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ADVENTURE PATH[™]



IRONFANG  INVASION

ASSAULT ON LONGSHADOW

by Benjamin Bruck and
Thurston Hillman

SOUTHERN NIRMATHAS AND IRONFANG TERRITORIES



PATHFINDER ADVENTURE PATH

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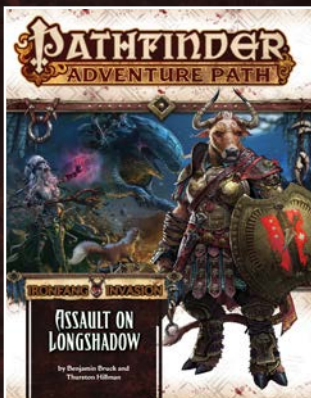
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ON THE COVER



Even during war, threats still come from nature, as our icons learn battling bulettes amid a deadly siege in this month's cover art by Remko Troost.



IRONFANG INVASION

ADVENTURE PATH 3 OF 6

ASSAULT ON LONGSHADOW

Foreword

by Crystal Frasier

2

Assault on Longshadow

by Benjamin Bruck and Thurston Hillman

4

NPC Gallery

by Benjamin Bruck

58

Longshadow

by Thurston Hillman

62

Hadregash, Greatest Supreme Chieftain Boss

by Jason Keeley

72

Bestiary

by Benjamin Bruck, Liz Courts, and Paris Crenshaw

78

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

Advanced Class Guide
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APG
B3
B5

Monster Codex
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ONE FOOT IN FRONT OF THE OTHER

At its core, the Ironfang Invasion Adventure Path is about surviving a threat you didn't even realize was imminent until it was on your doorstep, taking everything you hold dear. It's about learning to be savvy enough and strong enough to survive under the bootheels of an overwhelming and hostile force. It's not simply a battle against monsters; it's a fight for survival. The Ironfang Legion starts out on far better footing than the PCs, and than Nirmathas as a whole—the hobgoblins are well armed, well trained, and extremely mobile, and their stronghold is hidden from sight. "Trail of the Hunted" delved into fear and desperation in the face of overwhelming odds. "Fangs of War" embodied finding home and community. "Assault on Longshadow" is the turning point—the satisfying moment when the adventurers stop reacting and begin acting. They finally have a chance to prepare, to marshal their forces, and to resist. It's been a difficult journey thus far, with setbacks and victories, but Longshadow is (as written, at least) the first place the PCs draw their line in the sand and shout, "No further!"

Resistance is difficult, even when it's a game. Losing ground and constantly watching for threats leaves us exhausted and vulnerable. While it often seems like bold speeches and dramatic confrontations, the vast bulk of resistance is simply waiting—persisting and existing when the world wants nothing more than for you to vanish forever. Endurance is the difficult, tedious part of resistance they rarely show in movies or games—the long, quiet hours alone with your thoughts, wondering if the world will always be this way. It's hard to capture those lingering, thoughtful moments in a game of paper and dice and imaginary dragons. So much of resistance is learning to just keep putting one foot in front of the other when every bone in your body wants to rest. That's easy for characters; their feet are numbers and ink. It's considerably harder for their players.

Many of us are staring at a challenge like that as I write this, 6 months before you read it, and whatever dangers it may present remain unknown. They may be—hopefully are—just imaginary dragons.

We have all struggled. We have all faced hopeless challenges and lost. That is the reality of life. Sometimes those challenges are things we bounce back from quickly, while other times they seem to haunt us year after year after year. And few of us want to face those same scenarios in a game as well. It's easy enough to give up—to stand up and walk away from the table after enough defeats, too many hopeless fights, or too much lost ground. Some days it feels like the only winning option is to stop. It's so taxing to wait for the turning point to come—or even know if it will ever come—but if you leave, you'll never, ever reach it.

Some people say we play games to escape, and no one wants to feel powerless or abused in their escapism. I think we play games for other reasons, though. I think we play games so that we can seize the opportunities we can't in our daily lives—options we're denied because they're unrealistic or too far removed from the daily paths we tread, or because we're afraid. I think we play games to see people like ourselves be powerful heroes or terrible villains—either way, we need see that people like ourselves exist and matter. For some of us, all that's needed is a fun power fantasy that lets us escape our mundane day-to-day grind. But for just as many, that means a world where we feel recognized, feel important, feel validated, and most importantly, where we don't feel isolated. In the real world, I am a small, scared woman—easily cowed and easily broken—but in the game I'm strong enough to stand after a beating; I'm brave enough to draw that line in the sand and shout, "No further!"

We don't play games to escape. We play games to try to make ourselves better people. We need to touch the person inside of us who is strong enough to endure and kind enough to do what is right, especially as the real world looms and closes in.

I won't delude myself into thinking that a roleplaying game will raise a generation of children to be crusaders for the downtrodden, but I do hope it's enough to give a few people the strength to keep putting one foot in front of the other.

THE GAME MUST GO ON

Attending college in the winter home of a traveling circus (it's a long story), I learned that the phrase "The show must go on" dates back to nineteenth-century circuses. It was seen as disrespectful to both your audience and your performers to end a show early because of unexpected calamity. People need a sense of stability and levity to recharge, and among the violence and warfare and philosophical clashes that marked so much of the nineteenth century, the common people needed something, anything, to feel stable and sacrosanct. The entertainment industry here in America thrived during national crises like World War II and the Great Recession for exactly this reason.

MEANWHILE, ON THE FRONT...

As "Assault on Longshadow" begins, the Ironfang Legion has claimed nearly all of the Nesmian Plains and the Hollow Hills, spreading north of the Marideth River and aggressively patrolling much of its length. Giving Kraggodan a wide berth—largely to appease the Molthuni army laying siege to the dwarven city—it otherwise holds unchecked dominion over western Nirmathas as far east as the Inkwater River. Thanks to the power of the *Onyx Key*, predicting the Legion's plans is all but impossible. Units can muster several days' march from their ultimate targets and descend suddenly in the dead of night. Strategists in both Molthune and Nirmathas expect the Legion to seize Tamran imminently, and the forest marshal has already begun concentrating what forces he can around the tiny city to deflect the expected invasion. Few suspect that General Azaersi intends to circumvent Nirmathas's capital entirely—having no immediate need for the trade access provided by Lake Encarthan.

As is Nirmathas's way, many citizens have retreated and gone into hiding, falling back on the reliable hit-and-run tactics and ambushes that have served them faithfully against Molthune. The more isolated settlements don't even realize that the Ironfang Legion isn't operating under Molthune's orders. Those who escape find little succor, thanks to the Legion's expansive reach and its monstrous troops, which are more accustomed to hunting prey in the wilds than the average Molthuni foot soldier. But the speed of Ironfang troop deployments and their ease at quickly overwhelming settlements in the dead of night affords defenders fewer opportunities to run or hide. Many longtime residents of the area find themselves working the same fields they've worked all their lives, but now they labor in chains.

Whatever reason you play tabletop games—whether for fun or escape or empowerment or to explore identity—you create community and stability for those around you. A hobby can seem so inconsequential, even petty, in the face of difficult times, but that sense of shared identity is an important piece of what makes us human and gives us the strength to endure. Share what humanity you have to give, and help lift each other up.



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ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY



ASSAULT on LONGSHADOW

PART 1: SAFEHAVEN

PAGE 5

The heroes must protect the refugees of the Ironfang attacks from the Fangwood's threats while trying to learn of their enemy's activities.

PART 2: SCOUTING THE HOLLOW HILLS

PAGE 8

The heroes venture into the Hollow Hills to learn about the Ironfang Legion's plans, scouting the area and striking several hobgoblin encampments.

PART 3: JEWEL ON THE MARIDETH

PAGE 20

The heroes must convince the mayor of the strategically located town of Longshadow to bolster the sleepy burg's defenses against imminent attack.

PART 4: UNDERMINING THE LEGION

PAGE 33

As the Legion moves its forces into place for the approaching assault, the heroes try to sabotage and divide the scattered enemy forces.

PART 5: THE BATTLE OF LONGSHADOW

PAGE 44

The Ironfang Legion lays siege to Longshadow and the heroes make a desperate bid to protect the town from the warlord Kosseluk.

ADVANCEMENT TRACK

"Assault on Longshadow" is designed for four player characters and uses the medium XP track.

8

The PCs begin this adventure at 8th level.

9

The PCs should reach 9th level after they finish scouting the Hollow Hills.

10

The PCs should be 10th level before the battle begins.

The PCs end the adventure at 11th level.

ADVENTURE BACKGROUND

With Phaendar conquered and the threat of the Chernasardo Rangers mitigated, General Azaersi has begun her full-scale invasion. She's lost control of the Chernasardo, but she furthers her goal of establishing a homeland by focusing on the caverns, canyons, and mountains of the west—and the vast mineral wealth they possess. As the PCs busied themselves freeing the Chernasardo fortresses, Azaersi's forces rolled over mining towns and farms across the Nesmian Plains and into the Hollow Hills. Only Azaersi's arcane advisor, the dark naga Zanathura, has any concerns about the fool Ibzairiak's failure and the ragtag band of survivors from Phaendar.

Command of the Legion's northern forces falls upon Kosseluk, a patient and cunning minotaur and once leader of her own mercenary legion: the War Maze. Under orders to seize not merely land, but also the infrastructure to support the Ironfang Legion outside its extradimensional stronghold, Kosseluk has set her eyes upon Longshadow. Using the Stone Road to strike from the safety of the nearly impenetrable Valley of Aloï, Kosseluk's forces have suffered minimal losses. However, an assault on a walled city requires supplies and weapons too massive to fit through the Stone Road's tight confines, and so the minotaur readies for a more traditional invasion with siege engines and beasts of war.

Azaersi is far from careless, and despite her faith in Kosseluk's skill, she has dispatched her own agents—doppelgangers and merciless bugbear assassins—to weaken Longshadow from within prior to invasion. Thanks to her efforts, the people of Longshadow remain staggeringly oblivious to the encroaching threat, even as the miners who supply their forges and the farmers who fill their bellies fall one by one to the hobgoblin hordes. The town is a ripe peach needing only to be plucked.

Zanathura likewise commits herself to the conquest of Longshadow, volunteering a precious resource: several dozen of her morlock worshipers. Intimately familiar with the Hollow Hills, the morlocks unerringly guide Kosseluk's forces to valuable mineral deposits and hidden safe havens to which refugees flee.

Longshadow provides a stronghold and industry that will solidify the Ironfang Legion's current holdings in ways its quickly erected fortresses cannot, and without aid, the town can offer little resistance against Kosseluk's campaign to tear down the city's walls and bind its people in chains.

PART 1: SAFE HAVEN

"Assault on Longshadow" begins with the player characters establishing a permanent home in the Fangwood, taming what dangers still remain and gathering any refugees who are still in the forest. The adventure could begin with the PCs transporting their band of Phaendar survivors from their refuge in the

troglydte lair to more secure accommodations in one of the forts captured in the previous adventure, or encountering any of the refugees who survived the attack on Phaendar or now flee the Legion's conquest of the Nesmian Plains and Hollow Hills.

The PCs can run across any of the following encounters while patrolling the woods or while transporting their own band of survivors from the troglodyte caves to a permanent home. Chernasardo Ranger scouts can instead report these happenings if the PCs have already settled into their new fortress home; the Rangers are dealing with small-scale threats on their own, but currently lack the power or experience to deal with especially dangerous predators or large groups.

A. IRONFANG DESERTERS (CR 8)

While small pockets of Ironfang soldiers remain in the woods, most are relatively unskilled at woodcraft and the Chernasardo Rangers easily pick them off. But after two patrols go missing in the woods, the Rangers ask the PCs to investigate the area called Blooder's Bend, a wide, dry creek bed where the scouts maintain a small redoubt. Almost entirely obscured from daylight by the forest's thick canopy, the area exists in perpetual gloom.

Alternatively, the deserters can ambush PCs preoccupied with other business.

Creatures: A band of weathered Ironfang scouts were on patrol when the PCs sacked Fort Trevalay, and went into hiding to await reinforcements from the Legion. They have since realized that the Legion has abandoned them, and that the entire Chernasardo operation existed to distract the Chernasardo Rangers and similar groups from the Legion's real objectives to the west. They now operate as bandits, with a vague plan to gather enough supplies to flee back to the forests of Molthune.

The bandits are ruthless, but far from quiet. They bicker and complain constantly as they waylay travelers, barely tolerating each other's company but bonded in their bitterness at the Legion and Azaersi's decision to dump "the undesirables" on the Fangwood invasion plan as a distraction. They know nothing of the Ironfang Legion's current plans, but the deserters can easily reveal any details about previous adventures the players may have missed, or hint that future opponents in the Legion may be better armed and organized.

IRONFANG DESERTERS (4)

CR 4

XP 1,200 each

Hobgoblin lieutenants (*Pathfinder RPG Monster Codex* 119)

hp 47 each

Treasure: Members of one of the missing Chernasardo Ranger patrols are still alive, though they're bound and hidden in a nearby hollow to be eaten later. If rescued, they thank the PCs and reveal the location of the nearby hidden

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

redoubt, where the PCs can find 20 masterwork arrows, 20 masterwork crossbow bolts, 10 masterwork sling stones, and a jar holding three applications of *oil of gravity bow*.

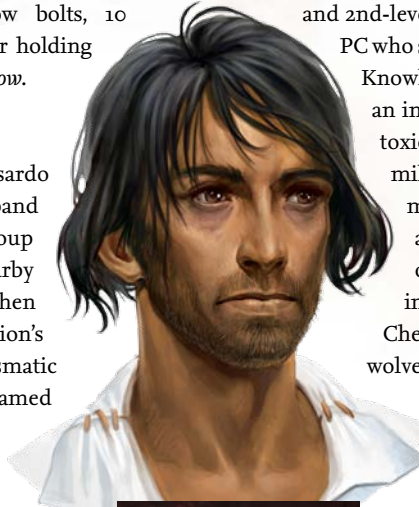
B. WOLF WITHIN THE LAMBS

Reports from the Chernasardo Rangers or from the PCs' own band of survivors describe another group of refugees in the woods nearby who wish to join their group. When the PCs broke the Ironfang Legion's hold over the Fangwood, a charismatic but inexperienced woodsman named **Naspen Jarth** (CN human commoner 2) rallied several refugees together into a ragtag survivalist group—likely including several of the original Phaendar survivors who were dissatisfied with their uncomfortable living arrangements and meager rations. Naspen's inexperience caught up with him just before the start of this adventure, as he and his cohorts encountered a wounded deer they easily slew for meat. While the animal bore only superficial wounds, it had—unknown to Jarth—just survived an attack from a wolf-in-sheep's-clothing (*Pathfinder RPG Bestiary* 3 285) and been heavily infested with the creature's eggs. Failing to recognize the animal's wounds, Jarth inadvertently spread the highly infectious eggs to most of his camp via the venison.

Altogether, 23 refugees, including Naspen Jarth, now show signs of a mysterious illness marked by stomach pain, fatigue, and anemia. Any PC inspecting an infected individual can also spot strange shapes moving and twitching beneath the refugee's skin. A successful DC 19 Heal or Knowledge (dungeoneering) check identifies the infection as wolf-in-sheep's-clothing eggs. If the PCs fail to identify the contagion, allies such as Aubrin, Cirieo, or the wood giant Herge can identify it and warn the PCs about the extreme threat it presents. PCs can divine the source by interviewing Jarth and other infected refugees, learning that several of them originally suspected their illness to be food poisoning from a sickly deer.

When the PCs first identify the infection, the refugees have already taken several days' worth of Strength damage. The PCs have 2 days to search for a solution before NPCs start dying. On the third day, and each day afterward, 1d6 NPCs perish, unleashing immature wolves-in-sheep's-clothing into the area (these monsters are too small and weak to present an immediate threat, but they mature quickly and may return to attack in time).

At this level, the PCs may have access to *remove disease* and similar magic; however, the number of infected individuals may render magical cures impractical, while surgically extracting the parasites with the Heal skill is



NASPEN JARTH

likely to kill the patients, as many of the infected are 1st- and 2nd-level characters. A natural solution exists—a

PC who succeeds at a DC 20 Knowledge (nature) or Knowledge (dungeoneering) check recalls that an indigenous shrub called glossleaf is highly toxic to wolves-in-sheep's-clothing, but only mildly poisonous to humanoids. A tincture made from the plant's berries functions as a nonmagical *potion of remove disease*, but only for the purpose of removing wolf-in-sheep's-clothing egg infestations. The Chernasardo Rangers are no strangers to wolves-in-sheep's-clothing, and volunteer this information if the PCs seem at a loss.

Glossleaf grows in shady areas along shallow streams throughout the Fangwood. PCs canvassing the nearby forest can locate enough berries to prepare 1d6 tinctures with a successful DC 20 Knowledge (nature) or Survival check; each check requires 1d4 hours of searching. At night the DC increases by 5, as glossleaf is most easily identified by the rainbow sheen its leaves give off in daylight. Enlisting the Chernasardo Rangers to help grants the PCs a +4 circumstance bonus on this check.

Development: Refugees who survive abandon Jarth's ruggedly independent leadership and ask to join the PCs' growing band. Jarth himself is stubborn, but grateful for any aid provided. If pressed at all, he talks about fleeing his hometown of Ecrú in the Hollow Hills (see area P) with a dozen others now in his camp when the Ironfang Legion invaded, and admits that navigating the woods has not been as easy as he assumed it would be.

Story Award: If the PCs successfully cure at least half of the infected NPCs, award them 3,200 XP. If they save all the refugees, award them an additional 1,200 XP.

C. FOREST PARTY (CR 9)

This event occurs when the PCs begin exploring the Fangwood, possibly while the PCs search for glossleaf berries (see area B), while escorting refugees to Fort Trelalay, or simply while exploring the forest. The PCs come across a strange party taking place among the trees. From a distance, they hear the sounds of laughter and lyre music. If they approach, read or paraphrase the following.

A massive tree stump rises from the center of this clearing. Its surface is polished smooth and set with cups, plates, and pitchers all carved from wood. Fruits, roasted meats, cheeses, and red wine overflow the serving dishes.

Creatures: Four half-naked and exhausted dwarves sit around the table, feasting and drinking. A fifth figure—a beautiful woman—dances around the table playing a lyre and exhorting the dwarves to feast to their heart's content.

The dwarves are miners from the Hollow Hills settlement of Radya's Hollow (see area I) who fled into the Fangwood when the Ironfang Legion invaded their village.

The woman is Tromaki, an appealing but deadly creature called a maenad who revels in drunken bloodshed. She's spent the past several weeks feasting on various groups of refugees, and just encountered the dwarves 2 days ago. Tromaki enticed the starving dwarves with her conjured food and wine, and has since charmed each in turn. She hopes to keep them fat and content until she can find another band of refugees to challenge the miners in a drunken brawl.

If any of the partygoers notice the PCs, they entreat them to join in the feast. If the heroes refuse, the maenad makes the invitation compulsory by using her *charm monster* spell-like ability. She ultimately hopes to fatten up both groups and then entice them into a murderous brawl before feasting on whoever is left.

Though she is dancing as the PCs approach, Tromaki does not activate her infectious dance ability until combat begins. If the PCs attack the maenad, the dwarves hesitate for a round but then immediately fall prey to the maenad's infectious dance. They rush to attack the next round, ordering the PCs to "lay off the kindly young lass." Though the dwarves fight to restrain the PCs and protect their "benefactor," the maenad fights with lethal brutality once combat begins.

TROMAKI CR 8

XP 4,800

Maenad (*Pathfinder RPG Bestiary* 4 191)

hp 94

DUGGIN, SOLBA, MARGRATH, AND J.W. CR 1

XP 400 each

Miners (*Pathfinder RPG NPC Codex* 256)

hp 23 each

Fort +4, **Ref** +0, **Will** +2; +4 vs. fear effects

Melee club +3 (1d6+2)

CMB +3; **CMD** 12 (16 vs. bull rush or trip)

SPECIAL ABILITIES

Mad Feast (Su) All of the miners have gorged themselves on Tromaki's mad feast, granting them a +2 bonus to Strength and Constitution, extra temporary hit points, and a +4 morale bonus on saving throws against fear. These changes have been included in the modified statistics above.

Development: Any dwarves who survive the combat quickly overcome their confusion and charmed state. They thank the PCs for saving them from what they believe to be a "fey witch." Once free, the dwarves introduce themselves and explain to the PCs that they fled a hobgoblin invasion of the village Radya's Hollow. Unfamiliar with the forest, they quickly became lost within the woods, and the past several days are a blur of inebriation.

The dwarves warn the PCs that the Ironfang Legion now controls all lands south of the Marideth River and have begun seizing towns in the Hollow Hills, north of the river. Radya's Hollow had already absorbed dozens of survivors of previous Ironfang attacks when the Legion fell upon them. Solba in particular quickly asks the PCs to investigate, hoping her brother Voldan survived. She mentions the treasure her family buried when trouble began (see area I), hoping to entice a rescue mission.

Story Award: If any or all of the dwarves survive, award the PCs XP as if they'd defeated the dwarves in combat.

D. PATCHY (CR 8)

Even with the Ironfang Legion largely driven from its borders, the Fangwood is an untamed wilderness filled with natural dangers, and travel remains hazardous. It remains an untamed wilderness filled with natural hazards. This encounter can occur as the PCs travel the woods, but more likely occurs when they travel with a larger group, such as a band of refugees they are escorting to their stronghold.

Creature: With all the recent activity, several longtime inhabitants of the Chernasardo have grown restless or been displaced from their normal habitats. Such is the case with Patchy, a dire bear whose patches of white fur have transformed her into a local legend among trappers. Having recently given birth, Patchy is unusually territorial and aggressive, and stalks anything humanoid that enters her territory.

PCs can identify when they've entered a dire bear's territory with a successful DC 17 Knowledge (nature) or Survival check. Concealing themselves from the hungry creature requires a successful DC 24 Stealth or Survival check for every mile traveled (assume crossing or leaving Patchy's territory requires 1d4 miles of travel); traveling with a larger group (e.g., if escorting refugees) increases the DC by 10. On a failed check, Patchy takes notice of trespassers in her domain, and either attacks (if the PCs are alone), or snatches 1d3 refugees straggling behind the group. Tracking the bear is relatively simple.

Patchy fights to feed and protect her cubs. The dire bear growls a challenge at any creatures approaching within 30 feet, but does not attack immediately. If the PCs succeed at a wild empathy check to improve the bear's attitude from unfriendly to indifferent, they buy enough time to retreat and divert the refugees around the bear without further incident. She runs if reduced below half her hit points, unless defending her cave.

If the PCs fail this check, or are unable to attempt one, the bear attacks the nearest PC.

PATCHY CR 8

XP 3,200

Advanced dire bear (*Pathfinder RPG Bestiary* 294, 31)

hp 115

ASSAULT ON LONGSHADOW

FOREWORD

**PART 1:
SAFEHAVEN**

**PART 2:
SCOUTING THE
HOLLOW HILLS**

**PART 3:
JEWEL ON THE
MARIDETH**

**PART 4:
UNDERMINING
THE LEGION**

**PART 5:
THE BATTLE OF
LONGSHADOW**

**NPC GALLERY
LONGSHADOW**

**HADREGASH
BESTIARY**



Development: Patchy's three cubs hide in her cave. With a successful DC 15 Knowledge (nature) check, a PC realizes that the young cubs will likely perish without their mother. Each cub could be sold for 600 gp to a trainer or collector. Alternatively, the PCs or their allies could raise one or more of the cubs as an animal companion or with the Handle Animal skill, though raising the cubs requires months of work.

Within the cavern are the chewed remains of several creatures who wandered into the bear's territory. Most of the remains are humanoid bones, though there are also two hobgoblin corpses bearing Ironfang insignia. Among the detritus are a pair of *gloves of arrow snaring*, a *potion of cure serious wounds*, and 433 gp.

Story Award: If the PCs manage to avoid Patchy, or manage to protect themselves and any fellow travelers without violence, award them XP as if they had defeated Patchy in combat.

PART 2: SCOUTING THE HOLLOW HILLS

The Hollow Hills lie just west of the Fangwood, and control much of the region's mineral wealth. Relatively isolated thanks to the Marideth River's waterfalls and rapids, its communities are every bit as independent and

proud as those of the Fangwood. And like the Nesmian Plains to the south, it now hosts a sizable invasion of Ironfang Legion soldiers who are enslaving its residents and claiming its bounty for their hobgoblin empire. Several encounters in the first part of this adventure hint at the Ironfang Legion's movements to claim the Hollow Hills, and may have piqued the PCs' curiosity about the hobgoblins' intentions.

With the most pressing threats in the Fangwood quelled and lingering refugees making their way to safety, the PCs' allies among the Chernasardo Rangers request a meeting with them. Cobb Greenleaf leads the meeting if the PCs freed him from imprisonment in Fort Trevalay's basement, but if not, Cirieo Thessaddin or Aubrin the Green step in to act as coordinators between the PCs and the Rangers. As the meeting begins, read or paraphrase the following.

"As we've begun pacifying the forest and rounding up the scattered remains of the Ironfang Legion here, reports keep coming in from the Hollow Hills to the west of aggressive hobgoblin activity. A few more refugees trickle in every day from communities and caravans put to the sword. If we keep absorbing exiles at this rate, we soon won't be able to feed or house them all. It's becoming increasingly obvious that the Legion's attack on the Fangwood was a diversion to keep our

Rangers from engaging their main forces to the west. Now it sounds as if they've secured the whole of the Nesmian Plains and are reaching north of the Marideth River.

"We're still reeling from our own losses, but we need more intelligence if we're going to keep the Legion out of the Fangwood, let alone push back. We know almost nothing about the Ironfang Legion's activities beyond the local lieutenant's name: Kosseruk. She's seized dozens of villages at this point—the closest is Radya's Hollow, a mining village only thirty miles due west. We've not received any word back from the messengers we've dispatched to the largest town in the area, Longshadow, but whether that's because it's fallen or because our messengers have been captured, I'm unsure.

"The Rangers can keep the forest secure for now, but we don't have the power to offset a major offensive if they finish in the Hill and turn east. If anyone is going to stop the Ironfang Legion, we need to know what they're up to, and we need new allies and resources."

