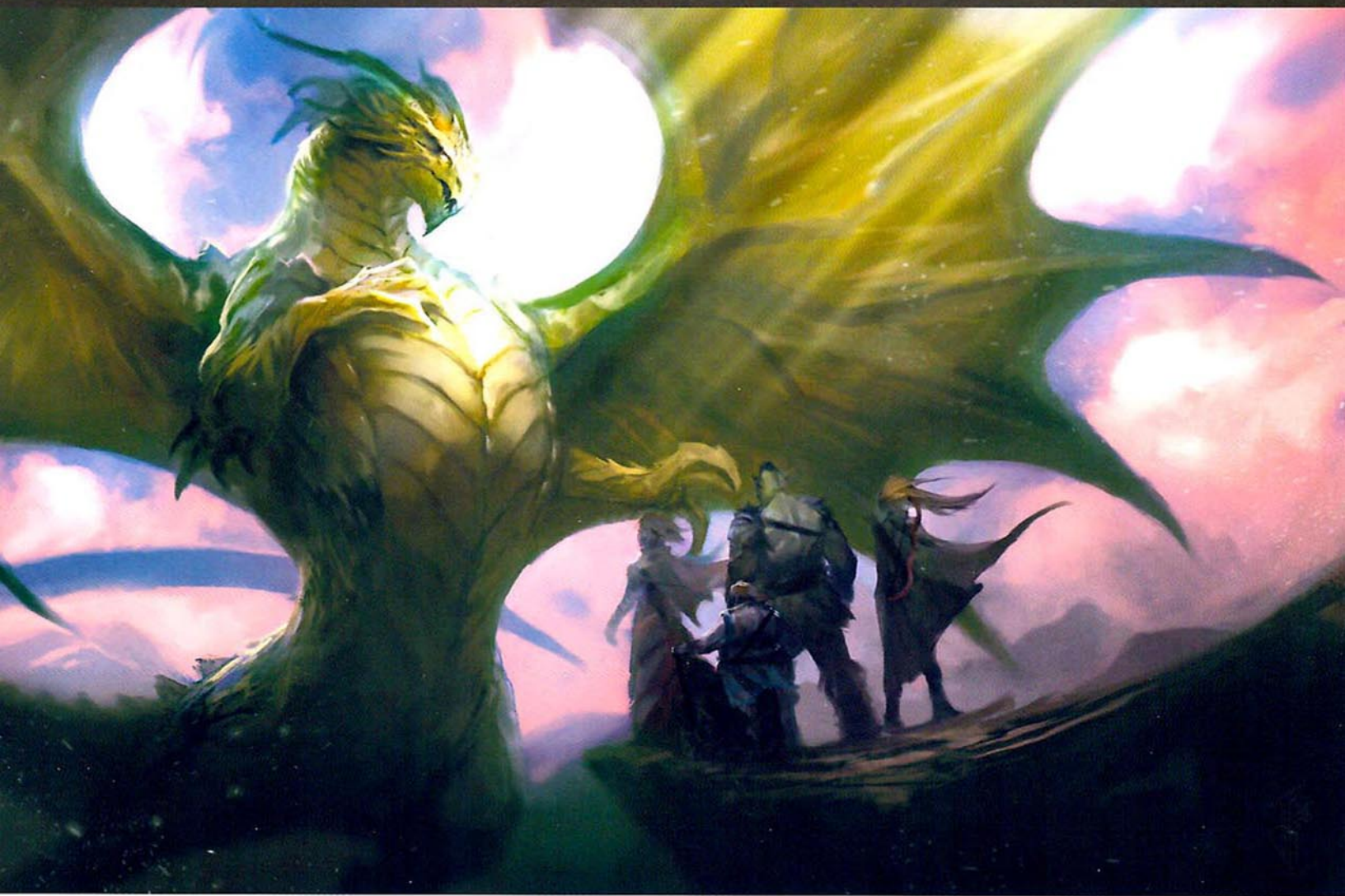
Haphazard piles of rags and bones dot this gaping cave chamber, and a greasy tent is propped against one wall.

This is the ettin's lair, where it was holed up until it unluckily was found by Feran, who formulated a plan to use it to attack Highdelve. The clever tiefling managed

to restrain the ettin, and he filled its dull head with hate against the townspeople. Feran intended to release the enraged ettin against the town during the festival, but the PCs have disrupted those plans.



BRIGHTBLOOM ETTIN



Creature: As soon as the PCs enter this area, the ettin breaks its restraints and immediately attacks in a mighty rage. When it does, the PCs easily notice the telltale gleam of a golden amulet tangled in its lame hand.

BRIGHTBLOOM ETTIN

CR 3

XP 800

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 13, **touch** 8, **flat-footed** 13 (+2 armor, -1 Dex, +3 natural, -1 size)

hp 39 (6d8+12)

Fort +6, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee flail +5 (1d10+2)

Ranged javelin +2 (1d8+2)

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

TACTICS

Morale The ettin is enraged and fights to the death.

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 5, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +7; **CMD** 16

Feats Improved Initiative, Iron Will, Toughness

Skills Intimidate +5, **Perception** +10; **Racial Modifiers** +4 **Perception**

Languages pidgin of Giant, Goblin, and Orc

Gear leather armor, flail, javelin

Development: Once the PCs have defeated the ettin, they can untangle the Golden Pendant from its fingers. When they emerge from the cave, Aurelliax is there to greet them.

BRIALLA

Most assume Brialla is shy, but she simply feels more at home in the wilderness, where she often studies archery and herbalism.

BRIALLA

Female human ranger 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+2/19-20)

Ranged longbow +3 (1d8/x3)

Special Attacks favored enemy (giants +2)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +2, Diplomacy +1, Heal +6, Knowledge (local) +1, Perception +6, Sense Motive +3, Survival +6

Languages Common

SQ track +1, wild empathy +1

Gear studded leather, longbow with 20 arrows, longsword, backpack, grappling hook, hemp rope (50 ft.), manacles, spade, torches (10), waterskin, 12 gp, 9 sp

SPECIAL ABILITIES

Favored Enemy Against giants, Brialla gets a +2 bonus on weapon attack and damage rolls. She also gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against giants. She can make Knowledge skill checks untrained to identify giants.

Point-Blank Shot Brialla gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Track Brialla adds +1 to Survival skill checks to follow tracks.

Wild Empathy Brialla can improve animals' attitudes using wild empathy (like how Diplomacy works with people).

Along with her gregarious cousin, Meraina, Brialla grew up in Port Ice in northern Brevoy. Brialla's mother and aunt eked out livings as cleaners and bookkeepers for some of Port Ice's less scrupulous merchants, who often engaged in lake piracy. The family's bonds are tight—especially since the adventurers' mothers are twins and their grandmother Rhylene is the clan matriarch.

Just a couple of years ago, Brialla's family pooled their funds to commission a special signet ring for Rhylene as

a birthday gift. Brialla's mother, Sivel, accompanied her employer to Highdelve, where the finest jewelers in the region live. There, a friendly jeweler created a ring of the family's design. Rhylene was delighted, but unfortunately, the ring recently fell into the Lake of Mists and Veils while the grandmother was visiting the docks.

Along with Meraina, Brialla journeys to Highdelve to track down the jeweler who made her grandmother's signet ring. She hopes the jeweler has a copy of the ring's designs, since the family didn't keep their own copy. Trouble is, Sivel does not remember the particular jeweler she used, and she herself can't go. The cousins must track down the ring designs in Highdelve.



KILIUK

Kiliuk has a fiery temper, but he's also a steadfast friend with much to offer, including a lovely baritone singing voice.

KILIUK

Male half-orc barbarian 1

CG Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4



DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +0

Defensive Abilities orc ferocity

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee heavy mace +3 (1d8+2)

Ranged heavy crossbow +2 (1d10/19–20)

Special Attacks rage (8 rounds/day)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Power Attack

Skills Intimidate +7, Knowledge (local) +1, Perception +4, Perform (sing) +2; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood

Gear scale mail, buckler, heavy crossbow with 20 bolts, heavy mace, backpack, hemp rope (50 ft.), manacles, 13 gp

SPECIAL ABILITIES

Orc Ferocity Once per day, if Kiliuk is brought below 0 hp but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, he immediately falls unconscious and begins dying unless brought to above 0 hp.