A PC can recall basic details of the Hollow Hills with a successful DC 15 Knowledge (geography) or DC 20 Knowledge (local) check. The region covers the dry foothills between the Fangwood and the Mindspin Mountains, and is home to many strange creatures, including griffons and bulettes. Natural caverns and lava tubes pock the area, as well as large deposits of copper, gold, iron, salt, and various minerals, and despite the predators and infertile soil, many small mining communities—such as Radya's Hollow—have sprung up. Longshadow, the local trade center, is one of the largest towns in Nirmathas south of Skelt, and like Skelt it survives through refining and smithing the various metals mined throughout the region before shipping finished goods to Tamran or the war front.

The Rangers can supply the PCs with survival supplies they may want for their expedition—tents, waterskins, rations, and maps—but they don't have the resources to provide any magic beyond what the PCs may have looted while liberating the three fallen fortresses. If PCs remain reluctant to leave the safety of the forest, their Chernasardo contact reminds them that many of the Hollow Hills communities seized by the Legion kept seasonal stockpiles of various valuable minerals now up for grabs, and that Longshadow is one of Nirmathas's wealthiest communities and regularly pays adventurers handsomely to protect their community from local dangers.

The map of the Hollow Hills shows the static locations described below, and the Chernasardo Rangers mark both Radya's Hollow (area I) and Longshadow on any maps they provide. Several are simply threats native to the Hollow Hills, but Radya's Hollow, Redburrow, and the ridgeline camp are all sites of Ironfang activity. PCs can also locate any of these sites simply by traveling nearby, while the random encounters with predators can occur anywhere the PCs travel. The hobgoblins in the Hollow Hills are

AND AN ARMY AT MY BACK...

The PCs spent the past two adventures assembling a ragtag band of survivors into freedom fighters, so it's natural they would want to bring some or all of those people with them on this new adventure. The adventure assumes the adventurers can bring a few retainers or guards, but by and large, the threats the PCs face will be too challenging for 2nd- and 3rd-level NPCs to fight alongside (or in place of) their leaders. Instead, allow any followers the PCs bring along to provide luxury and safety—gathering food, setting up camp, scouting trails, and standing watch at night—freeing the PCs to focus on the most challenging dangers. Allowing followers to take on responsibilities beyond this waters down the importance of the Leadership feat and class features that provide companions.

The Hollow Hills are far from safe, and you can use soldiers the PCs bring with them to illustrate those dangers. A monster attack may kill one or two followers before the PCs can respond, while a missing scout may be discovered dead by a spring, hinting that the water may be poisonous. NPC followers provided by the narrative, rather than those provided by class abilities or feats, can easily be taken away to help drive home the danger the PCs face and to showcase their own status as living legends.

If your PCs would like to command more durable and useful followers, encourage them to take the Leadership feat, or introduce the militia system presented in *Pathfinder Campaign Setting: Lands of Conflict*.

on alert. Anytime the PCs get close enough to locate a site in the Hollow Hills, they risk being spotted by that site's defenders unless they succeed at Stealth checks opposed by the defenders' Perception checks.

E. BULETTE AMBUSH (CR 9)

The first time the PCs rest in the Hollow Hills, two bulettes attack their camp during the night. The bulettes attack just after midnight, approaching underground from the southwest. PCs can detect the rumbling approach with a successful DC 12 Perception check. Sleeping characters take a –10 penalty on this check.

Creatures: The bulettes were displaced from their usual hunting grounds by the Ironfang invasion, and are particularly ravenous. They leap from the ground to attack the nearest PC, and fight until reduced to 10 hit points or fewer, at which point they retreat.

BULETTES (2)

CR 7

XP 3,200 each

hp 84 each (*Pathfinder RPG Bestiary 39*)

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

F. GRIFFON KILL (CR 9)

At some point during the PCs' travels through the Hollow Hills, they come across a pack of griffons circling a fresh kill. The PCs easily spot the griffons in the distance circling something on the ground. If the PCs approach, read or paraphrase the following.

Two overturned wagons lay on a rough dirt track, still hitched to a pair of disemboweled horses. A dozen humanoid corpses cover the ground around the wrecked carts, some bloated under the sun.

Creatures: The Ironfang Legion attacked a refugee caravan several days ago, leaving the bodies where they fell. A pride of griffons has just discovered the site, attracted by the smell of rotting flesh. As the PCs approach, the large beasts land on the ground between the party and the wreckage, shrieking warnings and laying their claim, but don't attack unless the PCs come closer. If the PCs somehow shift the monsters' attitude from unfriendly to friendly, the griffons allow the party to inspect the corpses and take anything they wish. Otherwise, the griffons attack.

ADVANCED GRIFFONS (4) CR 5
XP 1,600 each
hp 52 each (*Pathfinder RPG Bestiary* 294, 168)

Treasure: If the PCs back off from the fight, the griffons leave an hour later, each carrying a body. The PCs are then free to inspect the wrecked carts, where they discover rough bars of gold, silver, and nickel worth a total of 3,300 gp. The PCs also find a set of +1 *studded leather armor*, two masterwork light steel shields, two masterwork scimitars, two longbows, and 48 arrows among the wreckage—the scimitars and longbows clearly of hobgoblin design.

If the PCs chase off the griffons or gain access to the wreckage before the griffons carry off their prizes, they find the body of an Ironfang soldier among the wreckage as well. He still wears his masterwork chainmail, a bulging coin purse holding 576 gp, and a +1 *elemental bane longsword* pilfered from the Ironfang headquarters on the Plane of Earth.

Development: Several personal effects lay scattered about, including maps and journals. A few minutes' study reveals the caravan was fleeing a hobgoblin attack on the nearby village of Redburrow (see area H below).

G. TRAPDOOR SPIDER (CR 8)

The party's travels take them near the burrow of a massive trapdoor spider that placed its pit across a well-traveled game trail. PCs who succeed at a DC 25 Perception check notice the trap before stepping on it. If none of the PCs detect the trap, the PCs inadvertently cross the trapdoor (see Trap, below).

Creatures: The spider waits in its burrow, crowded into a small chamber that opens into the top of the pit. If at least one PC falls into the pit, the spider crawls down to attack from above. If the PCs detect or avoid the pit, the spider opens the pit's lid and uses its webs to attempt to drag a creature into its lair.

GIANT OGRE SPIDER CR 6
XP 2,400
hp 66 (*Pathfinder RPG Bestiary* 3 291, 254)

Trap: The spider's burrow consists of a 50-foot-deep shaft lined with sticky webbing. A 20-foot-by-20-foot cavity opens onto the shaft just below the top, giving the spider a place to lurk without blocking creatures from falling down the pit. The roof caves under the weight of at least two Medium creatures or one Large creature.

WEBBED PIT TRAP CR 6
XP 2,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect 50-ft.-deep pit (5d6 falling damage); webbed walls (anyone attempting to scale the walls of the pit must succeed at a Reflex save or be trapped as though by a successful web attack); Reflex DC 22 avoids; multiple targets (all targets in a 20-ft.-square area)

Treasure: The bottom of the spider's nest is littered with animal bones, but with a successful DC 20 Perception check, a character also uncovers the recent remains of a centaur, whose desiccated flesh still bears a tattoo of the red Ironfang insignia. Her *lesser bracers of archery* and an *efficient quiver* containing 23 masterwork arrows, 12 +2 arrows, and a longbow broken beyond repair can be found among her remains.

Development: The centaur was a courier for the Ironfang Legion, and her satchel contains messages exchanged between various camps, providing details on the Ironfang Legion's general numbers in the area—somewhere around 400 all told—as well as an additional force of 2,000 in a location simply referred to as “Valley West.”

H. REMAINS OF REDBURROW (CR 11)

As the PCs approach the village of Redburrow, read or paraphrase the following.

The ground here is freshly upturned and stained with blood. Several blast craters pock the area, and a makeshift palisade of sharpened wooden spikes—trampled to flinders in several spots—surrounds the burned-out remains of a dozen small houses. Sickly mist curls up from the blackened soil, and bloodstained weapons and armor lie strewn about the ground.

Redburrow was once a productive little hamlet that survived by mining iron. Several large pits and trenches surround the village, and the residents hoped these would provide some protection from the encroaching hobgoblin forces. Now little remains of the hamlet beyond charred walls and a terrible legacy.

Creatures: One of Kosserek's War Maze minotaur units easily overwhelmed Redburrow's defenders. A young apprentice to the reclusive Navah (see area K)—Venton Chase—attempted to use a scroll he'd "borrowed" for his studies, not realizing it was an *acid fog* spell. Far beyond his ability to control, Venton's spell devastated human defenders and minotaurs alike.

In the days since, the restless spirits of the dead coalesced into a monster known as a trench mist. While most trench mists animate the creatures they kill as zombies, the burning acid here melted flesh and leather and melded the remains into the minotaurs' metal armor, creating gore-streaked phantom armors instead.

TRENCH MIST

CR 10

XP 9,600

hp 127 (*Pathfinder RPG Bestiary* 5 250)

GIANT PHANTOM ARMORS (3)

CR 4

XP 1,200 each

hp 37 each (*Pathfinder RPG Bestiary* 4 213)

Treasure: A PC who succeeds at a DC 20 Perception check discovers a fireproof lockbox containing six topaz gems (worth 200 gp each) and a fully charged *wand of heat metal*.

I. RADYA'S HOLLOW

The PCs can learn about Radya's Hollow from rescued dwarves (see area C) or from the Chernasardo Rangers. The community is small: a dozen homes as well as a general store and an assayer's office. The town's primary mine closed almost a decade ago when a deadly collapse killed a dozen workers, and attempts to reopen it were met with strange accidents. The division of Ironfang Legion troops led by the cavalier Dargg conquered the humble settlement 2 weeks ago and put its population to work reopening the mine.

The mine's undead denizens took umbrage at the intrusion, and recreated the original mine collapse, killing several slaves and soldiers alike. Lacking any ability to pacify the undead, Dargg cut his losses and moved his forces and slaves to a new camp (see area J). With a successful DC 18 Survival check, a PC can estimate that two dozen hobgoblins, a large wolf, and two or three dozen humans camped here. If the PC exceeds the DC by 5 or more, she also spots a few clawed morlock tracks.

Treasure: If the PCs saved the dwarf miners from the maenad Tromaki, Solba asked them to search for her brother, Voldan, and mentioned her family burying

Campaign Day 52: Seized Radya's Hollow near the Fangwood border. Acquired a fastidious new slave to take dictation and provide grooming. Existing mines seem to produce low-quality iron ore, but Zanathura's little pets report gold deposits in the older mine complex. New slaves insist this mine is "dangerous and collapsed," but upon initial inspection it seems secure. Ore samples very promising. Suspect these new slaves simply don't like the smell of their own sweat.

Campaign Day 54: Radya's Hollow mine producing reasonable gold and quartz turnout. Morlocks insist they smell potent vein somewhere in the mine. Protestations from new slaves have ended. At Kosserek's suggestion, I ordered two of them to flog their previous mayor to death. It seems to have broken their spirits admirably while giving the troops a good laugh. Look forward to employing same tactic again soon.

Campaign Day 57: Collapse has killed my lieutenant, six slaves, and all four morlocks. Zanathura will have my hide for losing her little pets. Soldiers report strange sounds from the tunnels afterward and refuse orders to reclaim potential survivors. Relocating to original ridgeline camp 8 miles southeast to await discipline from Kosserek for this costly error.

HANDOUT

valuables before the Ironfang Legion arrived. Voldan is still trapped inside the mine (see area I7), but PCs can easily dig up the buried treasure with a total of 4 hours of work. Inside an oiled leather sack, they find 33 gold nuggets (worth 75 gp each), an unusually clear fist-sized quartz (worth 50 gp), a *sustaining spoon*, and a *rope of climbing*. Without directions from Solba, noticing the site requires a successful DC 30 Perception check.

Development: Adventurers investigating the town find it stripped of valuables, though in his haste to pack, Dargg left his journal behind in the assayer's office. Most of the journal is written in Goblin (unusual for goblins, but common for hobgoblins and bugbears) and details in very brusque terms troop movements, battles, losses, and slaves taken, but upon conquering Radya's Hollow, Dargg took a gnome scribe as his personal slave and thereafter the entries are written in Common (see the Handout).

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

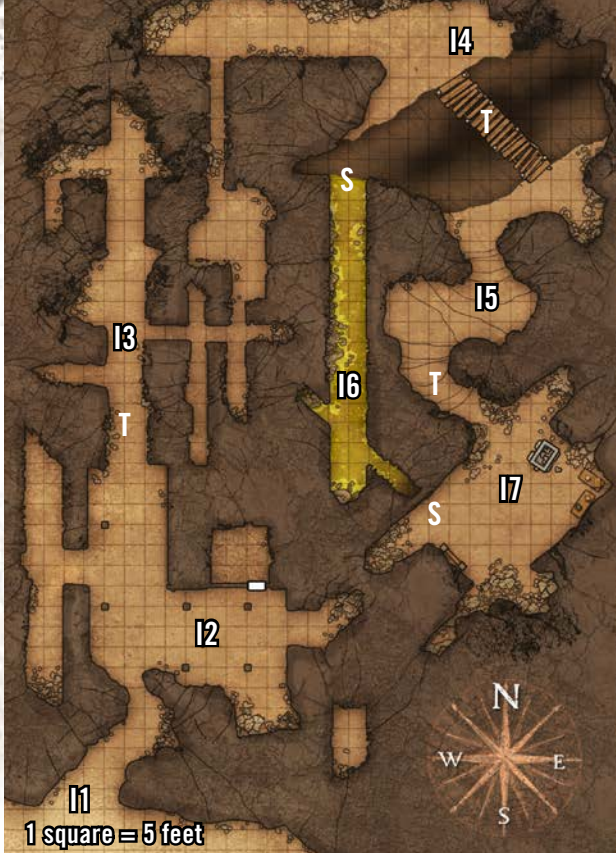
PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

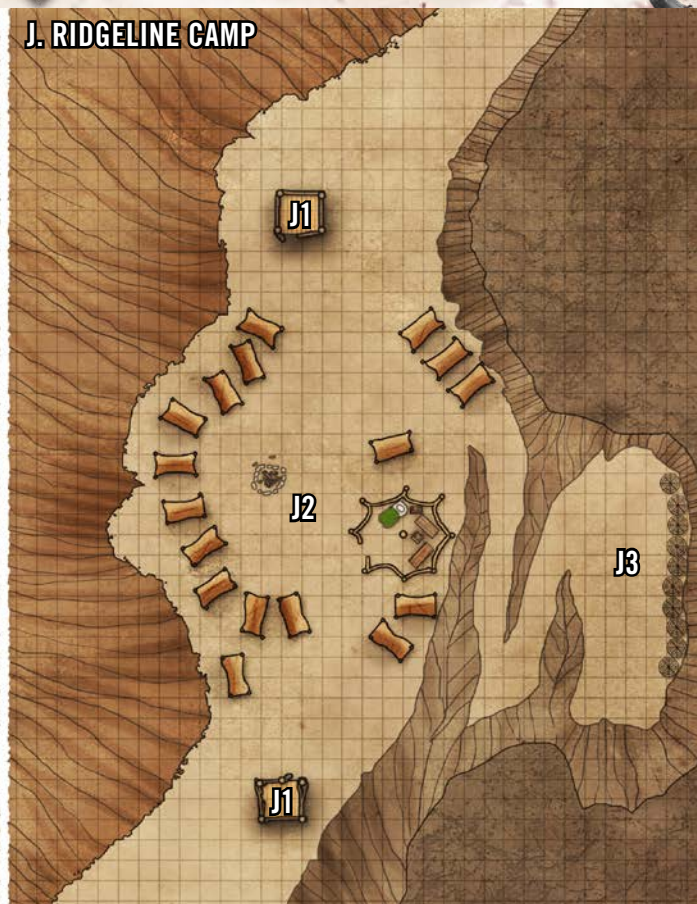
HADREGASH

BESTIARY

I. RADYA'S HOLLOW MINE



J. RIDGELINE CAMP



RADYA'S HOLLOW MINE

The primary shaft at Radya's Hollow collapsed a decade ago, crushing several miners and trapping more as vents of toxic gas slowly killed them. The cruel and torturous fate resulted in the miners' spirits lingering on after death as quarrygeists, a variant form of gearghosts (*Pathfinder RPG Bestiary* 4123). These spirits are able to briefly restore the mine to its condition before the collapse. They use this ability to lure unsuspecting victims into the mine.

The people of Radya's Hollow sealed the mine after their first attempt to reopen it met with a repeat of the previous disaster, and the quarrygeists slipped into a deep torpor. Sergeant Dargg ignored the locals' concerns and dispatched them as slaves to resume working the mine alongside morlock overseers. The undead eventually reawakened and again collapsed the tunnels, killing Dargg's morlocks and several soldiers and slaves, as well as trapping two miners—Voldan and Meslin—within.

The tunnels inside the Radya's Hollow mine are 10 feet tall and unlit, braced every 20 feet by timber. A PC who succeeds at a DC 15 Knowledge (engineering) or Profession (miner) check recognizes that while the rocks here shifted sometime in the past 10 years, they have settled and appear sturdy.

All the read-aloud text in this section assumes it is the first time the PCs encounter an area, with all the traps

and fallen rocks already triggered. If the PCs bypass areas **I3**, **I4**, or **I5**, you may need to revise these descriptions to remove any trace of traps or disasters befalling the mine as the quarrygeists undo the damage they've done once they trap the PCs within the mine.

I1. ENTRY SHAFT

This rough-hewn tunnel slopes northeast into the hillside. A slide of rock debris has crushed a bulky, pale-skinned humanoid, who lies alongside three dead hobgoblins.

The mine entrance partially collapsed when the quarrygeists began their work, killing a morlock and three soldiers. PCs can identify the morlock with a successful DC 12 Knowledge (nature) check, and if they exceed the DC by 5 or more, they also know that morlocks rarely venture into the Hollow Hills, instead dwelling in isolated clades in the Darklands far below. A PC who succeeds at a DC 15 Heal check can tell that one of the hobgoblins was battered and stabbed with a wooden weapon. A trail of blood leads deeper into the mine, giving a grim hint of the hobgoblin's final moments.

Treasure: Each of the hobgoblins carries a masterwork longsword, a set of masterwork manacles, and 25 gp. One also carries a satchel containing four large gold nuggets

(worth 75 gp each). The morlock wears what appears to be a holy symbol—a silver snake encircling a rough emerald (worth 100 gp)—though a successful DC 20 Knowledge (religion) check can tell it belongs to no known faith (as it actually belongs to Zanathura's false cult, detailed more in *Pathfinder Adventure Path #118: Siege of Stone*).

12. ASSEMBLY AREA (CR 9)

Rubble litters the southern entrance of this large chamber, where the ceiling stretches to nearly thirty feet overhead. Wooden pilings, discarded tools, and neglected carts rest alongside several relatively new picks and shovels. An administrative area fills a nook to the northeast, while rockfall partially obscures the tunnels leading north and east. A tapping sound echoes from the east, and the northern tunnel appears clear enough to pass through.

Workers once assembled in this area before shifts and stored their tools and supplies here when they finished. The tunnel north to **I3** is easy to traverse, but the tunnel leading east to **I7** leaves only enough room for a Small creature to squeeze through with a successful DC 20 Escape Artist check; larger creatures must spend at least an hour clearing a passage. The tapping sound comes from the injured miners in area **I7**, who keep tapping even days after their abandonment in hopes of a rescue.

Creatures: Two quarrygeists lurk here, hiding among the rubble to the north. The quarrygeists' bodies are made up of broken pieces of stone and timbers, allowing them to blend in with the collapsed tunnel on the north end of this passage. They remain motionless until the PCs pass, only then animating to reactivate the collapse trap in area **I3** and collapse the small opening to area **I7**, leaving that tunnel impassable.

QUARRYGEISTS (2) CR 7

XP 3,200 each

Variant gearghost (*Pathfinder RPG Bestiary 4 123*)

CE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 Dex, +1 dodge, +5 natural, +1 size)

hp 88 each (10d8+30)

Fort +6, **Ref** +8, **Will** +10

Defensive Abilities channel resistance +4, rejuvenation;

DR 5/—; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +9 (1d6+1)

Spell-Like Abilities (CL 9th; concentration +12)

At will—*detect magic*, *expeditious excavation*^{APG}, *telekinesis*
3/day—*create pit*^{APG} (DC 15)

STATISTICS

Str 12, **Dex** 17, **Con** —, **Int** 15, **Wis** 16, **Cha** 17

Base Atk +7; **CMB** +7; **CMD** 21

Feats Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Craft (traps) +19, Disable Device +12, Fly +18, Knowledge (engineering) +9, Perception +15, Profession (miner) +10, Spellcraft +12, Stealth +26; **Racial Modifiers** +8 Craft (traps)

Languages Aklo, Common, Undercommon

SQ create trap, resetter

SPECIAL ABILITIES

Create Trap (Su) A quarrygeist can use its create trap ability only to recreate natural calamities, such as landslides or rockfalls. These function as traps with proximity triggers.

Treasure: The mine manager's office to the north contains simple maps of the mines, as well as logs of various miners' shifts and daily output. Ironfang soldiers looted the pay box but ignored a box marked "emergency supplies," which contains five *potions of cure moderate wounds*, five *bandages of rapid recovery*^{APG}, and a *chime of opening* (8 charges remaining).

13. COLLAPSING PASSAGEWAY (CR 6)

Enormous blocks of stone have dislodged from the ceiling here, filling the passage with three feet of debris. Several mangled bodies lie amid the debris.

The collapse here crushed a hobgoblin and two slaves.

Trap: The trap here—enormous blocks and several hundred pounds of gravel that fall from above—has already been triggered, though the quarrygeists in area **I2** reset the trap once the PCs reach area **I7**.

FALLING ROCKS TRAP CR 6

XP 2,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

Development: If the collapse here doesn't kill the PCs, the quarrygeists from area **I2** attack with their spell-like abilities, though they won't leave the chamber they haunt.

14. CAVERN BRIDGE (CR 9)

This wide, natural cavern is eighty feet across and nearly as tall. A wooden bridge once spanned the forty-foot drop to the stone floor below, but it has apparently collapsed, leaving no easy connection between the mine tunnels to the northwest and southeast.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

The natural cavern here drops 40 feet below the level of the mining tunnels; scaling the cavern walls is relatively easy (Climb DC 15). The bridge fell apart during the mine's recent cave-in, killing several miners and two morlocks, though their bodies have been snatched by the cavern's residents. A grating now obscured by debris (Perception DC 21) opens up to the mine's drainage tunnel below (see area I6).

Creatures: A group of giant albino solifugids—called phantom spiders by locals—nests in this cavern. Timid but opportunistic, they hid from the miners and morlocks until the cavern collapse and then feasted on the bodies of the fallen. Newly invigorated, they await a new batch of victims, hiding in the bottom of the cavern and attacking only once the bridge collapses again (see Trap below).

ALBINO CAVE SOLIFUGIDS (4) CR 4

XP 1,200 each

hp 45 each (*Pathfinder RPG Bestiary 2* 253)

Trap: The bridge crossing this gap has collapsed, though once anyone reaches area I7, the quarrygeist in area I5 reassembles it, making it ready to collapse again.

COLLAPSING BRIDGE TRAP CR 6

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; **Reset** repair

Effect 40-ft.-deep pit (4d6 falling damage); Reflex DC 22 avoids; crushing rubble +15 ranged (2d6 bludgeoning); multiple targets (all targets on the bridge)

I5. CAUSTIC GAP (CR 8)

This fissure winds through the stone, large enough for an adult human to pass through. Bone fragments litter the ground and a pungent stench fills the air.

The uneven slope of this fissure is rough terrain.

Creature: A quarrygeist arose from the particularly gruesome deaths here and resets the gas trap when creatures reach area I7. It attacks with its spell-like abilities once the trap activates, and will follow victims into areas I4 or I7 (especially if creatures try to bypass its gas jet trap by traveling through the hidden drainage tunnel).

QUARRYGEIST CR 7

XP 3,200

hp 88 (see page 13)

Trap: When the mine originally collapsed, a jet of caustic sulphuric acid and natural gas erupted from the wall here, burning miners as they tried to squeeze through the gap. The quarrygeist here resets this calamity and used it to dissolve several morlocks as they tried to flee the mine.

CAUSTIC GAS JET TRAP CR 6

XP 2,400

Type mechanical; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** repair

Effect jets of caustic gas (8d6 acid damage, Reflex DC 18 half); multiple targets (all targets in a 60-ft. line)

QUARRYGEIST

16. DRAINAGE TUNNEL (CR 4)

Cold, foul-smelling water covers the floor of this roughly chiseled passageway.

This tunnel is all that remains of several drainage tunnels that served both the mine and the village. The water is 2 feet deep.

Hazard: The stagnant mixture of sewage and mine tailings is slightly poisonous, affecting any creatures that spend more than 2 rounds in the water as though they had each ingested a single dose of arsenic (*Pathfinder RPG Core Rulebook* 558). Traversing the tunnel without stepping into the water requires magic to move above it, or else a successful DC 15 Climb check to scuttle along the walls.

Treasure: The previous mine supervisor, Thora Dackman, died in this tunnel, trying to escape on a broken leg. The chemically tainted waters have pickled her remains, making her appear at most a few days dead even after 11 years. Noticing her body under the water's surface requires a successful DC 18 Perception check. Thora still wears her *belt of mighty constitution +2*.

17. SURVEYOR'S OFFICE

Long-dead lanterns hang on the walls of this rectangular room, and a large wooden table occupies a corner. A thick layer of dust covers the floor and table, except in several places where objects seemingly once rested but are now absent. A bloodied hobgoblin corpse sits slumped against the wall in the southeast corner of the room, its face a rictus of horror. A natural stone fissure exits the room to the north, while the tunnels leading northeast and southwest have collapsed.

This room was used as a forward camp to manage the mine's progress and inspect ore samples, and it once contained valuable mineral reports regarding the local area. Kosseluk's agents took these documents before fleeing from the vengeful spirits that haunt the mine.

Treasure: A magical *candle of clean air*^{UE} rests on one table, overlooked by the miners in their panic.

One of the quarrygeists cornered a hobgoblin soldier here and battered her to death. Among her equipment, the hobgoblin carried a banner depicting both the red shield of the Ironfang Legion and a labyrinthine axe symbol. A map of the Hollow Hills with Radya's Hollow and the ridgeline camp (see page 8) marked on it lies beside her.

The three carts in this chamber contain various chunks of quartz and gold-veined granite, mined prior to the collapse of the mine shaft. Each of the loaded carts weighs 650 pounds, and requires a minimum Strength score of 12 or more to push. Pushing these carts takes a full-round action, though a PC can stop to take other

THE MONKEY-TRAP DUNGEON

The mine located at the settlement of Radya's Hollow is essentially a monkey trap: it's easy to get into, reach the treasure, and rescue the people trapped inside, but much more difficult to escape. In this case, the quarrygeists reactivate all the traps the PCs bypass easily, forcing them to contend with a known danger to escape. By 8th level, the PCs have access to spells like *dimension door*, which may allow them to easily sidestep these challenges. The sheer bulk of everything they need to carry out (their own party, two injured NPCs, and several hundred pounds of treasure) may preclude this option, however. If the PCs manage to find a clever magical escape from the mines, an XP reward for their problem-solving can help mitigate the risk of falling behind, or you could introduce some unique property of the mine or the tragedy that befell it that prevents any sort of teleportation, akin to a permanent *dimensional anchor* spell. Either way, it's best to decide on one approach before trapping the players inside.

actions at any time as the carts simply stop moving. With a successful DC 18 Appraise check, a PC identifies the value of the material in the carts as 1,600 gp, 2,800 gp, and 2,900 gp respectively. Merchants in Longshadow are happy to buy the valuable minerals, if the PCs can transport such heavy cargo so far.

Development: This room contains the mine's only two survivors, the human **Meslin Mordecai** and the dwarf **Voldan** (use the statistics for a pig farmer and a miner, respectively, on page 256 of the *Pathfinder RPG NPC Codex*). Voldan was trapped when the quarrygeists reenacted the mine's original destruction and a laden mine cart tipped over on him, breaking his foot and pinning him beneath hundreds of pounds of rock. Once things quieted down, Meslin tried to leave to find help for his husband, but lacking darkvision and having been assaulted by the quarrygeist in the adjoining fissure, he has elected to instead remain by Voldan's side. Both are malnourished and exhausted after days spent trapped, and both are injured (Meslin from his encounter with the quarrygeist, and Voldan from the fallen cart). Freeing Voldan requires a successful DC 22 Strength check to shift the cart, though up to four characters can aid at once. The pair are thrilled to see anyone, given their state, and eagerly relay information about the mine and the Ironfang soldiers to the PCs, though all they really know is when the conquerors arrived and that they seemed keen on securing resources all over the Hollow Hills.

If the PCs can help either of the miners reach Longshadow, their reports help convince Mayor Thom

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

Crawbert that the threat posed by the Ironfang Legion is genuine (see page 20).

Once the PCs reach this room, the mine's quarrygeists reset the traps in areas **I3**, **I4**, and **I5**.

Story Award: Award the PCs an additional 3,200 XP if they find the map of the Hollow Hills in this chamber. Award them an additional 3,200 XP if they rescue either or both of the miners trapped here and learn any additional details about the Ironfang Legion's activities.

J. RIDGELINE CAMP

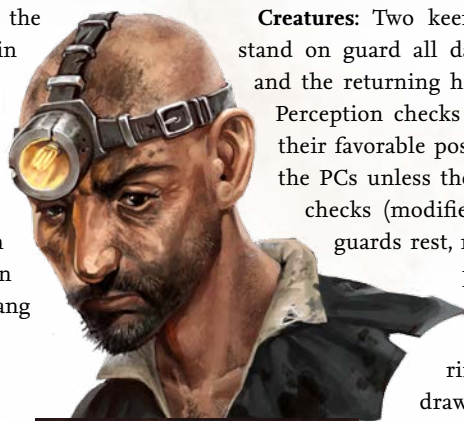
When PCs first spot or approach the ridgeline camp, read or paraphrase the following.

Two tall towers flank a collection of drab tents along the uppermost ridge of this steep hill. Red banners flutter in the prairie winds, and the smell of animals and rotting meat tinges the air.

This camp, which sits atop a rocky ridge that runs along the eastern edge of the Hollow Hills, serves as a central stronghold for Sergeant Dargg and his contingent of Ironfang forces. After losing several valuable morlock agents in the debacle at Radya's Hollow, the hobgoblin cavalier has desperately sought a way to salvage his reputation and present Kosseruk with equally valuable allies before she receives word of his failure and summons him to account for the losses. To that end, Dargg has begun trying to court a local tribe of harpies—the Carrion Brides—into joining the Ironfang Legion's upcoming attack on Longshadow. Kosseruk made initial contact with these harpies, but negotiations stalled over the minotaur's officious nature and demand for deference. Dargg instead ingratiated himself to the Brides with gifts and endless compliments, a strategy that worked beautifully until his assistant, **Mahrzan** (male hobgoblin fighter 7), rebuffed the harpy chief's romantic advances. The misunderstanding turned violent, resulting in the killing of three harpies.

Fearful of what punishment Kosseruk will visit upon him for his failures, Dargg is desperate to win back the harpies' favor and secure the alliance. To this end, he plans to bribe the harpies by giving them Mahrzan, along with several of his remaining slaves from Radya's Hollow.

The PCs can find out about this camp by finding Dargg's journal in Radya's Hollow, from the map on the fallen hobgoblin in area **I7**, or by exploring the Hollow Hills region themselves. The camp is visible from afar, and as long as the PCs enter the general area of the ridgeline camp, they easily spot the tents and cliff face.



MESLIN MORDECAI

J1. PERIMETER GUARDS (CR 8)

Watchtowers stand apart from the main camp.

Creatures: Two keen-eyed Ironfang sharpshooters stand on guard all day, watching for both enemies and the returning harpies. The sentries take 10 on Perception checks as they keep watch, and given their favorable position in the towers, they notice the PCs unless the PCs succeed at DC 23 Stealth checks (modified for distance). By night, the guards rest, relying on their trained owls to patrol the area for intruders.

If the guards spot anyone, they fire for 2 rounds before ringing the gongs in their towers, drawing out the remaining Ironfang forces in 1d4 rounds.

IRONFANG SHARPSHOOTERS (2) CR 6

XP 2,400 each

Hobgoblin ranger (skirmisher) 7 (*Pathfinder RPG Bestiary* 175, *Pathfinder RPG Advanced Player's Guide* 128)

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 64 each (7d10+21)

Fort +7, **Ref** +9, **Will** +5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk scimitar +10/+5 (1d6+2/18-20)

Ranged +1 composite longbow +12/+7 (1d8+3/×3)

Special Attacks combat style (archery), favored enemies (dwarves +2, humans +4)

TACTICS

During Combat The archers prefer to snipe from a distance, and use Deadly Aim and Rapid Shot only when enemies approach within 100 feet. They order their owls to harry and distract approaching enemies.

Morale Lifelong soldiers, the archers fight to the death.

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 23

Feats Deadly Aim, Endurance, Far Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +1 (–3 to jump), Climb +9, Handle Animal +9, Knowledge (geography) +10, Perception +11, Stealth +15, Survival +11; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ favored terrain (plains +2), hunter's bond (owl), hunter's tricks (defensive bow stance, hobbling attack), track +3, wild empathy +6, woodland stride

Combat Gear *elixir of hiding*, *potions of cure moderate wounds* (2), *potion of heroism*; **Other Gear** +1 breastplate, +1 composite longbow (+2 Str), mwk scimitar, mess kit, mwk backpack^{APG}, 85 gp

IRONFANG OWL COMPANIONS (2) CR —

N Small animal

Init +3; **Senses** low-light vision; Perception +10**DEFENSE****AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)**hp** 26 each (4d8+8)**Fort** +6, **Ref** +7, **Will** +3**Defensive Abilities** evasion**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** bite +6 (1d4+2), 2 talons +7 (1d4+2)**STATISTICS****Str** 14, **Dex** 16, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Skill Focus (Perception), Weapon Focus (talon)**Skills** Acrobatics +3 (–5 to jump), Fly +10, Perception +10**SQ** tricks (attack, come, distract^{UC}, down, seek)**J2. CENTRAL CAMP (CR 8)**

The core of the camp consists of a semicircle of hide tents, as well as a mess tent and command post.

Creatures: Sergeant Dargg—along with nearly two dozen rank-and-file soldiers—awaits the return of the Carrion Brides here, alternately reviewing field reports and fretting about his inevitable discipline from Kosseluk. Dargg is an ambitious and charismatic young officer with little understanding of his troops but plenty of swagger. He's hung his second-in-command, Mahrzan, out to dry, and thinks nothing of sacrificing the rest of the soldiers in his command to capture the now-infamous "Phaendar fugitives." The only creature he respects is his wolf mount, Gruzak.

Unless alerted to intruders by their watch, the hobgoblins aren't expecting a fight and take 1d4 rounds to assemble into a troop and come to Dargg's aid.

DARGG CR 7**XP** 3,200

Hobgoblin cavalier (beast rider) 8 (*Pathfinder RPG Bestiary* 175, *Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder RPG Ultimate Combat* 36)

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)**hp** 88 (8d10+40)**Fort** +10, **Ref** +5, **Will** +5**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 flaming light flail +12/+7 (1d8+4 plus 1d6 fire)

Special Attacks banner +2, cavalier's charge, challenge 3/day (+8 damage, gain +3 AC), for the king, tactician 2/day (Paired Opportunists, 7 rounds)

TACTICS**Before Combat** If warned of trouble, Dargg mounts Gruzak.

During Combat Dargg begins by charging the nearest enemy, then uses his challenge ability on an enemy warrior. Once his troop joins the fray, he takes a moment to activate his for the king ability—exclaiming "for the Ironfangs and Kosseluk!"—to grant his mount and the Ironfang troop he leads a +2 bonus on attack rolls and damage rolls for 1 round.

Morale Dargg fights to the death rather than retreat to Kosseluk in failure.

**DARGG****ASSAULT ON LONGSHADOW**

FOREWORD

PART 1:
SAFEHAVENPART 2:
SCOUTING THE
HOLLOW HILLSPART 3:
JEWEL ON THE
MARIDETHPART 4:
UNDERMINING
THE LEGIONPART 5:
THE BATTLE OF
LONGSHADOWNPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 23

Feats Iron Will, Mounted Combat, Paired Opportunists^{APG}, Power Attack, Toughness, Weapon Focus (heavy flail)

Skills Acrobatics -2 (-6 to jump), Intimidate +13, Profession (soldier) +11, Ride +9, Stealth +2; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ exotic mount (wolf named Gruzak), lion's call, order of the lion

Gear mwk breastplate with armor spikes, mwk heavy steel shield, +1 flaming light flail, cloak of resistance +1, keys to the pay chest (see Treasure below) and gibbet cages (area J3), silver-and-enamel Ironfang bravery medal (75 gp)

GRUZAK

CR —

Wolf

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

hp 66 (7d8+35)

Fort +9, **Ref** +7, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 24, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Toughness, Weapon Focus (bite)

Skills Acrobatics +1 (+9 to jump), Perception +9, Swim +11;

Racial Modifiers +4 to Survival when tracking by scent

SQ combat riding, devotion, tricks (attack, come, defend, down, guard, heel, track)

Gear mwk chain shirt barding, military saddle

HOBGOBLIN TROOP

CR 6

XP 2,400

hp 73 (*Pathfinder Adventure Path #115: Trail of the Hunted* 77)

Treasure: The Ironfang Legion keeps a locked chest (Disable Device DC 30) in the command post. The chest contains 15,000 gp and an additional 4,500 gp in gems and jewelry to bribe local creatures into joining Kosseluk's growing army. The chest also contains a reserve of potions, including five *potions of cure moderate wounds*, a *potion of fly*, and a *potion of tongues*.

Development: Dargg's personal servant—a gnome assayer from Radya's Hollow named **Nibbitz** (N female gnome expert 4)—is still chained to a table in the

command post and yells for help if the sounds of battle die down. If freed, Nibbitz hopes to flee, but can be convinced to remain with a successful DC 14 Bluff or Diplomacy check, assisting the PCs until they reach some bastion of safety. She suggests Longshadow and its thick, sturdy walls. Nibbitz's detailed accounts of her treatment over the past several weeks and her brief encounter with Kosseluk can help the PCs convince Mayor Thom Crawbert that the Ironfang Legion presents a genuine threat.

Even without Nibbitz, Dargg's command post includes several valuable communiqués from other Ironfang outposts throughout the Hollow Hills, discussing preparations for an all-out assault on the walled city of Longshadow to commence in 12 days. These intelligence reports detail progress at a warbeast training camp (see area M), securing a nesting location for new wyvern scouts (see area N), the siege engineers' efforts to transport their war machines to the rendezvous site (see area O), and recent developments at the munitions camp established in the conquered town of Ecrú (see area P). See Part 4 of this adventure for full details on how the PCs might use any or all of these materials to undermine the Legion's invasion plan.

Once the PCs discover these materials, they have only 12 days before the attack on Longshadow begins!

Story Award: If the PCs recover the intelligence on the Ironfang Legion's Longshadow invasion, award them 6,400 XP. If they free Nibbitz and gain the gnome as an ally, award them 2,400 XP.

J3. PRISONER CAGES (CR 10)

Slightly removed from the camp, a line of 10 iron gibbet cages dangle from wooden posts along an abrupt cliff, which drops 80 feet to the ground below. Each cage has a simple lock (Disable Device DC 20), and seven contain prisoners—six miserable-looking humans and one naked hobgoblin named Mahrzan. The prisoners begin calling for help immediately, but the PCs have only 4 rounds to catch their breath after defeating the Ironfang forces before a new threat arrives.

Creatures: The sudden burst of activity in the camp alerts harpy scouts watching the area, drawing them in to investigate. Three Carrion Bride leaders and a pair of harpy hunters land atop the posts holding the cages. Their leader, Wenda, lays claim to the prisoners and demands to know what business the PCs have trespassing on their land. The harpies' attitude begins as unfriendly, but if it is shifted to at least neutral, they agree to a brief parley. The Brides admit they are currently uninterested in the outside conflict but that "the cow" has made many generous offers to persuade their tribe to join her war—offers they had planned to accept until the "squealing rodent" Mahrzan insulted one of them and the Ironfang soldiers slew three of

their sisters in the ensuing melee. Mahrzan insists he did nothing but reject the unwanted advances of the “repugnant beasts,” and promises the PCs anything he can imagine if they save him.

The Carrion Brides are susceptible to flattery, but iron-willed in the face of threats; a PC can persuade the harpies to rebuff Kosseluk’s offers with a successful DC 21 Bluff or Diplomacy check, or a successful DC 26 Intimidate check. Demanding the Brides release any or all of the human prisoners increases the DC by 2, while demanding the release of Mahrzan further increases the DC by 5. A bribe in cash or magic items worth at least 5,000 gp grants a +5 circumstance bonus on any of these checks. The harpies immediately attack if the PCs fail any interaction check in this encounter.

If PCs seem to be having too easy a time with the previous encounter, the Brides may arrive in the middle of the battle and turn it into a three-way brawl.

CARRION BRIDES (3) CR 6

XP 2,400 each

Harpy slayer 2 (*Pathfinder RPG Bestiary* 172, *Pathfinder RPG Advanced Class Guide* 53)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 73 each (9d10+20)

Fort +9, **Ref** +12, **Will** +7

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +13 (1d8+2)

Ranged javelin +13 (1d6+2)

Special Attacks studied target +1 (1st, move action)

TACTICS

During Combat The harpies use their captivating songs to lure PCs off the edge of the cliff, while the leaders leap upon anyone left, tearing at them with their bare hands.

Morale The Carrion Brides fight to the death.

STATISTICS

Str 14, **Dex** 19, **Con** 14, **Int** 7, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +11; **CMD** 27

Feats Dodge, Flyby Attack, Great Fortitude, Improved

Initiative, Improved Natural Attack (talon), Weapon Finesse

Skills Acrobatics +4 (+0 to jump), Climb +9, Fly +12, Intimidate +9, Perception +9, Perform (sing) +7, Stealth +9

Languages Common

SQ captivating song, slayer talent (finesse rogue), track +1

Gear +1 studded leather, javelins (5), cloak of elvenkind, ring of protection +1, a bag of uncut jet gems (worth 300 gp)

HARPIES (2) CR 4

XP 1,200 each

hp 38 each (*Pathfinder RPG Bestiary* 172)

INVASION TIMELINE

The timeline for this adventure places the attack on Longshadow 12 days after the PCs learn of it, giving the PCs 2 or 3 days to travel to the city, a day to convince Mayor Crawbert of the encroaching danger, and then 8 to 10 days to prepare the city and strike at four major Ironfang resources. The PCs likely need to rely on horses or even magic to reduce the time wasted traveling to accomplish everything, and even then they may not be as well prepared for the battle as they’d like.

This adventure schedule is meant to apply pressure to the PCs and force them to prioritize, but not to make the battle seem impossible. You may grant your group opportunities to further delay the Legion (such as the encounter in area L), or if things are proceeding too easily, you can instead have Kosseluk move up her timeline in hopes of catching the town unprepared.

MAHRZAN CR 6

XP 2,400

Hobgoblin forerunner (*Pathfinder RPG Monster Codex* 119)
hp 71 (currently 28)

Development: If the PCs don’t slay the Carrion Brides’ warriors or bribe them into neutrality, they eventually side with Kosseluk and return in Part 5 of this adventure.

If the PCs hand Mahrzan over to the harpies, the Carrion Brides thank them for slaying Dargg and the other hobgoblins and allow them safe passage through their territory for now. The harpies know a little of the Ironfang movements in the Hollow Hills and can share the same information the PCs can find in the command post (see area J2), should the PCs miss those clues. They know next to nothing about the Legion’s future plans.

If the PCs refuse to turn over Mahrzan and they defeat the harpies, the hobgoblin is thankful. He knows that Kosseluk is planning a major offensive against Longshadow in 12 days, and that she hoped to recruit the harpies as aerial scouts. He can share the same general information about Ironfang movements in the area as the harpies, though he exaggerates the Ironfang Legion’s strength wherever possible. He refuses to accompany the PCs, wanting nothing more than to disappear in the chaos of war, and if taken prisoner he attempts to escape whenever possible (such as when the PCs are preoccupied by other dangers of the Hollow Hills). If escorted all the way to Longshadow, his presence helps convince Mayor Thom Crawbert that the hobgoblin presence may be more powerful than he suspected.

Story Award: If the PCs manage to negotiate with the Carrion Brides, award them XP as if they had defeated the harpies in battle.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

PART 3: JEWEL ON THE MARIDETH

Built along the turbulent Marideth River to power its mills, Longshadow is the largest town in the region—and the Ironfang Legion's current target for conquest. Its foundries and forges offer fuel for the hobgoblin war machine, while its population will provide the slave labor to maintain that steady flow of supplies. By the time the PCs learn of the coming invasion, Kosseluk has already begun moving pieces into place, and a scant 12 days remain until the Ironfang Legion overruns the town like a wave crashing over the beach.

Longshadow's defenses are currently pitiful. With no threats from Molthune in years, the town guard has grown negligent, and even the town's formidable walls are weathered and crumbling. The situation is actually worse than the PCs realize. Not only is Longshadow currently incapable of fending off the Ironfang Legion's attack, but General Azaersi dispatched her own agents—a trio of doppelganger saboteurs and a pair of merciless bugbear assassins—to undermine what meager resistance the town might muster. A week before the start of this adventure, her doppelgangers stealthily entered Longshadow to kill and replace Mayor Thom Crawbert. They found that Crawbert was too public a figure and too heavily guarded to effectively remove from play, so instead they've replaced his three most trusted advisors: **Garret Graygallow** (N male human expert 6), the owner of a local foundry; **Seneka Volstadt** (N female half-elf rogue 4), a shipping magnate; and Banker **Solomon Zane** (LN male middle-aged human cleric of Abadar 5). Now in positions of power in the settlement, the doppelgangers have spent the last week whispering in Thom Crawbert's ear, downplaying the threat of the hobgoblin invasion, convincing the mayor the settlement is perfectly capable of weathering any assault from "brutish savages," and proposing that any show of fear amid baseless rumors could destroy the local economy.

WARNING LONGSHADOW

Depending on when the PCs arrive in Longshadow, they find the mayor either at work in Longshadow's town hall or meeting with his constituents at the local pub. Getting an audience with the mayor is not difficult. Thom is a gregarious man and is always eager for a distraction from the drudgery of his normal mayoral duties. Learning as much about the mayor requires only a successful DC 12 Diplomacy check to gather information.

While meeting with the Mayor Crawbert is simple, convincing him to prepare for war is not. Once the PCs warn him of the Ironfang Legion, Thom Crawbert thanks them for bringing these facts to his attention, but assures them he is not worried. He argues that Longshadow is one of the most heavily fortified cities in

Nirmathas, and is more than capable of defending itself from "a few uppity goblins." If the PCs press the issue or try to convince the mayor that the risk posed by Kosseluk and the Ironfang Legion is greater than he realizes, the doppelganger councilors step in to intervene.

The mayor's advisors remain by his side day and night—and if pressed, he admits to finding them a bit too clingy recently. By this point the doppelgangers have heard rumors of the PCs' activities in the Hollow Hills and watch for adventurers who might try to warn the mayor about the coming invasion. They also use their *wand of undetectable alignment* once the PCs begin snooping. For full stat blocks for the doppelganger infiltrators, see the Sabotage encounter on page 24.

To overcome the doppelgangers' influence, the PCs will need to engage in a verbal duel with the advisors (see the sidebar on page 22). In this duel, the advisors work as a team, and the mayor is the audience. The PCs work together as a team to refute the advisors' claims and convince the mayor that the threat is real. Mayor Crawbert has a number of biases: he is not fond of mockery, as his former adventuring party frequently mocked him for his lack of outdoor skills; any check against him that employs the mockery tactic takes a -2 penalty. The mayor is, however, very fond of wit, and any check against him that employs the wit tactic gains a +2 bonus. A PC can determine the mayor's biases prior to the duel by succeeding at a DC 15 Sense Motive check.

The PCs are not without resources. They automatically begin with one edge for the duel, thanks to their growing reputation as heroes and dragonslayers. They also gain one edge for each of the following accomplishments from their time in the Hollow Hills.

- Recovered messages from the centaur remains in the trapdoor spider's nest (area G).
- Rescued Meslin and Voldan from the Radya's Hollow mine (area I).
- Rescued the gnome Nibbitz from the hobgoblin ridgeline camp (area J).
- Brought the hobgoblin prisoner Mahrzan (area J) to Longshadow.

MAYOR'S ADVISORS

Doppelganger advisors (3)

Determination 10

TACTICS

Allegory Knowledge (history) +2

Baiting Sense Motive +10

Emotional Appeal Perform (oratory) +6

Flattery Diplomacy +12

Logic Knowledge (local) +7

Mockery Perform (comedy) +3

Presence Intimidate +8

Red Herring Bluff +14 (1 edge each)

Rhetoric Perform (act) +6

Wit Linguistics +7

DUEL STRATEGY

The advisors prefer to open an exchange with logic, wit, or allegory, saving their powerful tactics to counter the PCs' checks later in the exchange.

If the PCs defeat the advisors in the duel, they convince the mayor not only that a hobgoblin invasion is imminent, but also that the town's defenses are inadequate. More importantly, the PCs gain the mayor's trust. He acknowledges their expertise and experience when it comes to fighting the Ironfang Legion, and formally asks them to remain in the settlement and aid in its defense.

The advisors accept defeat graciously and apologize for their ignorance on the subject, admitting they may have let their greed blind them to a genuine threat. The doppelgangers confer later, though, updating Kosseluk on the PCs' presence and activities, and once preparations begin for the town's defenses, they work to undermine the PCs' efforts.

If the PCs lose the verbal duel, they fail to convince Thom Crawbert that the Ironfang Legion poses any genuine threat to the area. He explains that, though they are far from the Molthune border, the risk of spies and provocateurs is not insignificant. He cannot in good conscience panic his citizens and empty his coffers to fortify Longshadow against an attack that may never come based purely on the word of a handful of strangers, even famous ones.

However, Thom Crawbert has a soft spot for underdogs, and rather than dismiss the PCs out of hand, he offers them a chance to prove themselves. Crawbert explains that in recent months, someone or something has been menacing trade routes north of the town. He suggests this may even be the work of these "iron-whatsits." If the PCs put a stop to these attacks, it would certainly dispel any suspicions he has about their loyalties.

Treasure: If the PCs win the verbal duel, Mayor Crawbert agrees to aid them by providing whatever resources the town can afford, plus a stipend of 20,000 gp with which to make any purchases they might need to defend the town. He also offers the PCs a retainer of 500 gp each, with the promise of greater rewards in the future.

Development: If the PCs have no interest in convincing the mayor and his aides of the encroaching danger, or otherwise fail to win the mayor's approval, a group of Longshadow's artisans and merchants approach them—many relatives of people already displaced or enslaved by the hobgoblins—and ask for the PCs' help regardless of the mayor's wishes, offering them a reward of 2,000 gp to save the city. They don't have much more they can muster from their small collective, but they're confident that once the rest of

Longshadow sees the Ironfang Legion in action, the other townsfolk will likewise contribute what they can.

Story Award: If the PCs defeat the mayor's advisors in the verbal duel, award them 6,400 XP.

A TEST OF METTLE (CR 9)

The attacks Thom Crawbert mentioned all took place along the Old Oak Road, a trade road that leads north from the settlement through a wooded, fog-choked valley. If the PCs ask around town about the attacks, they learn that caravans traveling the Old Oak Road started to go missing about a month ago. The militia mounted a few search parties, and while they recovered several wagons loaded with trade goods, they found no sign of the missing merchants or caravan guards. Mayor Crawbert halted traffic along the road after the first few disappearances and posted warning signs at both ends of the wood warning travelers to take an alternate route.

The Old Oak Road isn't hard to find, as it branches off from the main road leading east from Longshadow, about an hour's travel out from the settlement. When the PCs arrive at the road, read or paraphrase the following.

A deeply rutted road winds through this forest of stunted oaks. Dead leaves drift gently in the wind, filling the air with rustling sounds and the earthy scent of decay. Nearby, a small wooden sign planted in the center of the road reads in Common, "Road closed by order of Thom Crawbert, Mayor of Longshadow. Pass at your own peril."

Creatures: The monster attacking Longshadow traders is a carnivorous plant known as a quickwood, transported here at great personal cost by the Ironfang Legion to further isolate the town. The quickwood moved into the area in search of food, and for a while feasted regularly on the caravan guards and merchants passing through this grove. However, now that the merchants are diverting their shipments around the wood, the plant has had very little to eat. Shortly after the PCs enter the wood, the hungry and aggressive plant attacks.