Rage Kiliuk can rage as a free action. When raging, his stats are as follows: **AC** 15; **hp** 19; **Fort** +8, **Will** +2; **Melee** heavy mace +5 (1d8+4/19–20); **Str** 18, **Con** 22; **CMB** +5, **CMD** 16. He can rage for 7 rounds per day and can end a rage as a free action. When the rage ends, he loses the 2 hit points he gained, and if this brings him below 0 hit points, he falls unconscious and begins dying. Ending his rage makes him fatigued (imparting a –2 penalty to his Strength and Dexterity) for 2 rounds for every round he spent raging, and he can't rage while fatigued or exhausted. While raging, Kiliuk can't use Cha-, Dex-, or Int-based skills (except Acrobatics, Fly, Intimidate, and Ride).

Power Attack Before attacking, Kiliuk can take a –1 penalty on all melee attack rolls and combat maneuver checks until his next turn and gain a +2 bonus on melee damage.

Kiliuk's upbringing was unconventional even in the crusader-heavy metropolis of Egede in Mendev. Kiliuk's father, the orc Grosht, crusaded against the Worldwound's demons; he was never fully accepted, but he wielded a sword mightily. He fell in love with Gilda Korgren, daughter of a human commander, and the two married. Kiliuk was born soon thereafter. Less than a year ago, Gilda learned that her grandmother in Brevoys was ill. Not wishing to put her family in danger, Gilda slipped away from Egede to be at her side. Not even Grosht knows his wife's exact destination, but Kiliuk is determined to go to Brevoys, find his mother, and meet his human relatives. His search began in Port Ice and continues in Highdelve.

MERAINA

The cheerful and outgoing Meraina is known for her bubbly laugh, witty humor, and knack for capricious magic.

MERAINA

Female human sorcerer 1

CG Medium humanoid (human)

Init +2; Senses Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, Ref +2, Will +2

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged light crossbow +2 (1d8/19–20)

Bloodline Spell-Like Abilities (CL 1st; concentration +5)

7/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*hypnotism* (DC 17), *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

Bloodline Fey

STATISTICS

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

Base Atk +0; CMB +0; CMD 13

Feats Combat Casting, Dodge, Eschew Materials

Skills Knowledge (local) +2, Knowledge (nature) +5, Perform (comedy) +5, Spellcraft +5

Languages Common, Dwarven

SQ bloodline arcana (+2 DC for compulsion spells)

Combat Gear *potion of cure light wounds*, *scrolls of burning hands* (2); **Other Gear** dagger, light crossbow with 10 bolts, backpack, hemp rope (50 ft.), waterskin, 8 gp

SPECIAL ABILITIES

Laughing Touch (Sp) Meraina can cause a creature to burst out laughing for 1 round if she makes a successful melee touch attack. A laughing creature can take only 1 move action but can defend itself normally. Once a creature has been affected, it is immune to this ability for 24 hours.

Potion of Cure Light Wounds This heals 1d8+1 hit points.

Scrolls Activating either of her *scrolls of burning hands* is a standard action that provokes attacks of opportunity.

Burning Hands: 15-foot cone dealing 1d4 points of fire damage to all within range (Reflex DC 11 half).

Spells Meraina can cast the following spells.

Acid Splash: Ranged touch attack (+2 to hit, range 25 feet) that deals 1d3 points of acid damage.

Detect Magic: Detects all spells and magic items within a 60-foot cone.

Hypnotism: Creatures within 30 feet of Meraina (and no more than 30 feet apart) with no more than 2d4 total Hit Dice react as

if two steps friendlier regarding one request (Will DC 17 negates).

Mage Hand: Move a small nonmagical object within 30 feet.

Magic Missile: Dart of force automatically hits target within 110 feet, dealing 1d4+1 points of force damage.

Light: Touched object shines like a torch for 10 minutes.