QUICKWOOD

CR 9

XP 6,400

hp 95 (*Pathfinder RPG Bestiary 2 228*)

Treasure: A hobgoblin's body is still tangled among the plant's upper branches, and while ravens have made off with most of her small valuables, she still wears a +1 *armored coat*^{UE}.

Development: Kosseluk lost her protégé—a gifted hobgoblin sergeant named Acreesha—in the operation to transport the quickwood. Those who examine the quickwood's body easily discover several chains—many of them burst—as well as four superior quality locks. The key still lies in the pocket of Acreesha's

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

VERBAL DUELS

The rules for verbal duels can be found on pages 176–181 of *Pathfinder RPG Ultimate Intrigue*. Though social conflicts aren't a cornerstone of this Adventure Path, you may wish to reference these rules for other occasions when the PCs must win allies to their side or attempt to resolve tense situations diplomatically rather than violently.

If you don't wish to employ the verbal duel system, instead have the PCs engage in a contest of five opposing skill checks against the doppelgangers, using the following skills: Bluff, Diplomacy, Intimidate, Sense Motive, and for the final round, either Knowledge (local), Perform (oratory), or Profession (soldier). Only one representative from each side can attempt each check, but additional PCs can aid their primary speaker's checks, and the doppelgangers assist one another. The PCs can still spend an edge they have earned to reroll a single skill check.

corpse. Bringing back the hobgoblin and a piece of the quickwood as proof that they've dispatched the monster is enough to convince Mayor Crawbert that the PCs at least know what they're doing, and that the Ironfang Legion may be more of a threat than he assumed. He allows the PCs to go about their business in Longshadow, but remains suspicious of any requests for money.

LONGSHADOW'S DEFENSES

The crux of this adventure is the impending siege of Longshadow. The Ironfang Legion, under Kosseluk's command, intends to take the town as a central stronghold and production facility to support its northern operations. Only the PCs' actions can prevent the inevitable, and the remainder of "Assault on Longshadow" focuses on their preparations and the battle itself.

After the PCs convince Mayor Crawbert and the people of Longshadow that the Ironfang Legion poses a genuine threat, they can begin the process of preparing the city to stand against invaders.

DEFENSE POINTS

Longshadow's defenses are measured in Defense Points, which function for the community like hit points function for an individual creature. They represent a combination of physical defenses, militia strength, and town morale. Events throughout the siege impact the town's Defense Points, and how well Longshadow endures the siege is directly tied to its ongoing Defense Point total. If Longshadow is reduced to 0 Defense Points, it falls to the Ironfang Legion, though it isn't

necessarily destroyed—many buildings remain standing and citizens survive—but its defenders are scattered and panicked, and its streets are unquestionably under the control of Kosseluk's army.

Longshadow begins with 50 Defense Points, representing its stockpile of weapons, but also reflecting its poorly trained militia and crumbling walls, as well as defenses already undermined by Azaersi's infiltrators and assassins. Many of the PCs' actions add to the existing Defense Points, while Ironfang attacks during the siege reduce this total.

READYING THE TOWN

With or without the mayor's blessing, the PCs can rally residents to begin reinforcing the town's defenses. Most Nirmathi cities eschew traditional defenses, as they rarely last long against the focused force of Molthune and, once captured, actually serve to protect the Molthuni occupiers from the guerrilla tactics favored by Nirmathi militias. Longshadow, like many communities of the Hollow Hills, bucks this trend. The settlement contains numerous forges and foundries that would be difficult or expensive to rebuild should they be captured or destroyed by Molthune, and so Longshadow resembles a typical fortified town more than most Nirmathi settlements, with sturdy buildings, siege provisions, and a 20-foot-tall brick wall encircling the town. Of course, there is plenty of room for improvement; a successful DC 15 Knowledge (engineering), Knowledge (history), Profession (soldier), or Survival check can identify weak points where the PCs can focus their efforts.

Each day the PCs spend in Longshadow, they can perform up to three actions from the list below (each requiring about 5 hours of time). These actions represent the PCs' ability to organize Longshadow's laborers, artisans, militia members, and business leaders to improve the town's defenses. Each action requires the oversight of at least one PC, who must succeed at a DC 15 skill check with one of the listed skills; performing any of these actions without first convincing Mayor Crawbert of the encroaching invasion means working with fewer hands and limited resources, which imposes a –5 circumstance penalty on all skill checks to improve Longshadow's defenses. Multiple PCs can oversee an action; additional PCs beyond the first can use the aid another action. The PCs can perform a given action more than once in a day and gain its listed benefit multiple times, but each action has a maximum number of Defense Points it can provide. Rolling a natural 1 on any of these skill checks indicates an accident has befallen the rushed preparations, dealing 3d6 points of damage to the appropriate PC.

Each skill check a PC attempts to improve the town's defenses may be complicated by Azaersi's doppelganger saboteurs (see Sabotage on page 24).



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

- **City Walls:** A sturdy brick wall surrounds most of Longshadow, leaving only the dockside district exposed. The walls have battlements and walkways, allowing the town's militia to patrol the edges of Longshadow and keep a watchful eye out for bandits, Molthuni armies, and the occasional hunting wyvern. However, the wall is in poor repair in several places, making it easy to climb (Climb DC 10). A PC can lead laborers in repairs to the wall with a successful Craft (stonemasonry), Knowledge (engineering), or Profession (stonemason) check. **Benefit:** Each successful attempt to repair the town's walls increases Longshadow's Defense Points by 10. Each successful check also increases the DC to climb the walls by 5. The PCs can gain this benefit up to three times (gaining a maximum of 30 Defense Points).
- **Internal Defenses:** While the walls of Longshadow are paramount to defense, they cannot hold off every enemy. With some preparation and planning, PCs can organize fallback locations and choke points, as well as barricades and medical stations. Organizing untrained citizens to make all these improvements requires a successful Craft (alchemy, carpentry, stonemasonry, or traps), Diplomacy, or Knowledge (local) check to determine the best locations for defenses or to directly aid in their construction. **Benefit:** Each successful check to improve the internal defenses increases Longshadow's Defense Points by 5. The PCs can gain

this benefit up to three times (to a maximum of 15 additional Defense Points).

- **Militia Drills:** The town's militia consists of 50 soldiers (use the statistics for a guard on page 267 of the *NPC Codex*), though only 25 of these operate in the town at a given time. The remainder operate as scouts and marshals in the wilderness and nearby villages. If they have Mayor Crawbert's backing, the PCs can muster an additional 300 soldiers from the town's reserves, but these conscripts are inexperienced and undisciplined. A PC can whip the militia into shape with a successful Intimidate or Profession (soldier) check. **Benefit:** Each successful check to train and organize Longshadow's militia increases the town's Defense Points by 10. The PCs can gain this benefit only once with the town's primary militia, and up to two additional times if Mayor Crawbert helps them assemble new volunteers (to a maximum of 30 additional Defense Points).
- **Reinforcements:** The PCs may have some additional forces they can draw upon to reinforce Longshadow's defenses, such as the Chernasardo Rangers or slaves freed from Ironfang forces (areas J, M, and O). Freed slaves are eager to fight but unskilled, while the Rangers cannot field large numbers of troops in their current state. **Benefit:** Training freed slaves requires a successful Perform (oratory) or Profession (soldier) check. Recruiting aid from the Rangers is automatically successful, but the Rangers take 2d4 days to arrive

once called. PCs with the Leadership feat can also call upon their followers to bolster Longshadow's defenses, automatically succeeding. Rangers and followers from Leadership each add 5 to the town's Defense Points, but can only be called upon once. Each unit of rescued slave adds 5 to Longshadow's Defense Points (for a maximum of 25 additional Defense Points from all sources).

- **Siege Supplies:** Many of Longshadow's crops in the surrounding fields aren't quite ready for harvest, but can be gathered to help the city prepare for disaster. Likewise, townsfolk trained in hunting and trapping can redouble their efforts to fill larders before disaster strikes. Organizing these efforts requires a successful Profession (baker, cook, farmer, or trapper) or Survival check. **Benefit:** Each successful check grants Longshadow an additional 5 Defense Points. The PCs can gain this benefit twice (to a maximum of 10 additional Defense Points).
- **Townsfolk Readiness:** Although not trained as soldiers, Longshadow's townsfolk are strong, able-bodied, and eager to defend their homes. Rather than serving as soldiers, these adults can be trained to fight fires, run messages, and tend to the injured. Inspiring and training the average citizens of Longshadow requires a successful Diplomacy, Heal, or Profession (soldier) check. **Benefit:** Each successful check grants Longshadow an additional 5 Defense Points. The PCs can gain this benefit twice (to a maximum of 10 additional Defense Points).

Story Award: For every 10 Defense Points the PCs generate for Longshadow prior to the siege, award them 3,200 XP.

SABOTAGE (CR 10)

The PCs may already suspect the mayor's advisors of skulduggery after they argued so forcefully against preparing the town for war, but the depths of their collusion are unthinkable. The doppelgangers are well acclimated to their roles and have replaced respected and beloved figures in the community. Publicly slandering the mayor's advisors without evidence earns the PCs only scorn and dismissal from the locals, while publicly attacking them results in the town guard and Mayor Crawbert himself turning on them.

So long as Azaersi's doppelganger agents remain in town, they do everything in their power to undermine the PCs' efforts and sabotage Longshadow's defenses.

Creatures: Each of the three doppelgangers works to sabotage one randomly chosen PC's efforts each day, attempting a Bluff or Disable Device check against the result of the target PC's skill check. If the doppelgangers succeed, the PC's efforts make no progress—soldiers remain indolent, construction attempts turn out shoddy, and so on. If the doppelgangers win this opposed check by 5 or more, then a mysterious accident also

destroys 1d6 Defense Points as supplies are ruined and townsfolk injured.

The doppelgangers conduct their sabotage while disguised as other PCs (rather than their guises as respected locals), so investigations into the accidents turn up eyewitnesses accusing the newly arrived "heroes" of laziness, incompetence, and rabble-rousing. Recognizing the doppelgangers' handiwork as sabotage is tricky, requiring a successful DC 25 Sense Motive (if they used Bluff) or Perception (if they used Disable Device) check. Tracking the shapeshifters is more difficult, requiring a creature with the scent special ability or magic (such as *discern lies*, *divination*, or *seek thought*^{APG}). At your discretion, a roll of a natural 1 on a doppelganger's sabotage attempt injures it, dealing 3d6 points of damage and possibly leaving additional clues behind (such as inhuman blood) or giving the individual a telltale limp by which observant PCs can identify them.

Adventurers can also lie in wait to ambush would-be saboteurs as other PCs go about the defense preparations normally. Doing so requires a PC to attempt a Disguise or Stealth check opposed by the doppelgangers' Perception checks, but if successful, the PC can catch the saboteurs in the act.

The players may come up with a way to deal with the sabotage attempts other than those mentioned above. Reward creative thinking, and use the difficulty of the approaches above as a guideline when setting the DCs of skill checks.

If the PCs leave town before beginning preparations, the trio simply arranges to follow and ambush them on the road, posing as refugees. If confronted over their sabotage, they immediately attack. They recognize the danger the PCs pose to Kosseruk's invasion and Azaersi's ultimate victory.

IRONFANG INFILTRATORS (3)

CR 7

XP 3,200 each

Doppelganger rogue 4 (*Pathfinder RPG Bestiary* 89)

LE Medium monstrous humanoid (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +4 natural)

hp 76 each (8 HD; 4d8+4d10+36)

Fort +7, **Ref** +12, **Will** +7

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee mwk sword cane +12/+7 (1d6+3) or

2 claws +11 (1d8+3)

Ranged +1 hand crossbow +12 (1d4+1/19-20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 18th; concentration +20)

At will—*detect thoughts* (DC 14)

Rogue Spell-Like Abilities (CL 4th; concentration +6)
3/day—*message*

TACTICS

Before Combat The doppelgangers prefer to strike from hiding, drinking a *potion of blur* and using a surprise round (should they get one) to throw globes from their *necklaces of fireballs* (originally intended to destroy infrastructure during the invasion).

During Combat The infiltrators open up with their hand crossbows, hoping to catch enemies flat-footed, then move to flank with their sword canes. They fling their thunderstones at casters. They use only their claws if they've already been exposed as shapeshifters.

Morale The infiltrators are loyal soldiers and fight to the death.

STATISTICS

Str 16, **Dex** 18, **Con** 16, **Int** 15, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +10; **CMD** 25

Feats Dodge, Great Fortitude, Improved Initiative, Toughness, Weapon Finesse

Skills Bluff +14, Climb +8, Diplomacy +12, Disable Device +15, Disguise +16 (+36 while using change shape), Escape Artist +14, Intimidate +8, Knowledge (local) +7, Linguistics +8, Perception +13, Perform (act, oratory) +6, Sense Motive +10, Stealth +14; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common, Dwarven, Elven, Goblin, Halfling, Undercommon

SQ change shape (*alter self*), mimicry, perfect copy, rogue talents (finesse rogue, minor magic), trapfinding +2

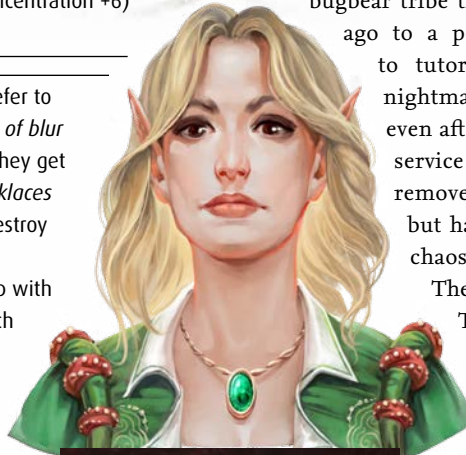
Combat Gear *feather tokens* (bird, 2), *necklace of fireballs* (type II), *potions of blur* (2), *scroll of sending*, *wand of undetectable alignment* (31 charges), thunderstones (3);

Other Gear mithral shirt, +1 hand crossbow, mwk sword cane^{APG}, mwk thieves' tools, 75 gp

Development: Revealing the doppelgangers solidifies the PCs' position and reputation as heroes, ensuring the people of Longshadow finally and unquestioningly believe the Ironfang Legion to be a threat.

ASSASSINS (CR 11)

In addition to her doppelgangers, Azaersi dispatched a pair of her most feared assassins: the Dreamstalker Sisters. She originally planned for the bugbears to lie low and monitor the infiltrators' progress, then creep out hours before the invasion to execute Longshadow's leaders. But with the infiltrators slain, the sisters panic and decide to move up their assassinations before the PCs can further rally the community's defenses.



SENEKA VOLSTADT

Creatures: Bregga and Malga are members of a bugbear tribe that swore their service centuries ago to a powerful night hag, who agreed to tutor the tribe's children in their nightmares in exchange for their loyalty even after death. Azaersi contracted their service from the night hag to quietly remove dissenters in her own ranks, but has found use for them in sowing chaos among enemy forces as well.

The Dreamstalkers attack by night. The first night after the infiltrators' deaths, they slip into the PCs' rooms just long enough to snip a lock of hair from each sleeping adventurer. The second night, each uses their stolen hair to trap a random PC in a horrific dreamscape using their *nightmare* spell-like ability.

If the PCs refuse to flee, on the third night the pair attack in person, ambushing the heroes in an alley or empty street.

The bugbears approach from the sky, using their ability to fly to drop down on the PCs from above.

BREGGA AND MALGA

CR 9

XP 6,400 each

Female nightmare bugbear slayer 6 (*Pathfinder RPG Bestiary* 4 204, *Pathfinder RPG Bestiary* 38, *Pathfinder RPG Advanced Class Guide* 53)

CE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 120 ft., scent; Perception +12

Aura fear (60 ft., DC 17), frightful presence (30 ft., DC 17)

DEFENSE

AC 25, touch 14, flat-footed 22 (+7 armor, +1 deflection, +3 Dex, +3 natural, +1 shield)

hp 88 each (9 HD; 3d8+6d10+42); regeneration 5 (good spells and weapons, silver)

Fort +10, **Ref** +13, **Will** +7; +4 vs. illusion effects

Defensive Abilities illusion resistance, protection from good; **DR** 5/good or silver

OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee +1 *punching dagger* +12/+7 (1d4+5/×3), +1 *punching dagger* +12 (1d4+5/×3)

Ranged dart +12 (1d4+4)

Special Attacks night terrors (DC 17), sneak attack +2d6, studied target +2 (2nd, move action)

Spell-Like Abilities (CL 3rd; concentration +6)

Constant—*protection from good*

3/day—*detect thoughts* (DC 15), *dream*, *nightmare* (DC 18), *suggestion* (DC 16)

1/day—*shadow walk* (DC 18)

TACTICS

During Combat The Dreamstalkers are methodical and

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

overconfident. They trust in their frightful presence to scatter opponents, and pick away at anyone left standing before chasing down the rest of their comrades.

Morale If one of the sisters is slain, the other attempts to use *shadow walk* to escape and report everything she has learned of the PCs to Azaersi. She may reappear later to haunt the PCs' dreams or avenge her sister's death.

STATISTICS

Str 18, **Dex** 18, **Con** 17, **Int** 10, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 27

Feats Double Slice, Iron Will, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (punching dagger)

Skills Acrobatics +9 (+5 to jump), Climb +9, Fly +9, Intimidate +22, Perception +12, Sense Motive +12, Stealth +25; **Racial Modifiers** +8 Intimidate, +8 Stealth

Languages Common, Goblin

SQ combat style (two-weapon combat), favored terrain



BREGGA DREAMSTALKER

(urban +2), feign death (DC 17), slayer talents (fast stealth, ranger combat style^{ACG}, terrain mastery), stalker, track +3
Gear +1 shadow breastplate, +1 punching daggers (2), darts (5), cloak of resistance +1, ring of protection +1, 43 gp

Development: The Dreamstalker Sisters have camped out in one of Seneka Volstadt's warehouses—the same Seneka Volstadt who was replaced by one of Azaersi's doppelganger infiltrators. With both the doppelgangers and the bugbears slain, the warehouse workers quickly discover their lair behind several crates (if the PCs don't track the assassins back to their lair first) and bring it to the adventurers' attention. Among several communiqués scrawled in Goblin and an Ironfang banner hanging from the wall, the PCs find a stack of orders to Legion forces in the north, penned by General Azaersi herself. The orders are meant to help coordinate the disparate forces for a perfectly timed attack against Longshadow, but a clever hand could alter them to sow confusion and buy Longshadow a few more days. See area L for more details.

Slaying the Dreamstalker Sisters prevents them from carrying out their scheduled executions during the invasion (see page 46).

K. THE WIZARD OF LONGSHADOW

While Longshadow's militia handles bandits, savage animals, and the occasional incursions from Molthune with little trouble, it occasionally encounters something too unusual or powerful to deal with unaided. In these situations, Longshadow enlists the aid of the changeling wizard Navah—one of Mayor Crawbert's old adventuring companions—who resides in a tower 20 miles northwest of Longshadow. Normally, Thom swallows his pride in times of emergency and asks his onetime rival to assist in emergencies such as the one bearing down on Longshadow now, but no one has heard from Navah in over a month. Once aware of the Ironfang threat, the mayor dispatches two riders to contact Navah, but neither return, and he approaches the PCs a day or 2 into their preparations.

Now largely retired, Navah visits town every few weeks to collect supplies for her research, but failed to collect her last order. Mayor Crawbert worries that his former colleague may have already fallen to the Ironfang Legion, and fears the hobgoblins could use her tower as an advance position for their army. Mayor Crawbert asks the PCs to investigate.

If the PCs ask for more details, Thom shares what he knows: Navah has always been fascinated by monsters—especially those created or warped by magic—and when she retired, she built her tower nearby to study the creatures of the Hollow Hills. He suspects there were deeper fears motivating her research, but they were never friends so much as coworkers, and so he never felt

comfortable prying. Crawbert does worry that Navah's research attracted the attention of the Ironfang Legion, and if the wizard has a menagerie of dangerous creatures locked away somewhere, they could be formidable additions to the hobgoblin army.

Mayor Crawbert's fears are only partially grounded in reality. While still an apprentice, Navah realized her true nature as a changeling and developed a phobia of ever being transformed into a hag—or anything else—against her will. Her studies increasingly focused on transmutation, and she eventually took to adventuring both to learn new arcane secrets and to stay one step ahead of the unseen mother she feared was hovering just out of sight. Her mother, a powerful blood hag (*Pathfinder RPG Bestiary* 4 19) named Kusana, had indeed spied on her from time to time, bemused by her daughter's studies. When the Ironfang Legion began to march across Nirmathas, though, Kusana decided it was time to collect her belongings, including Navah, and move on. Mother and daughter battled throughout the tower, trading spells and unleashing many of Navah's strange creations and experiments. The changeling eventually wounded her mother grievously, and Kusana fled, but not before unleashing a terrible curse on her ungrateful child: madness and paranoia.

Kusana's parting curse left Navah convinced her transformation had taken place, and that she too is now a terrible hag. Her phobias having grown out of control, the woman abandoned her research and retreated to the highest level of her tower, where she frantically scribbles new notes, trying to undo the nonexistent transformation. Though she is momentarily lucid, Navah has thus far been unable to muster enough clarity of mind to break free of the curse.

NAVAH'S TOWER

Navah's tower is 20 miles northwest of Longshadow. A barely visible trail leads the way, and the mayor can provide more detailed directions. The tower itself is carved into the face of a 30-foot-tall basalt cliff. Navah personally crafted the tower using repeated castings of *wall of stone* and *stone shape*; a PC who succeeds at a DC 25 Knowledge (arcana) check identifies the stonework of the structure as the product of these spells. The bulk of the tower rises from the floor of a shallow cave at the foot of the cliff and penetrates through the ceiling into the stone above. It branches within the cliff to connect to the basement of a second tower atop the hill. Both towers protrude from the top of the cliff and terminate in conical slate roofs.

The walls of the towers are smooth (Climb DC 30) and the windows narrow to prevent the odd escaped experiment from fleeing into the countryside. The cliff the tower rises through offers plenty of handholds (Climb DC 20). Each floor of the tower is lit by sconces

enchanted with *continual flames* embedded into the tower's walls. The interior doors are made of sturdy oak (hardness 5, hp 20, break DC 23) and don't have locks unless otherwise noted. The ceilings are especially high (15 feet), both to keep the chambers cool in the harsh summers and so toxic fumes from Navah's experiments have somewhere to go.

K1. CAVE (CR 9)

A small, damp cave opens into the face of a sheer cliff. Though twenty feet tall at its mouth, the ceiling of the cave slopes gently downward to a height of ten feet at its back. A sixty-foot-wide stone tower blocks almost the entire entrance. Oak splinters and iron banding lie scattered across the cave floor.

Navah's mother, Kusana, burst the tower's front doors in when she arrived to collect her daughter.

Creatures: Navah's earliest research focused on owlbears—common creatures of Nirmathas and the product of ancient sorcerous tampering. She paid trappers well for a collection of cubs and began attempting to separate the conjoined beasts into their component animals. Her experiments produced a bizarre mutant bearing one bear head and one owl head. Horrified by what she'd done, she halted the experiments and nursed the cub, whom she named Hillmer, back to health. Now fully grown, Hillmer still lives in this cavern along with his two siblings. The owlbears protect their creator and attack any creatures who aren't accompanied by the wizard.

PCs encountering the creatures can plainly see leather collars on all three creatures' necks. They're relatively tame (for owlbears), and PCs can interact with them using Handle Animal or wild empathy without the usual penalties for attempting to influence magical beasts.

HILLMER	CR 7
XP 3,200	
Unique owlbear (<i>Pathfinder RPG Bestiary</i> 224)	
N Huge magical beast	
Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +14	
DEFENSE	
AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)	
hp 103 (9d10+54)	
Fort +12, Ref +6, Will +6	
OFFENSE	
Speed 30 ft.	
Melee 2 bites +13 (1d8+5), 2 claws +12 (1d8+5 plus grab)	
Space 15 ft.; Reach 10 ft.	
TACTICS	
During Combat Hillmer is surprisingly soft-tempered, though	

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

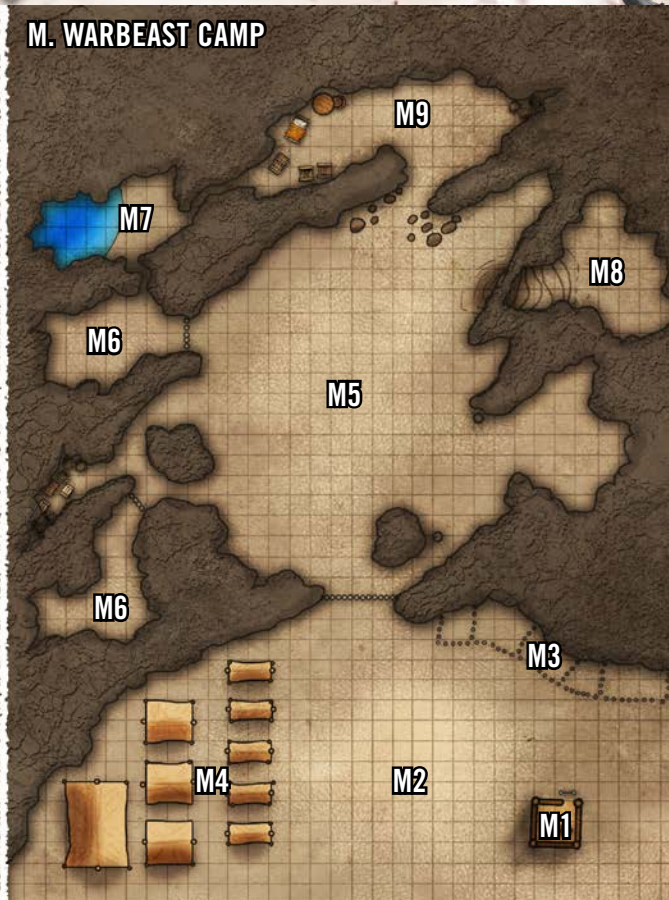
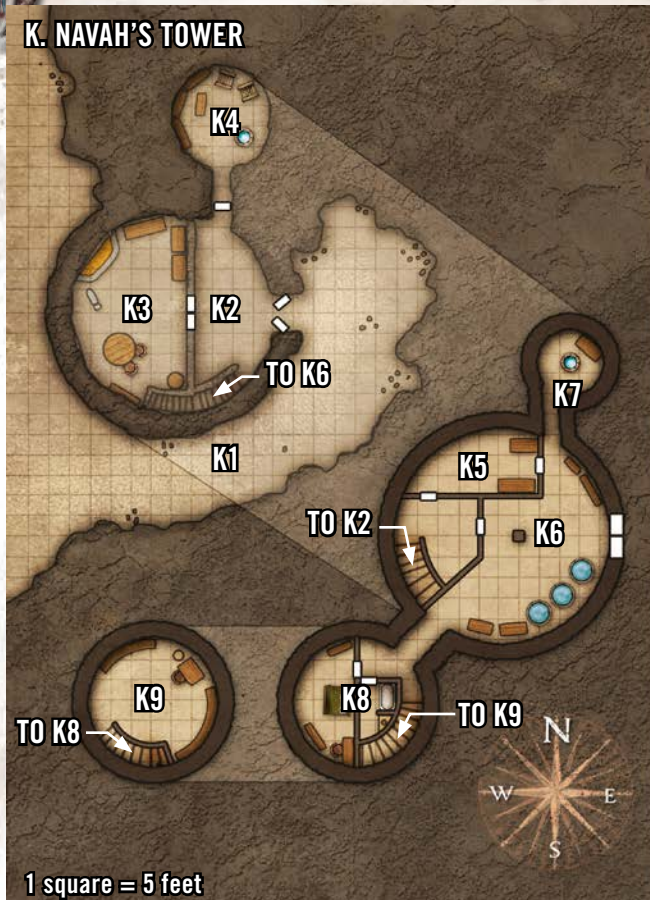
PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY



territorial. He won't chase creatures beyond his cave, and he simply drags injured and subdued enemies into his nest, unsure what else to do with them.

Morale Though large, Hillmer and his siblings are tame and easily startled, and flee if reduced below 20 hit points.

STATISTICS

Str 21, **Dex** 10, **Con** 23, **Int** 2, **Wis** 12, **Cha** 11
Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Improved Natural Armor, Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +10, Perception +14

LEIF AND THURT **CR 5**

XP 1,600 each

Advanced owlbears

hp 57 each (*Pathfinder RPG Bestiary* 294, 224)

Story Award: If the PCs deal with the owlbears peacefully, award them XP as though they had defeated the creatures in combat.

K2. ENTRY

A few simple trophies—a shredded Molthuni banner, a few monster skulls, and what appears to be a dented shield—hang from the walls of this otherwise bare, high-ceilinged room. A

heavy double door stands to the west opposite the tower's shattered front doors, while a smaller door leads north. Spiral stairs to the south lead up.

Navah's foyer is very sparse and open. With few guests ever visiting aside from messengers from Longshadow, she sees little point in pretense. The trophies are sentimental reminders of her adventuring days—most of them now bear a thick layer of dust—and hold no monetary value.

K3. FOUNDRY (CR 8)

Worktables occupy the north of this room, standing next to a large, still-glowing forge and squat iron anvil. Tables and shelves filled with tools and half-finished projects of metal and leather line the edges of the room. Strange animal hides are stretched along the western wall, and to the south, a humble kitchen is squeezed in among the industrial setting.

Navah uses this room to produce magical equipment for her research and experiment with magical items. Not much of a smith, Navah often hired a blacksmith from the settlement of Skelt—a friend's daughter named Reesha. Hiring a Skelt native earned the wizard a number of sour looks from the tradesfolk of Longshadow.

Creatures: Navah's forge is magical, holding carefully controlled elemental fire. Without her oversight, these immortal flames consumed the various magical projects left in the forge when Kusana attacked, and have since matured into a bizarre creature known as a shard slag. The ooze has thus far remained contained in the forge—almost like an egg—but once a living creature enters the foundry, it bursts free and attacks.

SHARD SLAG**CR 8****XP 4,800****hp** 126 (*Pathfinder RPG Bestiary 4* 240)

Treasure: One of the animal hides on the western wall is actually a magic item known as a *skeltherhide*. One of Navah's old adventuring contacts gifted it to the wizard in thanks for hiring her daughter. In addition to being a powerful magic item, the hide is particularly useful in reversing some of the mental damage currently accrued by Navah (see area **K9** for more information).

K4. STORAGE

Shelves stuffed with dry goods and alchemical supplies line the walls of this musty room.

Navah stores whatever food she can't produce magically here, along with emergency provisions, animal feed, and spell components. A well here drops 40 feet down to the water table below, while a hole above the well leads to area **K7**.

Treasure: Stored within this area are several potent potions: eight *potions of cure moderate wounds*, three *potions of cure serious wounds*, a *potion of gaseous form*, two *potions of neutralize poison*, a *potion of nondetection*, and a *potion of remove blindness/deafness*. A PC who succeeds at a DC 22 Appraise or Knowledge (arcana) check also uncovers two dusty bottles stuffed back among the spices: one containing 1,000 gp worth of diamond dust and the other containing 750 gp worth of gold dust.

K5. ALCHEMY LAB (CR 9)

The eastern half of this room sports a table crowded with alchemical implements, clay jars, glass vials, and arcane implements, while a large still takes up much of the floor. Notebooks and alchemical reference manuals fill a bookshelf to the south. Doors rest in the southern and eastern walls.

Some of Navah's experiments were magical, but many relied on alchemy or the blending of the two disciplines. Here she prepared the various mutagens and curatives required in her experiments. Though both Navah and her mother passed through this room during their battle, they did so moments apart, and the only sign of their passing is a scorched streak in the stone wall left by Kusana's *scorching ray*.

Creatures: Navah's primary assistant in her research is a clockwork mage, which labors here still. Though the device is unintelligent, Navah nonetheless named it "Robyn" and confided her secrets to the unthinking machine. The golem is under orders to remain here, mixing a new supply of alchemical reagents, and so did not engage Kusana when the hag invaded.

The clockwork attacks any creatures that interfere with its work. Creatures attempting to examine the alchemical supplies of the room have a 25% chance of

**HILLMER**

NEW MAGIC ITEM

Skeltercats (*Pathfinder Adventure Path* #92 90) are common folklore in the taverns of Skelt—local boogeymen that mothers throughout the Mindspin Mountains use to frighten their children. The hides of these dual-minded creatures are reputed to be amenable to enhancements, and many Kellid shamans use them to craft tribal relics.

SKELTERHIDE

PRICE
4,500 GP

SLOT shoulders

CL 15th

WEIGHT 5 lbs.

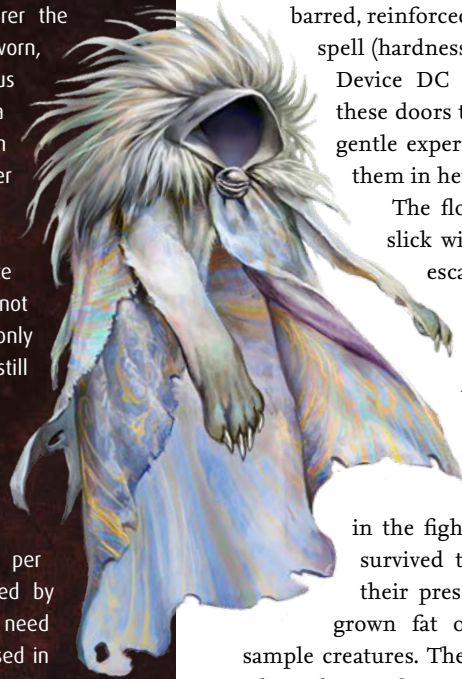
AURA strong enchantment

This thick hide cloak grants its wearer the divided mind of a skeltercat. While worn, the cloak imparts a +1 resistance bonus on Fortitude and Reflex saves and a +2 resistance bonus on Will saves. In addition, once per round, the wearer can reroll the percentile dice when determining her actions while confused and choose the desired result. Once the cloak is donned, the wearer cannot speak or write; she can communicate only in unintelligible growls. The wearer still understands language as normal.

If the wearer suffers from one or more permanent mental afflictions that alter her behavior, such as insanity or the effects of a *helm of opposite alignment*, for 15 minutes per day she can function as if unaffected by these conditions. This time does not need to be used all at once, but must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS COST 2,250 GP

Craft Wondrous Item, *calm emotions*, *resistance*, *blindness/deafness*



being viewed as “interfering” each round, triggering an attack. Robyn does not leave the room, but may continue attacking creatures who interfere with it, provided they remain within sight and range of its bomb attack.

Navah installed a necromancy wand gem in the clockwork mage, which provided her with access to some necromancy spells on the rare occasion that she required them.

CLOCKWORK MAGE CR 9

XP 6,400

hp 102 (*Pathfinder RPG Bestiary* 4 32)

K6. MUTATION LAB (CR 9)

The shattered remains of three glass cylinders line the southeast wall of this large room. A thick layer of greasy, slippery-looking orange slime coats the floor. Hallways lead to the north and southwest, while a heavily barred double door is set in the wall to the east and a single door lies to the west.

Navah used the tanks in this laboratory to carry out her transformational experiments. Her battle with her mother destroyed the tanks she used to hold samples, unleashing the freakish abominations held within. The double door to the east in this room leads out to the rocky plain at the top of the cliffs outside, and are barred, reinforced, and sealed with an *arcane lock* spell (hardness 6, 50 hp, break DC 35, Disable Device DC 35). Navah occasionally opens these doors to let in fresh air or to let more gentle experiments graze, but she relocked them in her self-imposed exile.

The floor in the mutation lab is still slick with preservative slime from the escaped experiments. PCs take a –5 penalty on Acrobatics checks to tumble through the slime, and a –2 penalty to CMD to resist being bull rushed, repositioned, or dragged.

Creatures: While most of Navah’s test creatures died in the fighting, two juvenile lurking rays survived the traumatic expulsions from their preservation tubes, and have since grown fat on the remains of the other sample creatures. The two have attached themselves to the ceiling 15 feet overhead and, with no fresh food for weeks now, they are particularly ravenous.

LURKERS ABOVE (2) CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 4 187)

K7. WELL ROOM

This room contains a few varieties of animal fodder, as well as a large water barrel. A hole in the floor opens to area **K4** on the first floor and the well below. A rope and pulley lets anyone fetch water or haul up supplies from the first floor.

K8. NAVAH’S CHAMBERS

A secondary tower is located slightly apart from Navah’s workspaces, housing her personal space for rest and research. This first floor includes both a bedroom and a washroom, as well as a spiral staircase leading up.

A permanent *unseen servant* tends the washroom to the east, keeping it tidy, restocking Navah's cosmetics and oils, and fetching and warming water for the tub. The spell has persisted long enough to become somewhat fussy. It dislikes everyone but its creator using the washroom—it complains by knocking over bottles and huffing bursts of cold air at trespassers, but is otherwise harmless.

Located to the west of the washroom, Navah's bedroom has been destroyed, but not by the fight. In her fits of delusion and hopelessness, she shredded almost everything here that reminded her of her past—journals, paintings, and mementos—and smashed her full-length mirror. She sometimes returns here to sleep (when she doesn't simply collapse from exhaustion upstairs), but the bedroom is otherwise abandoned. Unfortunately, Navah's rampage destroyed much of her work, and several of her important notes are now nothing but ash scattered across her bedroom floor.

Treasure: A single item of note sits comfortably in a long box under Navah's wrecked bed. This is a +2 *hunter's spear* that Navah intended to gift to Mayor Crawbert for the ongoing support she receives from Longshadow—as well as a token of friendship after their years of awkwardness. The weapon retails for 18,302 gp, and Thom Crawbert willingly pays full price for the item.

K9. STUDY (CR 11)

Floor-to-ceiling bookshelves line the circular walls of this cozy study room. Tables, chairs, and a reclining sofa occupy the center of the room. Torn pages line the floor, and both they and the walls are covered in confusing scrawls of ink and charcoal.

This is Navah's private sanctum, where she studies her spells, reviews her notes, and researches others' work on the subject of transmutation.

Creatures: Navah's unbalanced mental state is a result of her being reduced to the brink of unconsciousness by Wisdom damage during her battle with her mother, combined with her own phobia of her mother's return. Ultimately, Navah managed to drive the hag away, but the experience nonetheless left her with scars—she now believes she has been transformed into a vile hag and poses an enormous threat to anyone she once cared about. Although Navah's Wisdom score has since recovered, she has yet to shake off the effects of this delusion, or even recognize it as such. She lives in a state of constant panic and no longer trusts her own judgment, believing the transformation corrupted her sense of morality. She now spends all day in her study, scribbling notes about her work, the nature of hags, and various monsters she has either encountered or imagined, scrawling her thoughts

in the margins of books she pulls at random from the shelves. In her frenzied state, she doesn't understand that all her efforts to reverse the transformation fail because no transformation took place.

Though she prepares for combat as soon as she hears the PCs approach, Navah does not attack them immediately. Instead, she spends some time trying to warn them off as best as she is able, yelling, "You can't be here! I'm a monster! I'll eat you!" and "Are you really so stupid you can't understand?!" If the PCs don't flee from her "obviously" monstrous form, she screams, "But of course you wouldn't be surprised to see me like this if you were working for her!" and attacks. Any obvious attempt by the PCs to approach or cast spells upon Navah while she rants snaps her out of her frenzy, causing her to attack immediately.

A PC who succeeds at a DC 20 Sense Motive check determines that Navah is suffering from schizophrenia. Additionally, PCs who listen to a round or more of Navah's babbling and succeed at a DC 20 Knowledge (nature) check realize that her ramblings are not entirely nonsense. Rather, they seem to reflect that she believes she's become a monster—some kind of hag. If the PCs discovered the *skeltherhide* in their explorations (area K3), Navah also shows obvious fascination and trepidation with the item, knowing somewhere deep inside that it can help her cope. PCs can convince the wizard to don the *skeltherhide* with a successful DC 25 Bluff or Diplomacy check. Failing at this check provokes Navah into combat, as she assumes it to be some sort of trick.

Two particularly odd constructs also reside in this chamber: a pair of animated tables. Navah animated the tables early in her madness, to defend her against her mother's return. When their mistress is threatened, the tables do what they can to protect her. They trample their enemies to provide distractions so Navah can unleash her spells against intruders.

NAVAH	CR 10
XP 9,600	
Female changeling transmuter 11 (<i>Pathfinder RPG Bestiary</i> 4 29)	
LN Medium humanoid (changeling)	
Init +7; Senses darkvision 60 ft.; Perception +1	
DEFENSE	
AC 26, touch 16, flat-footed 23 (+4 armor, +3 deflection, +3 Dex, +2 natural, +4 shield)	
hp 96 (11d6+55)	
Fort +10, Ref +10, Will +10	
DR 10/adamantine	
OFFENSE	
Speed 30 ft.	
Melee 2 claws +6 (1d4+1)	
Arcane School Spell-Like Abilities (CL 11th; concentration +15)	

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

At will—change shape (*beast shape II* or *elemental body I*, 11 rounds/day)

7/day—telekinetic fist (1d4+5 bludgeoning)

Transmuter Spells Prepared (CL 11th; concentration +15)

6th—*enemy hammer*^{APG} (DC 20), *flesh to stone* (DC 20)

5th—*baleful polymorph* (DC 19), *cloudkill* (DC 19), *interposing hand*

4th—*black tentacles*, *greater invisibility*, *stone shape*, *stoneskin*

3rd—*aqueous orb*^{APG} (DC 17), *blink*, *dispel magic* (2), *fireball* (DC 17), *slow* (DC 17)

2nd—*cat's grace*, *make whole*, *resist energy*, *scorching ray* (2), *see invisibility*

1st—*alarm*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *shield*

0 (at will)—*detect magic*, *light*, *mending*, *read magic*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat Navah casts *alarm* each day on her mutation lab. Before combat, Navah casts *cat's grace*, *mage armor*, *shield*, and *stoneskin* on herself.

During Combat Navah is confused each round of combat. Any round she rolls a result of "act normally," she attempts to use restraining spells such as *interposing hand*, *black tentacles*, and *baleful polymorph*. Any round she rolls a result of "attack nearest creature," she instead unleashes her more dangerous spells, such as *enemy hammer*, *flesh to stone*, and *cloudkill*. Any round she rolls a result of "babble incoherently," she instead tries to augment herself for some as-yet-unseen threat, casting *blink* or *resist energy* on herself.

Morale Navah believes she is fighting for her life. If reduced below 10 hit points, she attempts to transform into a bird and fly through a window to escape.

Base Statistics Without her spells, Navah's statistics are

AC 16, touch 14, flat-footed 15; **Ref**+8; **DR** none; **Dex** 13.

STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 22

Feats Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Toughness

Skills Appraise +18, Craft (alchemy) +18, Handle Animal +11, Knowledge (arcana, nature) +18, Spellcraft +18

Languages Aklo, Common, Draconic, Dwarven, Elven, Hallit
SQ arcane bond (*ring of protection* +3), physical enhancement (+3 Con)

Combat Gear *pearl of power* (2nd level); **Other Gear** *amulet of natural armor* +1, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +3, spellbook, granite and diamond dust (worth 500 gp)

ANIMATED TABLES (2)

CR 5

XP 1,600 each

Animated object (*Pathfinder RPG Bestiary* 14)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 52 each (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 5;

Immune construct traits

OFFENSE

Speed 40 ft.

Melee slam +9 (1d8+9)

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

Special Attacks trample (1d8+9, DC 18)

STATISTICS

Str 22, **Dex** 8, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20 (24 vs. overrun, trip, and bull rush)



NAVAH

Treasure: If Navah survives the fight and regains some control of her faculties, she thanks the PCs by revealing the location of an *incandescent blue sphere ioun stone* her mother snatched from her in the fight, but threw out a window upon catching a *fireball* immediately after. Searching the weeds outside the window indeed turns up the tiny stone, half buried in rubble from the fight.

Development: Navah's current mania is a temporary state, but recovering from her overall mental illness is a lengthy process. Her insanity's current DC is 12 (*Pathfinder RPG GameMastery Guide* 250), meaning she needs at least 12 weeks to come back to her senses normally. The PCs can accelerate this process by casting *restoration*, which reduces her current insanity DC by an amount equal to the spell's caster level. Multiple castings of *restoration* reduce the DC to 0 and cure Navah of her current mania (though her longstanding phobia of her mother and transformation remain). A *greater restoration*, *heal*, *limited wish*, *wish*, or *miracle* spell can instantly remove Navah's insanity.

The *skelterhide* can help Navah better manage her schizophrenia and delusion while it persists, if the PCs lack access to appropriate curative magic.

If the PCs restore Navah's mind, she thanks them effusively. Upon hearing that Longshadow is in danger, she pledges whatever aid she can provide. This aid includes not only the wizard herself, but any of her monstrous pets (such as her owlbears or the clockwork mage from the alchemy lab). Navah's presence grants Longshadow an additional 25 Defense Points, and any of her bizarre pets that survived (Hillmer the owlbear and

Robyn the clockwork mage) each provide an additional 10 Defense Points.

If the PCs kill Navah, Mayor Crawbert is deeply saddened by the loss of a longtime colleague. He takes the heroes at their word that she fell to a dark influence, and accepts that sometimes such tragedies are necessary. Regardless, he thanks them for investigating the issue.

Story Award: If the PCs manage to subdue Navah, award them XP as if they had defeated her in combat. If they manage to cure or alleviate Navah's current mania and convince her to aid in Longshadow's defense, award them an additional 6,400 XP.

PART 4: UNDERMINING THE LEGION

Just as the PCs move to fortify Longshadow, Kosseruk moves the final pieces of her invasion strategy into place. The ingenious minotaur has adapted well to the Ironfang Legion's tactics of rapid deployment. Just as the individual branching twists and turns of a labyrinth combine to form a formidable challenge, so too do her forces hide their movements and purpose by traveling in smaller, isolated camps and assembling only at the dawn of their assault. Though she originally planned to move her forces carefully into position without alerting Longshadow, Kosseruk now believes an overwhelming display of force is her best chance to conquer the foundry-rich town.

Most of the Ironfang soldiers remain camped well beyond the current reach of the PCs in the Valley of Aloï. The only forces moving through the Hollow Hills aside from her scouts and those holding conquered towns are those too large to fit through the Stone Road—such as catapults and Kosseruk's treasured siege monsters—and those at sites exploiting natural resources. The PCs learned of several of these upon searching Dargg's notes or recruiting his former aide, Nibbitz (area J2), and have some time to undermine the Legion's efforts before the attack begins. While Kosseruk's tactics protect her forces from organized retaliation, they leave some of her most vulnerable assets vulnerable to small, well-trained strikes.

Listed below are several possible ways that the PCs can deal damage to the Ironfang Legion's war machine. If PCs didn't find or take note of the Ironfang Legion's movements when they captured the ridgeline camp, you can just as easily present these as targets uncovered by scouts working for Longshadow or the Chernasardo Rangers. You might present all of these missions early in the PCs' preparation work as they coordinate Longshadow, and let them choose where to focus their efforts and how to budget their limited time, or parcel out the missions one or two at a time if the PCs tend to choke when presented with too many options at once.

L. FALSE ORDERS (CR 10)

If the PCs survive the Ironfang assassins sent to silence them (see page 25), they uncover a secret Ironfang redoubt hidden within Longshadow containing valuable orders from the Ironfang Legion's leader, Azaersi. These orders could be modified by canny PCs to spread disinformation and confusion among the Legion forces organizing to attack Longshadow. While blatantly false orders like a full withdrawal will be ignored, more subtle manipulations could misdirect troops, waste resources, or even encourage Kosseruk to reposition her forces before the attack, delaying the assault and buying Longshadow a few precious days to continue its preparations.

If the PCs don't find the bugbear lair in Longshadow, they could just as easily recover these orders from the body of the centaur courier in the trapdoor spider's den (area G), from Sergeant Dargg's notes (area J2), or from an Ironfang courier captured by the PCs or their scouts while traveling between camps.

Preparing False Orders: With a copy of existing Ironfang Legion orders at hand, the PCs have a relatively reliable document for creating their falsified orders, gaining a +4 circumstance bonus on the skill check. This check should be rolled in secret, as the PCs shouldn't know the result prior to dispatching their falsified documents. If the PCs lack the Linguistics skill, Mayor Thom Crawbert is a reasonably skilled forger thanks to his time spent as a librarian.

Delivery: Once the forged orders are complete, the PCs must disseminate them to the Ironfang Legion forces in the Hollow Hills. Any clever plan should have some possibility of success, from simply sneaking into an Ironfang camp, to leaving the orders on a dead messenger, to creating a disguise with which to deliver the orders personally. Reward creativity. Delivering the orders should require at least two different skill checks, one at DC 20 and the second at DC 25; sneaking in to deliver the orders requires successful Stealth and Sleight of Hand checks, for example, while delivering them in disguise requires successful Disguise and Bluff checks. You are the final arbiter of which skills make sense for a given plan, but the PCs should have some freedom to play to their strengths. PCs need to succeed at only one check to successfully introduce the orders, but succeeding at both checks makes their methods of introduction seem especially natural or convincing, imposing a -2 penalty on the Ironfang Legion's own Linguistics check to detect the forgeries.

The Ironfang Response: Ironfang leaders scrutinize their new orders, and fail to recognize the orders as forgeries unless their opposed Linguistics check (total +9 bonus) defeats the PCs' skill check result. Even Kosseruk can be deceived by new orders, though her familiarity with Azaersi's handwriting and tactics grants her a total bonus of +15 to recognize the false orders.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

Development: If the PCs created a successful forgery, the Ironfang Legion suffers some deployment setbacks, delaying the Ironfang Legion's attack on Longshadow by 2 days. If their orders manage to fool Kosseruk as well, the minotaur opts to radically reposition her forces before beginning the invasion, delaying the attack by 4 days instead.

Story Award: If the PCs successfully forge fake orders and disseminate them to the Ironfang forces, award them 9,600 XP.

M. WARBEAST CAMP

One of the keys to Kosseruk's success is her preference for monstrous minions to replace mechanical devices wherever possible, and her lieutenants are exceptionally skilled at wrangling and breaking terrifying beasts. This duty in the Hollow Hills falls to Repral, a hobgoblin raised in the Darklands after her war-criminal parents fled from Iger into underground caves.

This camp rests against a sandstone rise in a broad canyon and hosts a force of hobgoblins and minotaurs who capture and train monsters. The camp has already produced several successful beasts for the upcoming siege—including loyal wyvern scouts and a trained ankheg—but struggles with its most impressive creature: a pair of adult gorgons. The camp also houses an unusually large number of human prisoners, who serve both as slaves to clean up after the extraordinary creatures and as fodder.

PCs approaching within the canyon will likely be seen along the dry streambed. PCs approaching from the cliff above easily remain unseen until literally on top of the camp. The cliff rises 50 feet above the canyon floor, and the craggy walls are relatively easy to climb (Climb DC 15). Consult the warbeast camp map on page 28 for the encounters in area M.

As PCs approach, read or paraphrase the following.

A wooden tower and a half-dozen hide tents of various sizes suggest a camp, though a cave opens up in the sandstone cliff behind it. The wind carries the sour smell of animal dung and sounds of inhuman bellowing from the darkness.

M1. OVERWATCH (CR 8)

A small tower rests on a rocky rise next to the camp, affording a better view of the surrounding prairie.

Creatures: Two Ironfang sharpshooters keep watch from atop the tower. Unlike their counterparts at the ridgeline camp, these archers employ wolf companions. They dispatch their wolves to slow intruders, and rain down arrows from their perch.

IRONFANG SHARPSHOOTER (2) CR 6
XP 2,400 each
hp 64 each (see page 16)

WOLF COMPANIONS (2) CR —

Wolf
N Medium animal
Init +3; Senses low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 26 each (4d8+8)

Fort +6, Ref +7, Will +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+3)

STATISTICS

Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +5; CMD 18 (22 vs. trip)

Feats Light Armor Proficiency, Skill Focus (Perception)

Skills Acrobatics +1 (+9 to jump), Perception +11; **Racial**

Modifiers +4 to Survival when tracking by scent

SQ tricks (attack, defend, down, guard, seek, stay)

Gear chain shirt barding

M2. TRAINING PADDOCK (CR 9)

The earth is trampled flat all around in this open area. Many sturdy wooden posts—some of which are clearly uprooted trees—dot the area, with chains wrapped securely around them.