Meraina and her cousin Brialla grew up in Port Ice in northern Brevo. With Brialla, Meraina has traveled to Highdelve to track down the designs of a special family signet ring her aunt Sivelle had made for her grandmother Rhylene. Sivelle knows she commissioned a Highdelve jeweler to make the precious piece, but she doesn't remember the jeweler's name. Meraina is eager to retrieve a copy of the designs and have a new ring made for her grandmother.



TORGEN

Torgen has little tolerance for tomfoolery, but the young dwarf is kinder than he likes to admit, and he admires bravery in others.

TORGEN

Dwarf fighter 1

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +2 (+4 to notice unusual stonework)

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 13 (1d10+3)

Fort +4, **Ref** +2, **Will** +1; +2 vs. poison, spells, spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee warhammer +0 (1d8+3/×3), battleaxe +0 (1d8+3/×3) or warhammer +4 (1d8+3/×3) or battleaxe +4 (1d8+3/×3)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks hatred

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Dodge, Two-Weapon Fighting

Skills Acrobatics –2, Appraise +0 (+2 to assess nonmagical metals or gemstones), Knowledge (local) +1, Perception +2 (+4 to notice unusual stonework); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Gear scale mail, light crossbow with 10 bolts, warhammer, battleaxe, backpack, flint and steel, hemp rope (50 ft.), manacles, piton (4), 32 gp, 6 sp

SPECIAL ABILITIES

Defensive Training Because he's a dwarf, Torgen receives a +4 dodge bonus to AC against creatures with the giant subtype.

Hatred Torgen receives a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes.

Two-Weapon Fighting Torgen fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses. The second and third melee attack lines reflect when Torgen attacks with just one weapon.

Torgen's dwarven family traces its roots to the Golushkin Mountains. However, long before he was born, Torgen's artisan parents took part of his clan to Port Ice, a city in northern Brevo. Here, Torgen grew up alongside six brothers and sisters. Life in the household was hectic as the dwarves forged a new name for themselves with their lovely handmade weapons.

Unlike his siblings, however, Torgen never felt much at home behind an anvil. Rather, Torgen loved the arts of battle, and he practiced with the arms his family forged whenever he could. Instead of chastising Torgen, his parents secured a job for him with the Skyforgers, a collective of dwarves and humans who specialize in trading arms throughout Brevo.

For the Skyforgers, Torgen has proven skilled in tracking down errant shipments. Now, he's on the trail of a crate of expensive ceremonial axes that never made it to its destination in Silverhall. He's confirmed that the crate made it out of Port Ice, and now Torgen is in Highdelve, the crate's next stop. The dwarf must confirm that the cargo made it through before he can track it any farther south.





Kiliuk
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Meraina
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D. CAVERNOUS LAIR

1 SQUARE = 5 FEET



PATHFINDER MODULE: HEROES FOR HIGHDELVE

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Heroes for Highdelve may be played in all Pathfinder Society Roleplaying Guild events for credit. This additional option provides game stores, conventions, and home groups additional resources when organizing games, especially for groups that find the two scenarios released each month to be insufficient. Additionally, modules are a fun and exciting way for players to try out new and different character concepts and builds in addition to those of their primary Pathfinder Society PCs. Because the nature of modules differs from that of scenarios, this document outlines the specific rules changes needed for playing Pathfinder Modules for Pathfinder Society credit and provides a Chronicle sheet to award players upon the completion of *Heroes for Highdelve*.

HOW TO PLAY

Because Pathfinder Modules are produced for a wider audience than just Pathfinder Society Roleplaying Guild, several special rules are required for playing them as sanctioned events. These guidelines should be considered supplementary to the rules presented in the *Pathfinder Society Roleplaying Guild Guide*. In instances where rules presented in this document conflict with the *Pathfinder Society Roleplaying Guild Guide*, the specifics here supersede the rules in the Guide, but only when playing this Pathfinder Module.

Pathfinder Modules are not tiered for play by PCs over a wide range of levels. Thematically, the adventures do not assume that the PCs are members of the Pathfinder Society as scenarios do.

Legal Pathfinder Society Characters

Players who wish to receive Pathfinder Society credit for playing through *Heroes for Highdelve* may use either one of their own 1st- or 2nd-level characters, or they may use one of the pregenerated PCs provided in the adventure, beginning on page 13.