Kosseruk's trainers reared their wyvern scouts in this paddock, lashing them to the posts and administering harsh punishments for any disobedience. With a successful DC 21 Survival check, a PC uncovers evidence of a half-dozen or so large, reptilian creatures that moved on two legs—wyverns.

Creatures: One of Kosseruk's elite minotaur trainees—a Warmaze master—monitors the wyvern training paddock at any given time, either training wolves and other mundane animals for the Legion or tending to the paddock's other resident. The Warmaze masters are Kosseruk's right hands—skilled leaders and warriors, but also unparalleled hunters and tamers of large game. When the PCs arrive, the Warmaze master bellows, "You have reached the end of your turnings!" right before she attacks.

While the camp shipped a half-dozen young wyverns to Lieutenant Kosseruk's main forces to serve as aerial scouts, the wyverns' mother remains a captive and favorite pet at the camp. Too old and mean to train, and too large to fly as gracefully as her children, "Old Mama" mostly serves as a guard beast and mascot. She is chained to a post by a 30-foot length of chain, but the first thing that the minotaur trainer does upon catching sight of trouble is unlatch the padlock restraining the great beast.

OLD MAMA**CR 7****3,200 XP**Giant wyvern (*Pathfinder RPG Bestiary* 295, 282)

hp 87

WARMAZE MASTER**CR 7****XP 3,200**Minotaur ranger 3 (*Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 21, touch 8, flat-footed 21 (+5 armor, -1 Dex, +5 natural, +3 shield, -1 size)**hp** 79 (9d10+30)**Fort** +10, **Ref** +7, **Will** +10**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** +1 warhammer +13/+8 (2d6+5/x3), gore +7(1d6+2)**Ranged** net +10/+5 (entangle) or mwk throwing axe +8 (1d8+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** combat style (weapon and shield^{APG}), favored enemy (magical beasts +2), powerful charge (gore +11, 2d6+6)**TACTICS****Before Combat** If a Warmaze master expects combat, she applies her fire ward gel.**During Combat** A Warmaze master leads from the front, subduing enemies with her nets and swinging with her hammer. She targets the biggest and strongest enemies first.**Morale** The Warmaze master fights to the death.**STATISTICS****Str** 19, **Dex** 8, **Con** 17, **Int** 9, **Wis** 14, **Cha** 12**Base Atk** +9; **CMB** +14; **CMD** 23**Feats** Endurance, Exotic Weapon Proficiency (net), Great Fortitude, Iron Will, Power Attack, Shield Focus, Skill Focus (Handle Animal)**Skills** Acrobatics -4 (-8 to jump), Climb +6, Handle Animal +15, Heal +2 (+5 to treat common animals, +1 to treat other creatures), Intimidate +8, Knowledge (nature) +7, Linguistics +0, Perception +15, Survival +16; **Racial Modifiers** +4 Perception, +4 Survival**Languages** Common, Giant**SQ** favored terrain (plains +2), natural cunning, track +1, wild empathy +4**Combat Gear** *potions of cure serious wounds* (3), antitoxin (4), fire ward gel^{UE} (2), frost ward gel^{UE} (2), scent cloak^{UE} (4); **Other Gear** +1 hide armor, mwk heavy steel shield, +1 warhammer, mwk throwing axes (2), nets (3), veterinarian's kit^{UE}, 200 gp**M3. ANIMAL PENS**

These five rough-hewn cages of green wood and rawhide straps hold a variety of animals in varying states of misery.

These cages hold wolves, hounds, owls, and hawks all being trained at the camp for various roles in the Ironfang Legion's northern operations. The animals have starting attitudes of unfriendly. However, if the cage doors are opened, they don't attack; if they're then left unattended, they flee into the hills.

Development: PCs with any ability to communicate with the animals can learn a bit about the camp, such as the total number of minotaurs and hobgoblins stationed there, the "metal bulls" held inside the cavern, the

**WARMAZE MASTER****ASSAULT ON LONGSHADOW**

FOREWORD

PART 1:
SAFEHAVENPART 2:
SCOUTING THE
HOLLOW HILLSPART 3:
JEWEL ON THE
MARIDETHPART 4:
UNDERMINING
THE LEGIONPART 5:
THE BATTLE OF
LONGSHADOWNPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

“lashing lady” Repral who commands the camp, and the “spooky man”—the recently arrived cleric of Hadregash sent to assist with and inspect Repral’s work.

M4. IRONFANG BARRACKS (CR 8)

A collection of tents—five sized for humans, three larger ones, and a pavilion—stands here, housing the camp’s workforce of 10 hobgoblins and six minotaurs. The largest tent is used for preparing meals, both for the Ironfang soldiers and for monsters. Only half of Repral’s soldiers are in camp at any given time; the rest scout the area looking for new beasts to capture and tame.

Creatures: At any given time, three hobgoblin lieutenants and a pair of minotaurs relax in this area. Unless alerted to intruders, they are caught by surprise and must spend the first round of combat retrieving stowed weapons.

ADVANCED MINOTAURS (2) CR 5

XP 3,200 each

hp 57 each (*Pathfinder RPG Bestiary* 294, 206)

HOBGOBLIN LIEUTENANTS (3) CR 4

XP 1,200 each

hp 47 each (*Pathfinder RPG Monster Codex* 119)

Treasure: Each tent holds two footlockers full of personal effects, but a successful DC 22 Perception check reveals a *mallet of building*^{UE}—used in the camp’s quick construction—underneath a pile of dirty clothes.

M5. PACING GROUNDS (CR 10)

The cave mouth here is barred by a 12-foot-tall fence of thick logs. The gate is 10 feet wide and secured with a simple but sturdy padlock (Disable Device DC 20).

The interior of this cave is cool and dry. A large open chamber splits into smaller caverns to the east, west, and north.

This larger area of the cavern was taken by the Ironfang Legion as its base of operations in the area. The enclosed space is large enough to contain almost any of the monsters found in the Hollow Hills, but isolated enough to easily contain even flying beasts. Since arriving, the Legion set up the western area as a pen for captured humans, while the base commander dwells farther to the north. Numerous stone chips—the smashed remains of previously petrified prisoners—lie scattered on the floor.

Creatures: Repral keeps her newest project—a pair of furious gorgons—in this wide chamber. The unintelligent magical beasts received some training by the Ironfang Legion to break them in, and have learned not to oppose the hobgoblins and minotaurs. They immediately attack any other creatures entering the cavern.

GORGONS (2) CR 8

XP 4,800 each

hp 100 each (*Pathfinder RPG Bestiary* 165)

Development: Slaying the gorgons prevents the Legion from unleashing them during the assault (see page 48).

M6. CAPTIVE PENS

The Legion erected wooden barricades across two smaller side caverns as a place to keep humanoid captives. Twenty-one captives—mostly humans—remain, and while too emaciated and sick to fight, they can travel if freed. A narrow side passage in the northern pen leads to area M7, but it is difficult to spot because of the cave wall’s jagged texture (Perception DC 15).

Treasure: A smaller chamber between the two pens stores a variety of goods, including 100 iron rations, 10 doses of antiplague^{APG}, and a jar of *stone salve*, as well as mundane camp supplies.

Development: If the PCs rescue the slaves, the grateful prisoners agree to help aid in Longshadow’s defense. See page 23.

Story Award: If the PCs free these slaves, award them an additional 4,800 XP.

M7. OASIS CHAMBER

This largely unnoticed chamber is accessible only by two narrow, twisting cracks in the cavern walls (one in area M6, the other in area M9) requiring a successful DC 18 Escape Artist check for Medium creatures to traverse. A deep well of mineral-laden waters here extends down over 100 feet, connecting to a winding underwater cavern that eventually connects to another spring a half mile from the camp. The captive humans discovered the well and have stayed alive largely thanks to the water here, but are unaware it leads to freedom (and are incapable of swimming so far even if they were).

This space is unknown to the Legion’s forces and can offer some respite for PCs if they need to rest.

Treasure: At the well’s bottom—100 feet down—lie the bones of a harpy witch who laired in the cave decades ago. She drowned trying to explore the caverns, but her *staff of fire* remains intact. Noticing the bones or staff from the surface requires a successful DC 24 Perception check.

M8. ANKHEG DEN

This burrow has been dug out, rather than being a natural part of the cavern. It once held a massive, mutant ankheg the camp trained to undermine Longshadow’s walls. A successful DC 16 Knowledge (dungeoneering) or Survival check identifies the area as an enormous den, while a successful DC 18 Knowledge (arcana) identifies massively oversized chitin plates shed from an ankheg. The creature has since been shipped to another camp in preparation for the assault.

M9. OVERSEER'S QUARTERS (CR 12)

A table stacked with maps sits in this cave's center, while drawings scratched into the walls depict stylized eyes and creatures writhing in flames. Sheets and furs line a massive bed.

The camp's hobgoblin leader, Sergeant Repral, works and sleeps in this cave, keeping careful notes and maps of the region's terrain and wildlife. The drawings on the walls are the work of the cave's previous occupant, the harpy witch Kallikros, and depict the all-seeing eyes she revered and believed her power to flow from. Kallikros's remains lie in area M7.

Creatures: Repral, the camp's overseer, grew up in the Darklands deep below Molthune. She has an unnatural kinship with strange and terrible beasts, forged in her long period of survival in a monstrous realm. Kosseruk found this kinship useful when she took the hobgoblin as a slave a decade ago. In the intervening decade, Repral has become one of the minotaur's most trusted agents—despite her somewhat feral nature—and purchased her freedom, but the hobgoblin still wears her iron slave collar as a sign of deference and fear.

Repral argues with Krahdahk—a cleric of Hadregash sent ostensibly by Kosseruk to assist her work—as the PCs approach. The emissary is stoic and orderly, and despises Repral's chaotic camp. He has thus far refused to assist much with taming the gorgons until Repral agrees to run a tighter ship.

Unless the PCs approach stealthily, the two cease their argument and move to deal with the intruders.

KRAHDAHK CR 8

XP 4,800

Hobgoblin battle priest (*Pathfinder RPG
Monster Codex* 121)

hp 71

REPRAL CR 10

XP 9,600

Female hobgoblin hunter 11
(*Pathfinder RPG Bestiary* 175,
*Pathfinder RPG Advanced Class
Guide* 26)

NE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.;
Perception +14

DEFENSE

AC 24, touch 15, flat-footed 21 (+7
armor, +2 deflection, +2 Dex,
+1 dodge, +1 natural,
+1 shield)

hp 130 (11d8+77)

Fort +13, **Ref** +10, **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee +1 flaming scorpion whip +14/+9 (1d4+6 plus 1d6 fire)

Hunter Spells Known (CL 11th; concentration +13)

4th (2/day)—*animal growth* (DC 16), *cure serious wounds*,
freedom of movement, *summon nature's ally IV*

3rd (4/day)—*air geyser*^{ACG} (DC 15), *dominate animal*
(DC 15), *greater magic fang*, *poison* (DC 15), *summon
nature's ally III*

2nd (5/day)—*bull's strength*, *chill metal* (DC 14), *hold
animal* (DC 14), *summon nature's ally II*, *summon
swarm*, *whip of spiders*^{ACG}

1st (6/day)—*charm animal* (DC 13), *cure light wounds*,
longstrider, *produce flame*, *resist energy*, *summon
nature's ally I*, *thunderstomp*^{ACG}

0 (at will)—*create water*, *detect magic*, *detect poison*,
guidance, *know direction*, *resistance*



REPRAL

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
MARTIN

TACTICS

Before Combat If she hears enemy activity (such as a loud battle with the gorgons in area **M5**), Repral casts *animal growth* and *greater magic fang* on Tikik, casts *bull's strength* and *freedom of movement* on herself, and activates her animal focus for both of them to gain +4 Constitution and evasion.

During Combat Repral keeps Tikik close at hand in combat to defend her. She begins by casting *chill metal* on the most heavily armored foe, then casts *poison* and *whip of spiders* while her snake deals with anyone drawing close.

Morale Repral is a fanatic and fights to the death.

Base Statistics Without her spells and animal focus, Repral's statistics are **hp** 108; **Fort** +11 **Melee** +1 *flaming scorpion whip* +12/+7 (1d4+4 plus 1d6 fire); **Str** 16, **Con** 16; **CMB** +11; **CMD** 26; **Skills** Climb +4.

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 28

Feats Dodge, Exotic Weapon Proficiency (whip), Improved Initiative, Iron Will, Outflank^{APG}, Paired Opportunists^{APG}, Precise Strike^{APG}, Shielded Caster^{APG}, Skill Focus (Handle Animal), Toughness

Skills Acrobatics -2 (-6 to jump), Climb +6, Handle Animal +20, Knowledge (arcana) +4, Knowledge (dungeoneering, nature) +12, Perception +14, Stealth +2, Survival +13;

Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ animal companion (constrictor named Tikik), animal focus (11 minutes/day, double), bonus trick (1), hunter tactics, improved empathic link, nature training, swift tracker, track +5, wild empathy +11, woodland stride

Combat Gear *wand of cure serious wounds* (15 charges);

Other Gear +1 *breastplate*, buckler, +1 *flaming scorpion whip*^{UE}, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +2, large opals (2, worth 300 gp each)

TIKIK

CR —

Female constrictor snake animal companion

N Huge animal

Init +7; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, -2 size)

hp 121 (9d8+72)

Fort +12, **Ref** +9, **Will** +6 (+4 vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +18/+13 (1d8+20 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks constrict (1d6+12)

TACTICS

Base Statistics Without Repral's spells, Tikik's statistics are

Init +8; **AC** 22, touch 11, flat-footed 19; **hp** 85; **Fort** +10,

Ref +10; **Melee** bite +13 (1d6+12 plus grab); **Str** 26,

Dex 18, **Con** 18; **CMB** +15; **CMD** 29; **Skills** Acrobatics +4, Climb +16, Stealth +7.

STATISTICS

Str 34, **Dex** 16, **Con** 22, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +20 (+24 grapple); **CMD** 33 (can't be tripped)

Feats Improved Initiative, Improved Natural Attack (bite), Iron Will, Outflank^{APG}, Paired Opportunists^{APG}, Precise Strike^{APG}, Shielded Caster^{APG}, Skill Focus (Perception), Toughness

Skills Acrobatics +3 (-1 to jump), Climb +20, Perception +12, Stealth +2, Swim +20

SQ animal focus, devotion, multiattack, tricks (attack, down, fetch, guard, heel, hunt, seek, stay, track), woodland stride

Treasure: In addition to his listed equipment, the cleric Krahdahk brought several scrolls to use during his assignment at the base. Resting on the table are a *scroll of break enchantment*, a *scroll of freedom of movement*, and two *scrolls of restoration*.

N. WYVERN SCOUTS (CR 11)

Kosseruk's forces employ a half-dozen wyverns as aerial scouts; notes captured from the ridgeline camp reveal as much, but even the PCs' watching the skies as they prepare Longshadow's defenses is enough to reveal the wyverns' presence. The wyverns—controlled by hobgoblin riders—circle lazily above town once or twice each day, well beyond the range of any longbow.

The captured intelligence reveals the location of the wyvern camp, but following the flying scouts is simple enough if the PCs can move at a speed of at least 50 feet and succeed at three DC 19 Perception checks in a row over the course of an hour.

The camp itself is a simple affair, with a handful of tents for Ironfang scouts and a tarpaulin stretched over piles of loose rocks the wyverns use as nests.

Creatures: A total of six wyverns serve the Ironfang Legion as scouts, though only three are fully grown. The younger wyverns are too small to carry riders and serve mostly to track large creatures or troop movements from the air for now (though they can easily bypass the walls during the Legion's attack on Longshadow). The impulsive juveniles are kept chained to their nests when not watched over by an older wyvern or one of the hobgoblin overseers.

The older wyverns each carry a hobgoblin rider, who direct their brutish mounts and take careful notes from the air. Whether the PCs attack the scouts in the air or at camp, they must engage the trio of adult wyverns and their riders.

HOBGOBLIN FORERUNNERS (3)

CR 6

XP 2,400 each

hp 71 each (*Pathfinder RPG Monster Codex* 119)

WYVERNS (3)**CR 6****XP 2,400 each**hp 73 each (*Pathfinder RPG Bestiary 282*)

Development: The three juvenile wyverns (wyverns with the young creature template) can't move far from their nests and are easily slain. If the juveniles are unchained, they leave without threatening the PCs but show little gratitude. Still, slaying the adult wyverns and freeing or killing the young prevents the Legion from using them during the final assault (see page 45).

If the PCs tracked the wyverns to their nest, they find a badly wounded goblin. Kosseluk used the goblin as a messenger to the wyvern camp, but the forerunners took affront to the tone of the delivered message. The messenger now teeters at 0 hp, and offers to share her message if healed. The message delivered is as follows: "The flames are ready for pickup; they await you at the munitions camp."

The messenger knows little beyond the contents of the message, having only recently been indoctrinated into the greater Ironfang Legion. She regrets her choice and now seeks to flee the region once healed by the PCs. The messenger can direct the PCs to the munitions camp (area P) if they did not recover its location from the ridgeline camp.

O. SIEGE CROSSING (CR 9 OR 11)

One of the linchpins to Kosseluk's assault on the walled city are four heavy catapults she plans to use to crumble the city walls and destroy heavy defenses. The Hollow Hills lack large trees suitable for building such imposing siege weaponry, however, and so the Ironfang forces assembled the siege weapons in their central camp at the Valley of Aloï, and have spent the past week towing them 10 miles over rough terrain to move them into place. Nearly within striking distance, the army needs only transport its catapults across the Marideth River to finally set them in place.

Each catapult is towed by a team of two yzobus (*Pathfinder RPG Monster Codex 124*), who can haul their loads over the rough terrain at a speed of 15 feet.

Creatures: Crossing the river, the siege engines are at their most vulnerable. Most of the troops guarding the great weapons have already traveled ahead to secure the final camp, leaving only a skeleton crew of one bombardier troop and an inexperienced officer to guard the catapults and negotiate with Magdava, a vile water fey known as a nuckelavee. Magdava holds the power to temporarily lower the river, allowing the Ironfang Legion to tow the catapults across, and has agreed to do so in exchange for 20 human slaves she can drown in her river once the hobgoblins depart.

The PCs arrive as the Ironfang officer begins negotiating with Magdava. If the PCs watch for the

next hour, they can see the pair argue and finally come to an agreement, at which time the grotesque fey turns and lowers the flowing Marideth River. At this point, the Ironfang Legion begins crossing the 120-foot-wide expanse. The adventurers can attack at any time, but if they slay the nuckelavee at any point during the crossing, the river crushes down immediately, destroying the catapults and slaying the hobgoblins crossing with them.

The fey holds no loyalty to the Ironfang Legion. Unless she is personally attacked or her new slaves are stolen, Magdava simply stands back and watches the fight.

MAGDAVA**CR 9****XP 6,400**Nuckelavee (*Pathfinder RPG Bestiary 3 203*)

hp 104

GRENADIER TROOP**CR 8****XP 4,800**hp 94 (*Pathfinder Adventure Path #115: Trail of the Hunted 77*)**IRONFANG ENGINEER****CR 5****XP 1,600**Hobgoblin rogue 6 (*Pathfinder RPG Bestiary 175*)

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)**hp** 54 (6d8+24)**Fort** +6, **Ref** +9, **Will** +4**Defensive Abilities** evasion, trap sense +2, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** short sword +7 (1d6+2/19-20)**Ranged** mwk heavy crossbow +8 (1d10/19-20)**Special Attacks** sneak attack +3d6**TACTICS**

During Combat The Ironfang engineer prefers ranged combat, hiding behind other forces and hurling fuse grenades and alchemist's fire at enemies. If enemies close in, he covers his retreat with a smoke pellet.

Morale The Ironfang engineer fights to the death.

STATISTICS**Str** 14, **Dex** 16, **Con** 17, **Int** 12, **Wis** 8, **Cha** 10**Base Atk** +4; **CMB** +6; **CMD** 19

Feats Grenade Expert, Iron Will, Throw Anything, Weapon Focus (short sword)

Skills Craft (siege engines) +12, Diplomacy +9, Disable Device +16, Intimidate +9, Knowledge (engineering) +7, Perception +8, Profession (siege engineer) +8, Sense Motive +8, Stealth +6, Survival +8; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Undercommon

SQ rogue talents (camouflage^{APG}, survivalist^{APG}, weapon training), trapfinding +3

ASSAULT ON LONGSHADOW

FOREWORD

PART 1:
SAFEHAVENPART 2:
SCOUTING THE
HOLLOW HILLSPART 3:
JEWEL ON THE
MARIDETHPART 4:
UNDERMINING
THE LEGIONPART 5:
THE BATTLE OF
LONGSHADOWNPC GALLERY
LONGSHADOWHADREGASH
BESTIARY

Combat Gear *potion of cure serious wounds*, alchemist's fire (10), fuse grenade^{UE} (8), smoke pellet^{UE} (5); **Other Gear** +1 chain shirt, heavy crossbow, mwk short sword, *cloak of resistance* +1, bandolier^{UE}, bombchucker^{MC}, mwk thieves' tools, mwk siege engine tools, tindertwig (25)

SPECIAL ABILITIES

Grenade Expert (Ex) When an Ironfang engineer lights an alchemical grenade (such as a fuse grenade^{UE}, pellet grenade^{UE}, or sting grenade), it selects how many rounds later the grenade explodes (minimum 1 round, maximum 3 rounds). In addition, it gains a +4 bonus on Craft (alchemy) checks to craft grenades.

Development: The PCs can wait for the siege engines to move on before attacking, or sneak past the Ironfang soldiers to quietly sabotage them. Each catapult requires 2d4 rounds and a successful DC 20 Disable Device check

to disable. PCs can instead sabotage the catapults, rigging them to violently fail when loaded, but doing so increases the DC to 25. Any tampering with the siege weapons is noticed and repaired within 24 hours unless the PCs sabotage the catapults immediately before the attack or else conceal their work (increasing the DC by 5).

If the PCs rescue the slaves before Magdava drowns them, the grateful prisoners agree to help aid in Longshadow's defense (see page 23). Destroying or disabling the siege engines prevents the Legion from using them during the final assault (see page 45).

P. MUNITIONS CAMP

Kosseruk's forces have established a variety of supply camps across the Hollow Hills, but few as vital as the one at the conquered village of Ecrú. The small community made most of its wealth pit-mining sulfur in the surrounding hills, which other settlements use as fertilizer and in various alchemical mixtures. The Ironfang Legion has found a much more dangerous use for this mineral wealth: mass-producing explosives.

The Ironfang Legion burned most of Ecrú in its invasion, leaving only a few stone buildings standing alongside the open pit mines that give the entire area the stench of rotten eggs. The town is built on several terraced levels on the rocky terrain, with a polluted creek running through the middle providing most of the water.

Due to the camp's sensitive nature, the Legion does not employ slaves to process the explosives or mine sulfur. Instead, it relies on its own forces, employing Zanathura's morlocks to handle the heavy work of mining.

P1. MINING OPERATIONS (CR 10)

This entire pit stinks of rotten eggs and sweat, and streaks of bright yellow color the otherwise dull rock. Several rough, wooden ladders lead down to the bottom some thirty feet below, where a few inches of stagnant water have collected into a foul sludge.

This pit mine beside the village currently produces most of the sulfur the Legion needs for local operations. A simple crane with block and tackle helps haul out large rocks, but stout backs handle most of the excavation.

Creatures: A pair of engineers from the Legion oversee a dozen morlock miners here, though they spend most of their time bullying the Darklands natives. The morlocks lack the morale to oppose the hobgoblins, afraid to displease their goddess with disobedience. The morlocks wear smoked goggles (*Pathfinder RPG Advanced Player's Guide* 183) during the day to overcome their light



IRONFANG ENGINEER

blindness, though the goggles impose a –4 penalty on Perception checks. If the morlocks are attacked, only four of them join in combat; the remainder nervously ignore the conflict and continue their work, fleeing if attacked.

IRONFANG ENGINEERS (2)

CR 5

XP 1,600 each

hp 54 each (see page 39)

MORLOCK MINERS (4)

CR 4

XP 1,200 each

Morlock warrior 5 (*Pathfinder RPG Bestiary* 209)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 72 each (8d10+29)

Fort +7, **Ref** +10, **Will** +6

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee heavy pick +12/+7 (1d6+4/4), bite +6 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +11; **CMD** 25

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (heavy pick)

Skills Acrobatics +13 (+17 to jump), Climb +23, Perception +7, Profession (miner) +7, Stealth +9 (+13 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber

Gear heavy pick

Treasure: Unknown to the Ironfang Legion or the town's prior inhabitants, Ecu sits atop a particularly viable vein of iron. A PC can recognize traces of this vein while in the pit with a successful DC 22 Knowledge (engineering) or Profession (miner) check. While the PCs probably lack any ability to take advantage of this resource in the near future, they can sell the information to interested parties in Longshadow for 2,000 gp—if the town survives the invasion.

Development: If the PCs are especially loud when attacking the mine, the barghest guards from area P2 join the fight in 1d6 rounds.

If the engineers fall, any remaining morlocks flee into the hills. If stopped, the simpleminded creatures beg for mercy and want only to flee back “to the goddess’s side,” but their goddess—which they describe as a sinewy mistress of the earth and tunnels—doesn’t sound like any deity on Golarion.

P2. TOWN GATES (CR 9)

A crude, 10-foot-high wall of stone encircles the village to keep out the area’s various predators, but the Legion had no problem toppling the barricade. The hobgoblins have since rebuilt the fallen portion and its wooden gate. The uneven wall is easy enough to climb (DC 15), but the gate itself is barred from within and requires a PC to succeed at a DC 25 Strength check to burst from the outside, or a successful DC 15 Strength check to unbar from inside.

Creatures: Two cantankerous goblins stand guard by the gate. In truth, these guards are greater barghests. The outsiders care little for the Ironfang Legion’s politics, having been summoned and bribed into service with promises of sating their bloodlust on the people of Nirmathas. They gorged themselves on the town’s inhabitants, growing to their current, powerful state, but now find their post frustratingly dull.

Once intruders approach, one “goblin” immediately casts *mass bull’s strength*. They threaten and boast, hoping to goad trespassers into a fight.

GREATER BARGHEST (2)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 27)

P3. TOWN RUINS

Ecu is little more than a smattering of soot-stained stone walls and three still-standing buildings. Legion forces have draped canvas tarps over some of the ruins to create temporary shelters.

Creatures: A hobgoblin phalanx troop stands guard.

HOBGOBLIN PHALANX TROOP

CR 10

XP 9,600

hp 126 (see page 90)

Development: Unless dispatched quietly, the hobgoblin troop raises enough noise fighting to attract the bombardiers from area P4 in 1d4 rounds.

P4. PROCESSING LAB (CR 12)

A canvas tarp acts as the roof of this burned-out stone church. Bubbling beakers and stills crowd the tables, while large sacks of powders—black, yellow, red, and white—line one wall. The air is heavy with the smell of alcohol and rotten eggs.

The Legion uses the burned-out shell of Ecu’s temple of Torag to produce a variety of alchemical supplies for Kosserek’s forces—most notably several large explosive charges Kosserek plans on using to collapse Longshadow’s walls. The main room of the temple contains two masterwork alchemist’s labs. Due to the sensitive nature of the chemicals being processed, any attack that deals fire damage has a 50% chance of causing

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

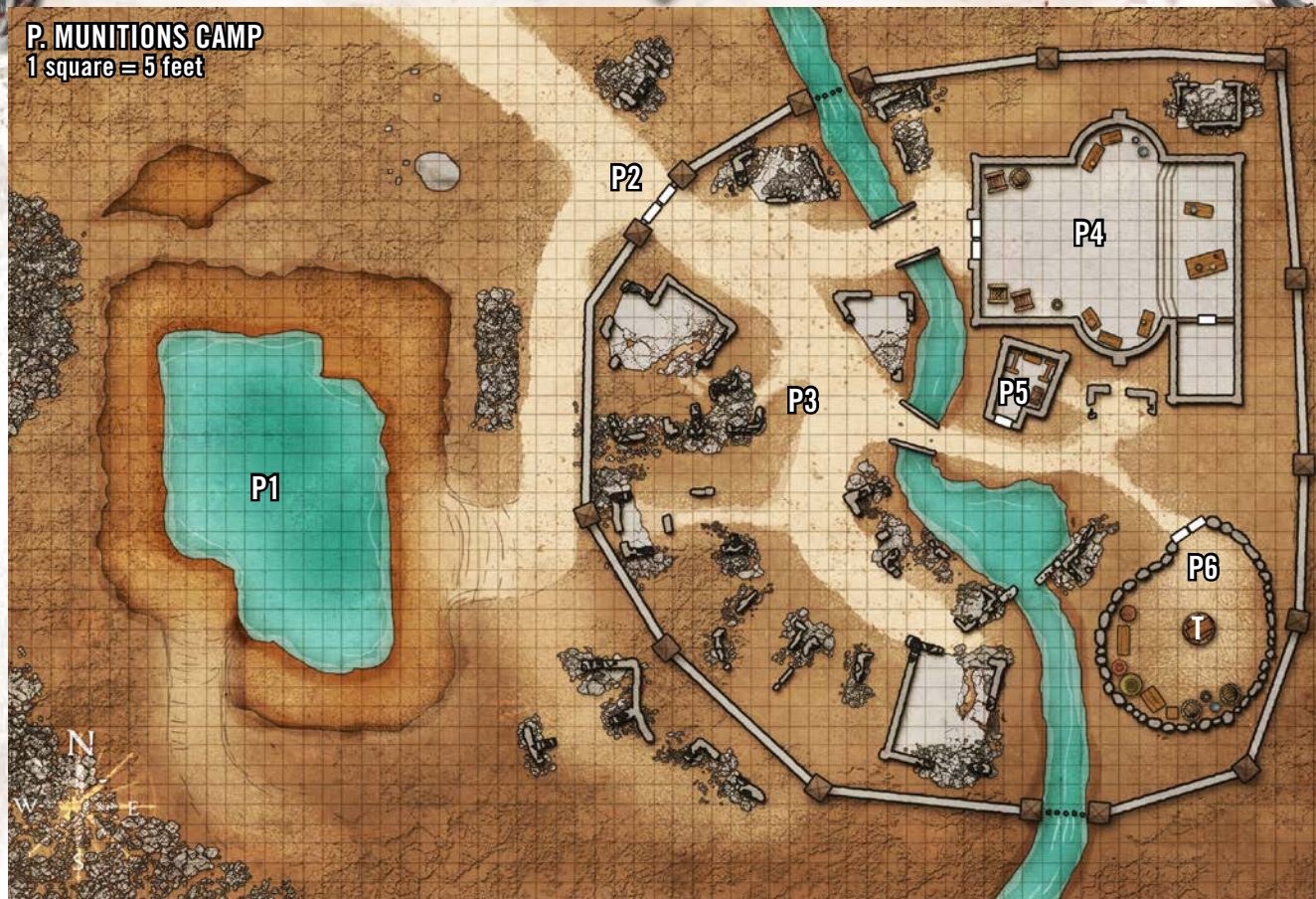
PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

P. MUNITIONS CAMP

1 square = 5 feet



an explosion in a random adjacent square, dealing 2d6 points of fire damage and 2d6 points of bludgeoning damage to any creature in that space.

Creatures: A pair of Ironfang alchemists, work in the lab on various preparations. A pair of alchemical golems—claimed as a trophy by Kossieruk in a raid on a dwarven outpost years ago—works alongside them performing most of the repetitive labor.

If the PCs have announced their presence (by fighting loudly elsewhere in the camp or by blowing up the explosives stockpile), the bombardiers prepare by drinking extracts of *haste* and then moving outside to investigate. They rely on stink bombs and concussive bombs rather than fire, fearful of destroying their work.

ALCHEMICAL GOLEMS (2) CR 9

XP 6,400 each

hp 96 each (*Pathfinder RPG Bestiary* 2 135)

HOBGOBLIN BOMBARDIERS (2) CR 7

XP 3,200 each

hp 71 (*Pathfinder RPG Monster Codex* 120)

Treasure: The alchemical equipment in the lab is worth a total of 500 gp, provided the fight didn't cause any explosions—otherwise, it is rendered useless. In

addition, a total of 2,000 gp worth of random alchemical reagents lie scattered around the room. These reagents can be sold for their value, or used as the raw materials cost of alchemical items and brewed potions.

Development: Even if the PCs destroy the Legion's munitions stockpiles (area P6), these two bombardiers can recreate some of the stockpile in time for the invasion unless they, too, are killed (see page 48).

P5. WEAPONS STORAGE

The Ironfang Legion keeps a reserve of arms and armor in this one-room stone home to quickly resupply scouts or other advanced units in the region. The door is locked (Disable Device DC 30). One of the Ironfang engineers in area P1 carries the only key.

Treasure: Six sets of masterwork lamellar armor rest on wooden stands in the corner of the room. Weapon racks hold four masterwork longswords, a dozen scimitars, and a masterwork composite longbow (+4 Str) on an ornate silver stand (itself worth 100 gp), as well as a quiver containing 25 +2 *aberration bane* arrows.

P6. MUNITIONS STORAGE (CR 10)

Crates and barrels fill the entire southwestern edge of this circular stone building. A clean, acrid smell fills the room.

This building's reinforced wooden door is locked with a superior padlock (Disable Device DC 40). One of the hobgoblin bombardiers in area P4 carries the only key.

Rather than drink from their polluted creek,

Ecru's former residents relied on the town's well house for most of their water. The well recently ran dry, and residents hadn't yet made the time to dig it deeper when the Legion overran their community. Still, the building is the sturdiest in town, and cool even in the heat of the day, and so the combined war material of Kosseluk's munitions base is stored here. Primarily acids and alchemist's fire made from Ecru's sulfur deposits, the supplies would provide a huge advantage to an army besieging a city. In addition, four large breaching charges designed to punch through Longshadow's walls have been stored here.

Creature: A native of the Hollow Hills watched the conquest of Ecru with some glee. Breathless—a strange elemental creature known as a mihstu—is a local legend who has strangled sleeping travelers in the region for decades. It approached the Legion forces as they established their camp, hoping to claim the stinking ruins of Ecru as its own. The Legion agreed to leave the ruins in the elemental's control after the invasion, provided it guard their stockpiles until then. Breathless enjoys its simple work but is excited to drain the life from new victims once again.

BREATHLESS CR 8

XP 4,800

Mihstu (*Pathfinder RPG Bestiary 2* 190)

hp 92

Trap: The Ironfang Legion transformed the building's dry well into a makeshift pit trap by lining the bottom of the well with spears and covering it with a flimsy wooden floor that falls away readily. Breathless knows of the trap, and but its flight renders it immune. It hopes to lure prey over the hole to trap and drain them at its leisure.

CAMOUFLAGED SPIKED PIT TRAP CR 8

XP 4,800

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)

Development: The PCs can easily detonate the stockpile by dealing any amount of fire damage, destroying the entire building in the process and creating a fireball visible for miles (and drawing

additional Ironfang forces to investigate in a few hours), but denying the Ironfang Legion a valuable resource in the upcoming battle. The PCs can instead seize the explosives for themselves, either to lay as a trap for Ironfang soldiers or to use in assaulting the Ironfang stronghold once they finally take the fight to Kosseluk.

The explosive breaching charges in this chamber are difficult to transport and incredibly volatile—transporting them requires a padded wagon (or extradimensional space) and a successful DC 20 Craft (alchemy) check. If successfully transported, the explosive charge can be planted in a region of Longshadow the PCs expect to be breached (determining the most likely placement requires a successful DC 20 Knowledge [history] or Profession [soldier] check), or placed outside the city in a surrounding region they believe the Legion will pass through (increasing the DC to 26). Players do not need to state exactly where they are planting the explosives beforehand—once the invasion begins, they can decide which of the Ironfang forces are targeted by the blast and when to detonate. If the PCs succeed at these checks, they can deal 4d6 points of fire damage and 4d6 points of bludgeoning damage to one encounter's enemy forces (if the explosives are set within Longshadow, the blast also reduces the town's Defense Points by 1d8). On a failed check, the PCs have not accurately anticipated the Legion's movements, and the explosives aren't placed close enough to enemy units to be useful. You should roll this skill check in secret, only revealing the results once the invasion begins.

The PCs can use these alchemical compounds in their attack on the onyx tower at the end of this adventure if the charges are not detonated during the invasion. Setting the explosives requires four full-round actions followed by a successful DC 20 Craft (alchemy), Disable Device, or Knowledge (engineering) check. The blast deals 10d6 points of fire damage in a 20-foot radius and collapses the tower, closing the Stone Road gate.

These explosives are too unstable and bulky to be used reliably as a thrown weapon.

Story Award: If the PCs destroy or claim the alchemical stockpile here and kill or capture the Ironfang alchemists, award them 6,400 XP.



BREACHING CHARGE

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

PART 5: THE BATTLE OF LONGSHADOW

Unlike the attack on Phaendar, the assault on Longshadow is not a surprise attack. Kosseluk's spies have reported the PCs' location and activities, and in truth she relishes the new challenge these upstarts pose. Kosseluk notes that the PCs' presence in the town gives the people of Longshadow a veteran group of leaders canny to the ways of the Ironfang Legion, and recognizes that hope is the greatest threat to her campaign of fear. She also hopes to break the settlement's resolve early with a display of bestial brutality.

Ironfang forces begin assembling a half mile northeast of Longshadow shortly after dawn, and while their numbers are overwhelming for the PCs to confront alone—easily a hundred soldiers and dozens of warbeasts—they by no means appear to be capable of seizing a city the size of Longshadow. Kosseluk herself does not yet appear among their ranks, either, with only a smattering of lieutenants currently keeping order among the troops. By this point, the Ironfang forces are on high alert. It is too late to sabotage their assemblage and far too late to run.

Due to the chaotic nature of the battle depending on how the PCs prepared, no set maps are provided for each encounter. Instead, consult the Longshadow map included in the gazetteer on pages 62–71.

EMISSARY OF INVASION

As dusk approaches, read or paraphrase the following.

A lone human swathed in rags and iron shackles approaches Longshadow's north gate, waving a flag of parley and bearing a scroll. He squints in the light of the setting sun, but begins to read in a wavering voice.

"People of Longshadow! You face the host of Kosseluk, lord of the war maze, emissary of the Ironfang Legion, she whose horns shall pierce your walls and mercifully redden the river with your blood!

"You infest this place, which my mistress desires. In her mercy, she offers you this one chance: throw open your gates. Cast down your arms. You will serve her. You will serve the Legion, in this place you call home and at these forges you so lovingly built. And your children will live to one day know freedom. Resist, and you will die. Do not think your deaths will be honorable. My mistress will crush you beneath her hooves, grind your bones into the earth, and what remains will rot. There is nothing you false heroes can do to stop this.

"Be wise! Are your lives, your families, your friends, truly worth this spit of land and the false hope you cling to? Kosseluk is a generous mistress, but her displeasure shakes the hills and brings tears even unto the gods."

Upon a hill some thousand feet distant, where the Legion's forces are assembled, a single hobgoblin holds a shining spike of black aloft, then drives it into the ground. For a moment the army falls silent, and then the ground begins to rumble. With a thunderous crack, the stones part and a shaft of obsidian

reaches into the sky, growing and twisting into an ominous tower. The echo of a thousand iron-shod boots echoes from an arch in the monolith's base, and from the darkness steps a woman of impossible stature, swathed in gleaming bronze.

"Longshadow!" she bellows as an army pours from the opening in the tower behind her. Her voice carries like thunder across the hills. "The sun has set upon your pink faces because it was my will to gift you this one last moment of beauty. But now the sun is gone, and this night is the domain of monsters!"

The Ironfang Legion's forces consist primarily of hobgoblins, supplemented by minotaurs, trolls, bugbears, and a variety of vicious animals and monsters trained for war.

BATTLE OF LONGSHADOW: DAY 1

Large-scale battles are slow and violent, taking hours or even days. To better emulate this chaos, Kosseluk's attack on Longshadow is measured roughly in turns. A turn is an arbitrary unit of time, as short as a few seconds or as long as an hour. From the players' perspective, a single combat round is 1 turn, but a turn is also the time it takes to move from one part of town to another in order to confront a new threat, or to cast several spells outside of combat (such as several castings of cure spells to recuperate after a grueling fight). In between turns, when the PCs aren't actively engaged in combat, they may spend hours in eerie silence, or battling invading forces "off stage." There are 15 turns between the battle's beginning and sunrise.

The Ironfang Legion launches specific maneuvers and forces on specific turns, regardless of the PCs' actions (though the PCs' actions earlier in this adventure may minimize or prevent certain attacks). When no specific actions are listed, the Legion continues its assault—attempting to breach the walls, fighting defenders, or pressing through openings in the town's defenses—but the town's own military forces are holding their own. For every turn that passes, reduce Longshadow's Defense Point total by 1, as the Legion slowly whittles away at the town's defense forces and morale.

Specific encounters can reduce Longshadow's Defense Point total much faster, however, and these encounters are the ones that specifically call for PC intervention. Each turn the PCs aren't engaging these threats directly (including the first round they appear) reduces Longshadow's Defense Point total by a certain amount. Once the PCs engage these threats, this damage to Longshadow halts as the Ironfang force focuses on defeating the heroes. If the heroes retreat or fall, any undefeated threats continue damaging the town's Defense Points once again.

During the battle, one or more of the player's NPC allies—such as the ranger Cirieo or Mayor Thom

Crawbert—should keep the PCs abreast of what threats face the town.

The opening strike of the invasion begins 2 hours after the sun sets. The hobgoblins prefer to make war in the dead of night, when their darkvision is an added benefit against the mostly human defenders of Longshadow.

Read or paraphrase the following to begin the battle.

The booming sounds of war horns ring out across the valley, and the ground suddenly begins to tremble with the trampling force of hundreds of hobgoblins charging toward the town. Arrows rain out of the dark sky, embedding in shields, clattering off stone walls and slate roofs, and finding gruesome purchase in the flesh of unfortunate souls.

TURN 0: RALLYING THE TROOPS

Kosseruk's sudden arrival and intimidating speech shakes many Longshadow natives to the core, and forces begin whispering of surrender to save their lives and town. The PCs have an opportunity to deliver their own speech and rally the troops back into fighting spirit.

Each PC can attempt a single DC 20 Diplomacy, Perform (oratory), or Profession (soldier) check, or attempt a check to aid another PC. Each success bolsters the town's morale, increasing Longshadow's Defense Point total by 1. Each failure sows the seeds of doubt, reducing the Defense Point total by 1. If a PC succeeds by 5 or more, her inspiring presence instead adds 1d4 to Longshadow's Defense Point total.

TURN 1: CATAPULTS (CR 8 EACH)

Kosseruk's siege weapons are devastating, even though she limits their use to tearing down the walls and hurling loads of melon-sized stones to cut down defenders while leaving buildings intact. Four heavy catapults flank the Ironfang camp, some 1,500 feet beyond the town walls, and Kosseruk's opening volley is to fire the siege weapons as her army charges the walls.

Special: If the PCs destroyed these catapults in area O, Kosseruk does not have access to them during the battle. If the PCs instead secretly sabotaged the weapons, they fail catastrophically as Kosseruk orders the first volley, flying apart and hurling a boulder into the Legion's athach mercenary (see Turn 2), dealing 6d6 points of bludgeoning damage to the brute.

Creatures: Each of the four catapults is crewed by an Ironfang engineer and a trio of soldiers, and defended by an Ironfang sharpshooter. Confronting these soldiers directly is difficult, requiring the PCs to cross the open battlefield or arrive via magic. Slaying the catapult's normal hobgoblin crew only delays its firing 1 turn, as the Legion has foot soldiers to spare. Killing a catapult's engineer shuts it down until the following night, while destroying the catapult itself removes it from the battle.

IRONFANG ENGINEER CR 5

XP 1,600

hp 54 (see page 39)

IRONFANG SHARPSHOOTER CR 6

XP 2,400

hp 64 (see page 16)

WOLF COMPANION CR —

hp 26 (see page 34)

HOBGOBLINS (3) CR ½

XP 200 each

hp 17 each (*Pathfinder RPG Bestiary* 175)

Defense Damage: The catapults fire every odd-numbered turn, reducing Longshadow's Defense Point total by 1d4 each time. For each catapult eliminated, the damage is reduced by 1 point (minimum 1) until all four siege engines are eliminated.

TURN 2: GATECRASHER (CR 12)

Kosseruk's primary target in the opening stages of the offensive are the town's gates. By smashing her way through here, she hopes to establish a foothold in the town's southern square, creating a forward command inside Longshadow's walls from which to dispatch the bulk of her forces.

Creatures: To destroy this gate quickly and efficiently, Kosseruk deploys her favorite warbeast, an athach named Brogthus. Kosseruk recruited Brogthus several years ago for just this sort of work, and since then the oversized abomination has proven his value to the Ironfang Legion several times over. Brogthus spends 2 rounds destroying the gate, focusing all his attacks on the iron portcullis even if attacked, then charges inside to clear humans away and allow the Ironfang Legion to establish a forward post.

ATHACH CR 12

XP 19,200

hp 161 (*Pathfinder RPG Bestiary* 2 33)

Defense Damage: Each round Brogthus is not confronted, he reduces Longshadow's Defense Point total by 1d6. If he destroys the south gate, he reduces the total by an additional 2d6 points, even if the PCs have engaged the giant.

TURN 5: AERIAL ASSAULT (CR 10)

With her assault well underway, Kosseruk's interests turn to sowing confusion by placing attackers behind the defensive lines. With the aid of several flying mounts, she delivers strike teams into the town, led by vicious new recruits from the Hollow Hills.

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

UNORTHODOX TACTICS

This chapter of the adventure lays out very specific battle plans the Ironfang Legion uses against Longshadow, but as the old saying goes: no plan survives first contact with the PCs. The player characters will likely want to do more during the invasion than just stand by, but in a battle against thousands of hobgoblins, a *fireball* (or 10)—while deadly—won't turn the tide of battle. They can assault the Ironfang camp on their own, though the odds are stacked against them; see the remaining forces Kosseruk has yet to send into battle to estimate her defenses, and remember that she can call on an effectively unlimited number of CR 6 hobgoblin troops (*Pathfinder Adventure Path 115 77*).

As written, the adventure assumes the players help dig in and protect Longshadow until Kosseruk becomes frustrated and starts leaving gaps in her defenses, but they likely have their own plans for counteroffensives and traps to winnow away the enemy forces. Handle any PC plans using your best judgment, and in cases where success isn't assured, have the PCs attempt opposed skill checks against Kosseruk to see if she anticipates or outmaneuvers their efforts. The most obvious skill checks pit the PCs' Bluff against Kosseruk's Sense Motive (for misdirection or concealed dangers), or their Profession (soldier) against her Profession (soldier) for questions of tactics and maneuvering. Each PC may freely ready one tactic before the attack begins each night, but attempting new tactics, traps, or strategies mid-battle consumes all of that PC's actions for 1 turn.

If the PCs succeed in their strategy, award them whichever of the following is most appropriate:

- The next major threat is delayed 1 turn.
- The next major threat appears already having taken 6d6 points of damage.
- Longshadow does not suffer the automatic loss of 1 Defense Point next turn.

Special: If the PCs either killed the Carrion Brides in area J3 or convinced them not to ally with the Ironfang Legion, Kosseruk does not have access to them during the battle. While she still inserts several forward agents behind enemy lines by means of other flying monsters at her disposal, the town defenders can handle these forces as part of the general background din of the battle.

Creatures: The Carrion Brides—cruel harpy warriors—lead this rear assault alongside additional harpies and other flying monsters. Longshadow's defenders can handle many of these invaders, but not the Brides.

CARRION BRIDES (3)

CR 6

XP 2,400 each

hp 73 each (see page 19)

HARPIES (2)

CR 4

XP 1,200 each

hp 38 each (*Pathfinder RPG Bestiary 172*)

Defense Damage: Each round the Carrion Brides are not confronted, they reduce Longshadow's Defense Point total by 1d6.

TURN 6: PANIC IN THE RANKS

Kosseruk's ultimate goal—a psychological victory—begins to gain traction as the people of Longshadow witness the horrors of war and the forces the Legion can bring to bear. Panic begins to take hold, and ranks slowly break as civilians and even soldiers begin to flee.

A PC can restore some order with a successful DC 28 Diplomacy, Intimidate, Perform (oratory), or Profession (soldier) check. Additional PCs can aid another character's check. Spells or effects that affect the morale of large groups—such as *bleed*, a bard's inspire courage performance, a cavalier's banner, and a skald's inspired rage song—grant each PC a +2 circumstance bonus on her check to calm and rally the crowd.

Special: If the PCs failed to kill the Dreamstalker Sisters while preparing Longshadow's defenses (see page 25), at least part of this panic stems from the bugbears assassinating Mayor Crawbert as he directs defenses. Unless resurrected, Mayor Crawbert is unable to assist the PCs after this point.

Defense Damage: Each turn the panic persists reduces Longshadow's Defense Point total by 1, in addition to the 1 point subtracted automatically each turn. If the Dreamstalkers assassinate Mayor Crawbert, reduce Longshadow's Defense Point total by 2d6.

Story Award: If the PCs successfully reinforce the defenders' morale, award them 3,200 XP.

TURN 8: DOCKSIDE ASSAULT (CR 10 OR 12)

Longshadow's walls protect only the north, south, and east sides of the town, leaving the Marideth River as the dockside district's only defense. While the river is swift and strong, the Ironfang Legion forces came prepared with assault ships, and potential supernatural assistance in their crossing. Kosseruk hopes that with the bulk of the human forces defending her assault on the south gate, her secondary force can seize the docks and establish a beachhead her remaining soldiers can reinforce.

Special: If the PCs did not either kill the mercenary nuckelavee Magdava in area O or somehow sour relations between her and the Ironfang Legion, the Legion recruits her once again to tame the Marideth, lowering its water level enough that Kosseruk's troops can simply march across it. Magdava does not participate in the fight, remaining on the far side of the river, but her magic allows the Legion to send two phalanx troops into the city rather than one.

Creatures: Kosseruk dispatches her heavily armed Ironfang phalanx troops to hold this position in Longshadow. These troops are expertly trained and battle tested, and easily overwhelm the dock's defenses. Once the PCs arrive, the hobgoblin phalanx troops use their close ranks ability, hoping to draw out the combat for as long as possible and thus buy their allies elsewhere in the town more time to dismantle Longshadow's defenses.

HOBGOBLIN PHALANX (1 OR 2)

CR 10

XP 9,600 each

hp 126 each (see page 90)

Development: To resolve this threat, the PCs must both recapture the dock district and restore order to the civilian defenders. To restore order here, a PC must succeed at a DC 20 Diplomacy, Intimidate, Perform (Oratory), or Profession (soldier) check as a full-round action, though the PCs can attempt to rally the local forces even before defeating the occupying hobgoblins. Once order is restored and the main force of the phalanx is broken, the town's defenders can handle any hobgoblin stragglers.

Defense Damage: Each turn the Ironfang forces maintain uncontested control of the docks reduces Longshadow's Defense Point total by 2d6. If the phalanx is defeated but the PCs fail to restore order to the district, this damage is reduced to 1 point each round (in addition to the 1 point automatically lost each turn).

Treasure: In addition to their various mundane weapons and armor, this forward force also carries a medical kit containing 10 smoke sticks, 10 doses of fire ward gel^{UE}, five *potions of cure moderate wounds*, two *potions of remove blindness/deafness*, and three *potions of remove disease*. A PC who succeeds at a DC 22 Perception check to inspect the fallen troops discovers a *ring of protection +3* worn by one of the hobgoblins on a gold chain.

TURN 13: ELEMENTAL BOMBARDMENT (CR 11)

As the battle wears on and dawn approaches, Kosseruk appreciates that she needs to dig in to let her light-sensitive troops weather the day, and give the people of Longshadow something to focus on beyond counterattacks. She orders a volley of pitch and flaming arrows to be fired over the walls, setting the residential district on fire. Her decision is entirely punitive, reflecting her growing anger at Longshadow's unlikely resistance, and actually runs counter to her orders to capture the town with as little damage as possible—the minotaur has no doubt that Longshadow, or at least its fabled defenders, will prevent her prize from becoming cinders.

Creatures: To deliver maximum casualties to the defiant humans, Kosseruk also launches a ballista bolt loaded with a very special—and expensive—cargo: two specially enhanced *elemental gems* that shatter on impact, releasing an angry pair of greater fire elementals. The conjured elementals remain on the Material Plane for only 13 rounds, but that gives them more than enough time to set buildings on fire and tear through Longshadow's fire preparations.