Getting Credit

All players who play the entire module receive the attached Chronicle sheet, which may be applied to any 1st- or 2nd-level PC as if that character had played the

module. A GM who runs a module may likewise apply credit to any one of her Pathfinder Society PCs of those levels. The decision of which character receives credit must be made when the Chronicle sheet is received and signed by the GM.

Heroes for Highdelve is shorter than most Pathfinder Modules, and playing the adventure from beginning to end earns a player 1 XP and 1 Prestige Point (or 2 Prestige Points if that player used one of the four provided pregenerated characters). The GM earns 1 XP and 2 Prestige Points for running the entire module.





Pathfinder Module: Heroes for Highdelve

Character Chronicle #

Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Blessing of Aurelliax:** By helping the people of Highdelve, you have also earned the favor of its protector, Aurelliax. As a sign of her appreciation, she has provided you a small golden dragon statuette. You can check the box that precedes this boon to tap into the statuette's faint magic and gain one of the benefits below; afterward cross out all of the benefits below, (except Dragon's Friend, if you selected that benefit).

Dragon's Prosperity: Before attempting a Day Job check to earn additional gold at the end of one adventure, you can use this benefit to triple the amount of gold the check grants you (maximum 300 gp).

Dragon's Luck: Before you roll any one d20 roll, you can use this benefit to roll twice and take the higher result. For 1 minute afterward, you gain a +1 luck bonus on all attack rolls, skill checks, ability checks, and saving throws.

Dragon's Scales: You gain fire resistance 5 for 24 hours.

Dragon's Friend: The statuette permanently transforms into a fairly harmless animal with supernaturally golden features, such as gold-hued fur, feathers, or scales. Once per day, the animal can either deal an additional 1d6 fire damage with one natural attack or can gain fire resistance 10 against one attack. You can select any Diminutive, Tiny, or Small animal suitable for a familiar. You can choose to adopt this creature as your familiar, spirit animal, or similar companion, replacing your current companion at no cost. Otherwise, you can keep the creature as a loyal pet.

Highdelve's Hero: You were instrumental in saving Highdelve from imminent attack and preserving its Brightbloom tradition. If you played one of the provided pregenerated characters, you earn the benefit below associated with that character. Otherwise, choose one of the benefits below. Cross out the other benefits.

☐ *Brialla or Meraina:* Thanks to the generosity and understanding of a Highdelve jeweler, you have acquired a replacement signet ring for your family. You gain a signet ring of your own, and when purchasing a magic ring, you can check the box that precedes this boon to enchant this signet ring, reducing the magic ring's cost by 150 gp.

☐ *Kiliuk:* The people of Highdelve have helped you track down your family, and their stories help inspire you in your upcoming adventures. You can check the box that precedes this boon to gain one of the following feats for the duration of one adventure: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, or Toughness.

☐ *Torgen:* You have tracked down an errant shipment of expensive goods, which has earned you the favor of Brevoy's finest merchants. When purchasing a weapon or armor of masterwork quality (or made of a material that is automatically masterwork, such as mithral), you can check the box that precedes this boon to reduce that item's cost by 150 gp.

All Subtiers

scroll of scorching ray (150 gp)
elixir of hiding (250 gp)

SUBTIER ☐ Slow ☐ Normal

1-2

240

480

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

Starting XP

GM's Initials

XP Gained (GM ONLY)

Final XP Total

EXPERIENCE

Initial Prestige

Initial Fame

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

FAME

Current Prestige

Final Fame

Starting GP

GM's Initials

GP Gained (GM ONLY)

Day Job (GM ONLY)

GOLD

Gold Spent

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

WILL YOU STEP UP?

Pathfinder Module
HEROES FOR HIGHDELVE

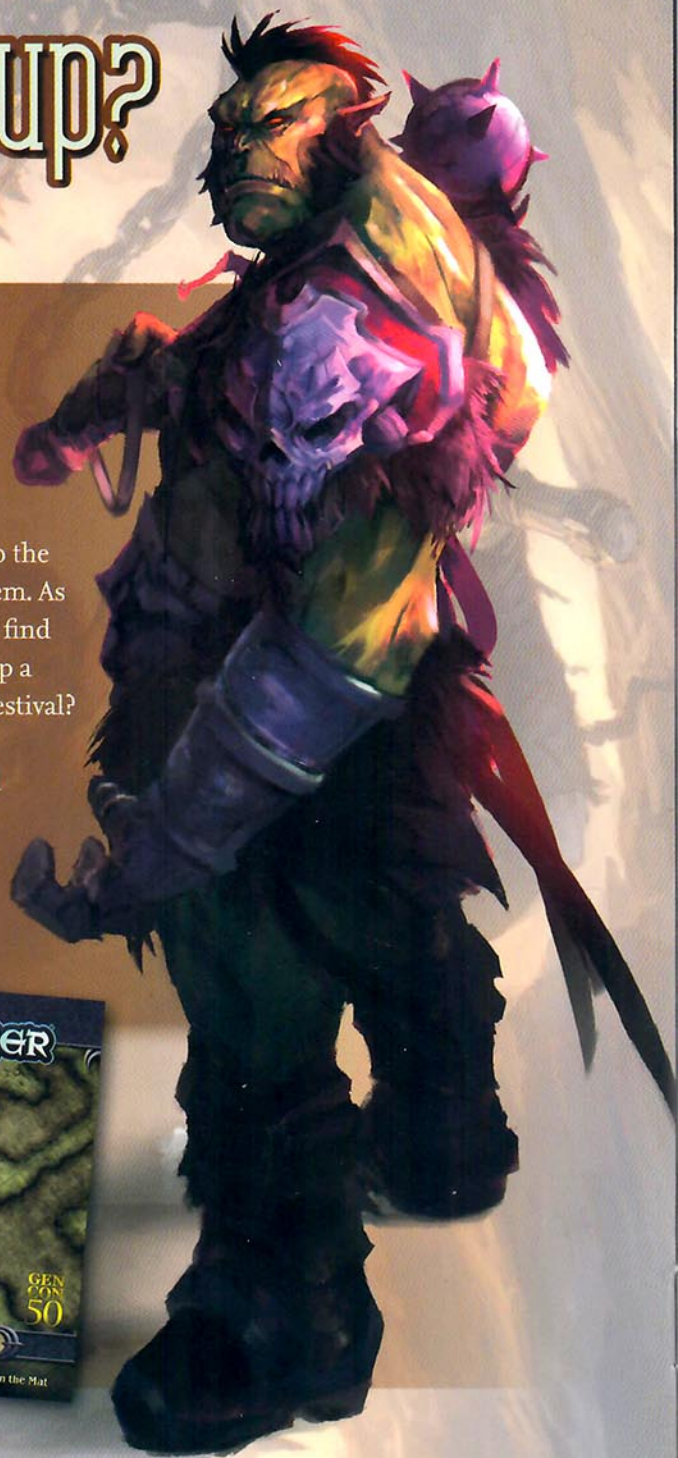
Highdelve is in danger, and only true heroes can save the day!

Young human cousins Brialla and Meraina, as well as Kiliuk the tempestuous half-orc and Torgen the stoic dwarf, find themselves engrossed in Highdelve's joyous summer festival, the Brightbloom Jubilee. But all is shattered when the youths being honored return to town battered and bloodied. What's more, bullies robbed them of an amulet that's precious to the townspeople as well as to the regal gold dragon who protects them. As the visitors venture up a mountain to confront the culprits, they find that the situation is stickier than it appeared. Can the heroes stop a tiefling mastermind and his plan to unleash an ettin upon the festival? Or will mayhem win the day?

Heroes for Highdelve is an adventure for the four pregenerated 1st-level heroes in this volume, written for the award-winning Pathfinder RPG. The adventure takes place in Highdelve and surrounding areas of Brevoy in the official Pathfinder campaign setting, and is the perfect introduction to the game and its world!

UPGRADE YOUR GAME!

Specially designed to accompany *Pathfinder Module: Heroes for Highdelve*, *Pathfinder Flip-Mat: Cavernous Lair* contains two of the main encounter maps from the adventure. Find it at your local game store or on paizo.com.



paizo.com/pathfinder



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