GREATER FIRE ELEMENTALS (2)

CR 9

XP 6,400 each

hp 123 each (*Pathfinder RPG Bestiary* 124)

Development: Defeating the fire elementals does nothing to stop fires raging across Longshadow. Water- or cold-controlling spells



CARRION BRIDE

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
THE

THE
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

of at least 4th level—such as *cone of cold* or *ice storm*—can be used to mitigate the fires, but extinguishing everything will require hours of hard work.

Defense Damage: Each turn the elementals rampage unchecked reduces Longshadow's Defense Point total by 1d8 points. Even after the PCs defeat the elementals, the fires continue to reduce the town's Defense Point total by 1 each turn until after Turn 15, when the Ironfang Legion falls back and Longshadow can devote more of its attention to controlling the flames.

DAWN

After Turn 15, read or paraphrase the following.

The first rays of dawn begin to crest over the eastern hill, silhouetting the Ironfang Legion's ominous, black tower but also illuminating a new network of trenches and barricades erected in the black of night. Horns sound from the distant camp, and the Ironfang forces at the city walls begin a slow but steady fighting withdrawal.

For now, at least, daylight seems to bring with it the promise of rest, and enough respite to bury the dead.

As the siege of Longshadow wore on, Kosseluk put her rear forces to work reinforcing their own position and erecting defenses around the onyx tower. She is not pleased with the invasion requiring more than a single day, having hoped a sweeping victory would establish her reputation with Azaersi and win her a place at her general's right hand.

With the sun rising and many of her troops at a disadvantage in the light of day, Kosseluk pulls her forces back to await sunset, giving Longshadow and the PCs a chance to rest. The Ironfang forces maintain a constant vigil, and Kosseluk's archers—hobgoblins quite comfortable in the harsh light of the sun—pick away at any sorry souls attempting to flee the besieged city or cross the no-man's-land between Longshadow and the Ironfang camp, even those bearing flags of truce. The PCs have a little over 9-1/2 hours before combat resumes.

Each PC can take an hour to direct relief efforts, provide healing, or lift defenders' morale while the enemy regroups. With a successful DC 20 Diplomacy, Heal, Perform, Profession (soldier), or Survival check, a PC restores 1 Defense Point to Longshadow, plus 1 additional Defense Point if she succeeds at this check by 5 or more.

Development: At this point, the PCs are likely exhausted and low on resources, and welcome this break in the battle to heal, rest, and regain spent spells. Even if PCs weathered the invasion without expending many resources, a daylight counterattack is ill-advised; the Ironfang camp is currently defended by minotaurs, monsters, and a thousand hobgoblin soldiers, with the

approach monitored by ballistae and archers. If PCs choose to use this opportunity to counterattack, use the remaining forces mentioned in the second half of the battle to populate the Ironfang camp.

Special: If the PCs did not destroy the Ironfang Legion's munitions stockpile in area P6 and kill the hobgoblin bombardiers in area P4, the Legion takes advantage of this period of quiet to dispatch sappers: four pairs of camouflaged bombardiers (*Monster Codex* 120) who use extracts of *fly* and *invisibility* to deliver four alchemical bombards to the base of Longshadow's walls. These devices detonate, collapsing sections of the town walls and reducing Longshadow's Defense Point total by 3d6.

Defense Damage: The ongoing damage to Longshadow's Defense Point total is suspended after Turn 15. Remaining Ironfang forces within Longshadow's walls dig in until the main force resumes its attack, and the town can finally spare defenders long enough to manage ongoing riots or fires.

BATTLE OF LONGSHADOW: DAY 2

The second night of the battle marks Kosseluk assuming a more aggressive stance, throwing more unorthodox tactics at the town with fewer concerns for her own safety. Observant PCs will notice her camp is less heavily defended than the previous night, and some of her later tactics even open gaping holes in her protection.

While Kosseluk did not intend for the assault on Longshadow to drag out this long, she is nonetheless prepared to continue the siege for as long as is necessary—no matter the cost in hobgoblin lives. Once it becomes clear that her initial force will not be sufficient to capture Longshadow, she sends a rider through the Stone Road to request additional reinforcements from the camp in the Valley of Aloï.

The reinforcements arrive just as the second evening begins, pouring out of the base of the onyx tower and surging south toward the town's northern and eastern walls. Although these units suffer serious casualties in their advance, they arrive in such numbers that they'll surely overrun the town's defenders unless the flow of hobgoblins coming through the Stone Road is stopped.

TURN 1: THE SPEARHEAD (CR 10 OR 12)

The Legion leads off its second offensive by targeting weak points already established, either pouring through a hole already opened up in the walls or battering through the least-defended gate with brute force.

Special: If the PCs killed or freed the gorgons being trained by Repral in the warbeast camp (area M5), the pair isn't present as part of this offensive, reducing the CR to 10.

Creatures: Kosseluk uses a shield wall to deliver several of her own minotaur warriors into Longshadow alongside her treasured warbeasts.

WARMAZE MASTERS (3) CR 7**XP 3,200 each**

hp 98 each (see page 35)

GORGONS (0 OR 2) CR 8**XP 4,800 each**hp 100 each (*Pathfinder RPG Bestiary* 165)

Defense Damage: Each turn the minotaurs continue to rampage without the PCs intervening reduces Longshadow's Defense Point total by 1d6. If the gorgons are also present, change this reduction to 2d6.

TURN 4: MORLOCK RUSH (CR 9)

As defenders begin to collect around the breaches the Ironfang army has already opened, Kosseruk dispatches specialists to begin dispatching any would-be defenders atop the walls.

Creatures: The Ironfang Legion's pact with the dark naga Zanathura placed a number of morlocks under Kosseruk's command. She soon realized that the morlocks' gift for coordinating and acting as a group makes them ideal for surgical strikes in tight confines—such as tearing through concentrated defenders atop a fortification.

Kosseruk deploys a detachment of morlocks, along with one of Zanathura's twisted "prophets"—an oracle whose faith in the worm allows him to tap divine magic from the wider world. The defenders of Longshadow are prepared to fight the hobgoblins, but the climbing, leaping host of morlocks overwhelms their preparations.

MORLOCK SWARMER TROOP CR 7**XP 3,200**

hp 85 (see page 90)

ZANATHURA PROPHET CR 7**XP 3,200**Morlock oracle 6 (*Pathfinder RPG Bestiary* 209, *Pathfinder RPG Advanced Player's Guide* 42)

NE Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., scent; Perception +5**DEFENSE****AC** 20, touch 13, flat-footed 18 (+5 armor, +2 deflection, +2 Dex, +2 natural, -1 size)**hp** 85 (9 HD; 6d8+3d10+42)**Fort** +7, **Ref** +10, **Will** +13**Immune** disease, poison**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** +1 *morningstar* +12/+7 (2d6+6), bite +6 (1d6+3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** leap attack, sneak attack +1d6, swarming**Oracle Spells Known (CL 6th; concentration +7)**3rd (3/day)—*inflict serious wounds* (DC 14), *magic vestment*, *prayer*2nd (5/day)—*darkness*, *fog cloud*, *inflict moderate wounds* (DC 13), *spiritual weapon*1st (7/day)—*cure light wounds*, *divine favor*, *enlarge person* (DC 12), *inflict light wounds* (DC 12), *remove fear*, *shield of faith*0 (at will)—*bleed* (DC 11), *create water*, *detect poison*, *guidance*, *resistance*, *stabilize*, *virtue***Mystery battle****TACTICS**

Before Combat Before the battle begins, the prophet casts *magic vestment* on his armor, and before rushing into combat, he also casts *enlarge person*, *prayer*, and *shield of faith*.

During Combat The prophet casts *spiritual weapon*—creating phantom fangs to attack enemies—then *darkness* before closing to melee combat. He moves among the morlock troop, benefiting from his swarming racial ability while sharing their space.

Morale The prophet is a fanatic and fights to the death.

Base Statistics Without his spells, the prophet's statistics are

Init +7; **AC** 19, flat-footed 16; **Fort** +6, **Will** +12; **Melee** +1 *morningstar* +11 (1d8+4), bite +5 (1d4+1); **Str** 16, **Dex** 17, **CMB** +10; **CMD** 23; **Skills** Climb +22, Stealth +7.

STATISTICS**Str** 18, **Dex** 15, **Con** 17, **Int** 5, **Wis** 18, **Cha** 13**Base Atk** +7; **CMB** +13; **CMD** 26**Feats** Combat Casting, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Toughness**Skills** Acrobatics +12 (+16 to jump), Climb +24, Knowledge (religion) +3, Perception +5, Stealth +3 (+7 in caverns),**Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns**Languages** Undercommon**SQ** expert climber, oracle's curse (clouded vision), revelations (surprising charge 1/day, war sight)**Combat Gear** *potions of bear's endurance* (2), *potions of cure moderate wounds* (2); **Other Gear** +1 *chain shirt*, +1 *morningstar*, *headband of alluring charisma* +2, 42 gp

Treasure: The morlocks' weapons and armor are piecemeal and worthless, but the troop carries a few notable magical items: an *amulet of proof against petrification*^{UE}, a set of *bracers of armor* +3, and a *dark blue rhomboid ioun stone*. Zanathura crafted the amulet for herself for fear of Azaersi's medusa spy Elacnida turning on her. After the medusa's passing (detailed in *Pathfinder Adventure Path* #118), the naga presented the now-worthless item to her morlock tribe as a "holy relic," which they subsequently carried for luck in battle.

Defense Damage: Each turn the morlocks rampage unchecked, Longshadow's Defense Point total is reduced by 1d8 points.

ASSAULT ON LONGSHADOW**FOREWORD****PART 1: SAFEHAVEN****PART 2: SCOUTING THE HOLLOW HILLS****PART 3: JEWEL ON THE MARIDETH****PART 4: UNDERMINING THE LEGION****PART 5: THE BATTLE OF LONGSHADOW****NPC GALLERY LONGSHADOW****HADREGASH BESTIARY**

TURN 6: DEATH FROM ABOVE (CR 9 OR 11)

As her frontline soldiers continue to tear at Longshadow's defenses, Kosseruk dispatches an airborne team to scatter the most concentrated clusters of defenders.

Special: If the PCs defeated the wyvern scouts in their nest (area N), the beasts and their riders are not present in the battle, and Longshadow's defenders can fight off the trained birds of prey Kosseruk's forces dispatch in their place.

Creatures: A trio of trained wyverns and hobgoblin riders commands the attack force from the air, leading dozens of vultures and giant bats in harrying defenders.

HOBGOBLIN FORERUNNERS (3) CR 6

XP 2,400 each

hp 71 each (*Pathfinder RPG Monster Codex* 119)

WYVERNS (0 OR 3) CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 282)

Defense Damage: Each turn the wyverns and their riders persist without focusing on the PCs reduces Longshadow's Defense Point total by 1d6 points.

TURN 9: THREAT FROM BELOW (CR 11)

As Kosseruk focuses on the battle at hand, her lieutenants begin to grow concerned with the slow progress. Convinced their mistress is dashing their troops against the wall in a vain attempt to pit her tactical mind against a genuine

opponent, they resolve to end the human resistance by targeting the town's legendary defenders themselves.

As Turn 9 begins, read or paraphrase the following.

The smell of ash and the screams of the dying—both human and hobgoblin—fill the air around you as the battle's intensity continues to mount. Your footing shifts for a moment, and then the cobblestones below you give way, dropping into a massive basin dug beneath Longshadow's streets.

The fall drops the PCs 20 feet for 2d6 points of damage. A PC who succeeds at a DC 15 Reflex save reduces this damage to 1d6, while succeeding at this check by 5 or more negates any falling damage as the character manages to slide down the sloping sides of the 40-foot-wide makeshift arena.

Creatures: Bolchag and Zaghsh, two of Kosseruk's reluctant sergeants, resolved to sneak into Longshadow and target the PCs directly, confident the city will crumble without these powerful heroes to defend it—and proving to Azaersi that a hobgoblin should have commanded the northern invasion rather than some brute minotaur. The pair freed Kosseruk's remaining warbeast—a titanic ankheg named Earthshaker—and used the beast to tunnel under Longshadow for a surprise attack, relying on the beast's tremorsense and their mounts' keen noses to track the PCs' exact location when Turn 9 begins. Once the PCs fall into their makeshift arena, Bolchag only takes enough time to yelp a battle cry and announce, "And now to show that cow how a battle is won," before the Ironfang forces charge into battle.

IRONFANG SERGEANTS (2) CR 7

XP 3,200 each

hp 88 each (use the statistics for Sergeant Dargg on page 17)

DIRE WOLF MOUNTS (2) CR —

hp 66 each (use the statistics for Gruzak on page 18)

EARTHSHAKER CR 9

XP 6,400

Unique female ankheg (*Pathfinder RPG Bestiary* 15)

N Huge magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +14

DEFENSE

AC 18, touch 7, flat-footed 18 (-1 Dex, +11 natural, -2 size)

hp 159 (11d10+99)

Fort +15, **Ref** +6, **Will** +6

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +18 (4d6+12 plus 1d4 acid and grab)



ZANATHURA PROPHET

Space 15 ft.; **Reach** 5 ft.

Special Attacks spit acid

STATISTICS

Str 26, **Dex** 8, **Con** 27, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 30 (38 vs. trip)

Feats Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Climb +15, Perception +14

Development: A 10-foot-wide, roughly dug tunnel opens at the eastern end of the pit the hobgoblins dropped the PCs into. Left behind in the burrowing creature's wake so its masters could follow, the tunnel crosses below the approach to Kosseluk's camp as well as the barricades and defenses erected by the Ironfang Legion around the onyx tower, and forms a gaping whole in the enemy camp's defenses. PCs can take advantage of this weakness now or—if they have worked hard to ready Longshadow's defenses—take the time to rest before finally pushing through and ending the Ironfang threat to Longshadow.

Defense Damage: This assault team deals no damage directly to Longshadow's defenses when they first appear, but should the PCs flee their encounter, the sergeants turn on the town's defenders instead, reducing Longshadow's Defense Point total by 1d6 every turn.

THE WAY FORWARD

Unlike the previous stages of the assault, this second push by Kosseluk shows no signs of abating, even as sunrise approaches. Mayor Thom Crawbert (or another NPC ally, if Crawbert has been slain), bloodied and wounded from ongoing battle, finds the PCs shortly after they finish up with the final threats. He indicates that the surviving Chernasardo Rangers acting as scouts for Longshadow have spotted more and more hobgoblins exiting the strange obsidian tower east of town.

The NPC ally stresses, "With our walls broken, nothing defends Longshadow but spears and stout hearts. We can hold the Legion at bay only until we begin dropping from exhaustion—twelve hours, maybe a day. But we can't stand against an endless flow of reinforcements no matter how brave our soldiers." This allows the PCs to rest or gather supplies, but reminds them that every hour of preparation is bought with human lives.

At this point, Longshadow continues to lose 1 Defense Point every hour until the tide of hobgoblin reinforcement is halted by destroying the onyx tower that stands in the heart of the Ironfang encampment. The only good news is that Kosseluk has spent her most devastating resources to bring down Longshadow's walls and taken a very aggressive footing, leaving her camp vulnerable to counterattack—though she believes such a feat impossible.

Q. KOSSERUK'S ENCAMPMENT

The Stone Road tower is a 30-foot-tall spire made of jet-black crystal, with an exterior stairway leading up to an open room 30 feet above the tower's base that serves as the command center and gazes out over the battlefield. A 10-foot-wide archway opens at the structure's base, extending into an unnaturally long hallway of rough-hewn stone for 1,000 feet before connecting to a matched tower in the Valley of Aloï (detailed in *Pathfinder Adventure Path* #118: *Siege of Stone*).

Kosseluk's northern camp surrounds this distant tower, though she has begun steadily transferring her forces and fortifications through the Stone Road to this new position alongside Longshadow. Though a knowledgeable engineer can attune a crystal shard from the *Onyx Key* a number of ways to grow an elaborate fortification, doing so requires time, and Kosseluk felt a sudden surge of forces to be far more powerful a tool than an imposing fortress she would surely need only for a few hours. So for now, she operates from a simple tower with an observation room at the top.

Reaching the Tower: The PCs have numerous routes they can take to reach the Stone Road encampment, including magical flight, teleportation, or sneaking through the battlefield. The most obvious route is the tunnel left behind by Kosseluk's hotheaded lieutenants as they burrowed into Longshadow to kill the PCs (see Development above), though that route is quickly discovered and guarded.

Sneaking through the battlefield is a difficult proposition, and requires each PC to succeed at a DC 30 Stealth check, followed by at least one PC succeeding at a DC 28 Survival check to navigate the terrain. Failure to succeed at these checks causes the PCs to encounter a random force of Ironfang troops—likely a hobgoblin phalanx troop (see page 90).

Cinematic Conclusion: Attacking Kosseluk's link to the Stone Road is the climax of the adventure, and the PCs should recognize that fact as they prepare for this mission. The encampment surrounding the tower of the Stone Road is mostly abandoned thanks to Kosseluk's aggressive overconfidence, and she directs new arrivals of soldiers to join the assault against the town. Still, even a cursory observation of the camp reveals at least a token force of guards.

Given the importance of the mission, be sure to allow the PCs to call in any remaining favors or allies they wish for the final battle. Larger groups such as the Chernasardo Rangers or personal followers should not be individually managed during the attack on the base. Instead, use these forces (and other important allies) as background dressing to the climactic encounter—these companions valiantly hold off Kosseluk's reinforcements as the PCs assault the camp, collapse the Stone Road, and finally face down Kosseluk.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

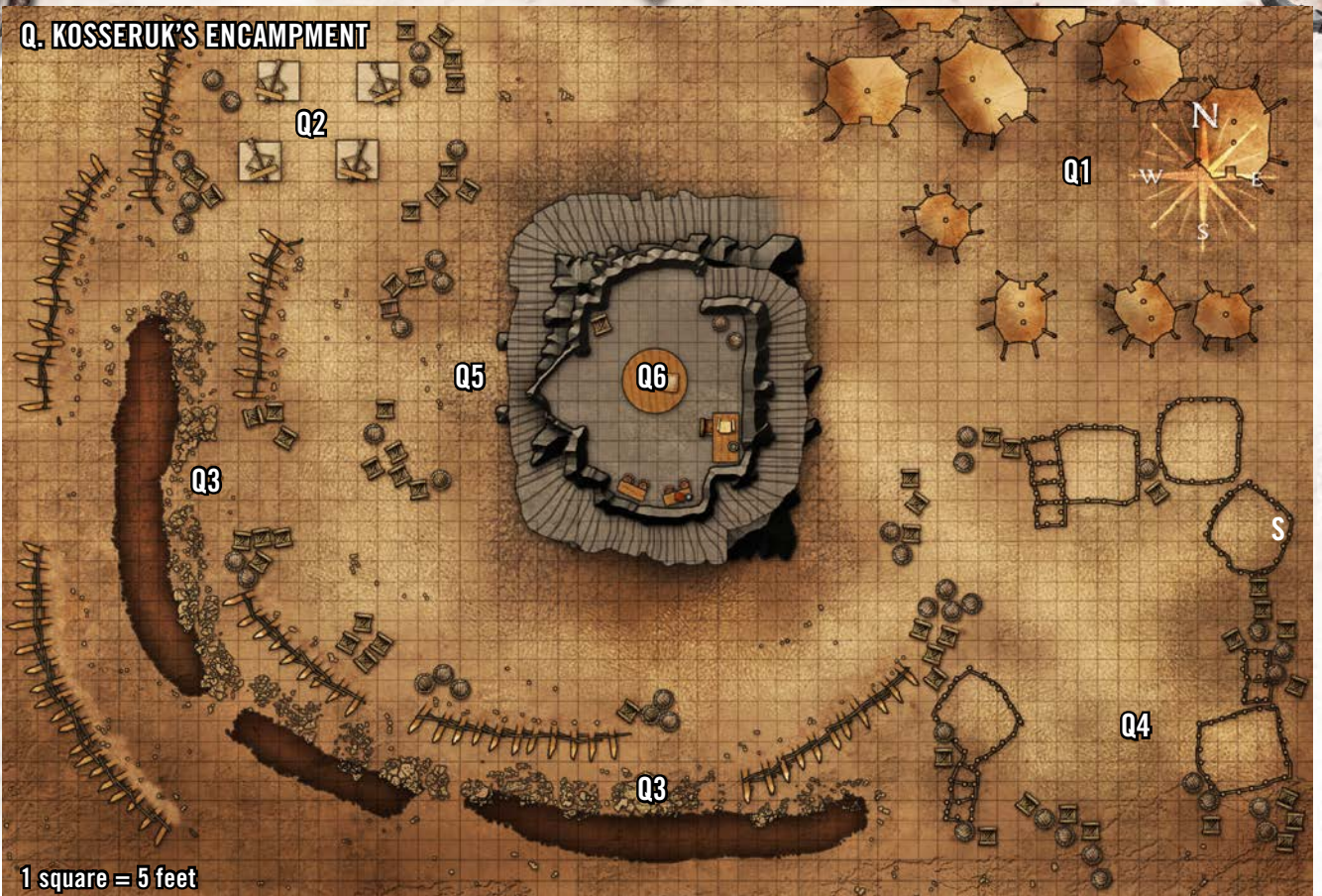
PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

Q. KOSSERUK'S ENCAMPMENT



Q1. ARMY TENTS (CR 11)

Almost a dozen leather tents are ranked to the northeast of a looming obsidian tower. Several of the tents bear a striking red-and-black insignia of the Ironfang Legion, while two larger tents farther to the north bear the symbol of a stylized axe with a maze for a blade.

These tents serve as temporary lodging for the support staff and defenders of the encampment, as few of the forward force have been allowed the time to pitch tents or unpack their supplies. Most tents house Ironfang Legion hobgoblins or human slaves, while the two larger tents house the few minotaur allies Kosseluk brought with her on this assault.

Creatures: Several wounded hobgoblins fill the various tents, but aren't in a fit state to join the battle. Kosseluk's minotaur warriors, however, are fully prepared to form into a formal troop and trample intruders. The minotaurs don't immediately oppose the PCs, unless the PCs actively scour the tents prior to attacking the Stone Road. Instead, these reinforcements can be used to augment the difficulty of other encounters—joining after 1d4 rounds—if the PCs are doing exceedingly well, or can be used to battle allies the PCs bring with them for their strike against the encampment.

WARMAZE DISCIPLE TROOP

CR 11

XP 12,800

hp 152 (see page 91)

Treasure: Between the minotaurs and the hobgoblins, the PCs can recover 5,663 gp worth of valuable personal effects—mostly coins and jewelry—from the tents with an hour of searching.

Q2. SIEGE WEAPONS

Four sturdy wooden ballistae rest upon the northwestern edge of the hill. Metal embellishments cover their surfaces, while their deadly bolts aim out to the battlefield beyond. Massive bolts, tipped with sharpened metal points rest in piles nearby.

Kosseluk directed these ballistae to rain down destruction during the initial battle phase, but for now they are kept in reserve to dissuade any organized, frontal assault on her camp. With her strategy shifting to an aggressive assault, these defenses are left unguarded.

Development: The siege weaponry here can be redirected toward the nearby entry arch of the Stone Road. It takes two full-round actions (or two PCs each taking a full-round action) to aim a ballista at the entrance of the Stone Road. Firing takes an additional

round, while rearming a ballista requires three full-round actions to complete. Each shot from a ballista deals 20 points of damage to the arch; a successful DC 20 Knowledge (engineering) check attempted as part of the aiming process doubles this damage.

The tower's guardians (area Q5) and Kosseruk (area Q6) immediately attack if the PCs open fire.

Q3. BARRICADES (CR 10)

The western and southern edges of the hill is covered in a network of hastily dug trenches with wooden-spiked barricades facing out to the battlefield beyond.

These barricades and moats are Kosseruk's hastily crafted defenses for her new command post. Pits are 10 feet deep.

Creatures: A contingent of elite hobgoblins guards the approach to Kosseruk's camp—Ironfang phalanx troops. These hobgoblins remain at their post unless attacked, or upon receiving a direct order from Kosseruk. In the event of an alarm being raised by other forces, these well-trained soldiers refrain from abandoning their post until ordered to do so.

IRONFANG PHALANX TROOP

CR 10

XP 6,400

hp 126 (see page 90)

Q4. WARBEAST PENS (CR 8)

A dozen cages of iron and timber fill this area, alongside another two dozen stout iron rods driven into the rocky soil and strung with chains as thick as an orc's arm.

The Ironfang Legion keeps its various monstrous pets and weapons here, though most have been dispatched against Longshadow at this point and Kosseruk now awaits reinforcements from her training camps hidden across the region—reinforcement that may require days to reach her. The tunnel dug by the Ironfang ankheg exits here, in the easternmost pen.

Creatures: Kosseruk keeps her last remaining warbeast close at hand to guard her camp. This scarred and cantankerous behir has more or less free run of the eastern animal pens. Too old and disobedient to serve as a frontline soldier, the curling mass of scales and arms has learned from hard decades of violence not to attack minotaurs or (more recently) hobgoblins, but the beast throws itself against any other creatures that approach within range.

BEHIR

CR 8

XP 4,800

hp 105 (*Pathfinder RPG Bestiary* 34)

Q5. STONE ROAD TOWER (CR 10)

A tower of obsidian juts up from the ground. A wide stone arch opens at the tower's western side, with a fifteen-foot-wide hallway that extends into the gloomy structure. Glittering runes run up and down the surface, refracting even the scantest light.

This is an obsidian tower created by one of the *Onyx Key's* eight detachable shards, and connected by the extradimensional Stone Road to several similar structures scattered across Nirmathas. Kosseruk's agent placed the shard on the hill as the first step to creating her command encampment, as well as to procure reinforcements from her remote camp, or even from other Ironfang strongholds should the invasion go badly. The tower currently connects to another obsidian tower located in the Valley of Aloï (see the sidebar), but Kosseruk knows how to reset this connection if needed.

The runes marking the tower are Dwarven, extolling "glory and honor to the Stone Road, which bore our kin through the dark womb of the earth. Glory and Honor to the skyseeker Kraggodan, who opened the Stone Road to us with the key!" Additional notes list thousands of archaic dwarven names—those members of clan Kraggodan who made the quest for sky with the aid of the artifact so long ago. Far older notes written in Terran require a successful DC 30 Linguistics check to translate, but describe unusual arcane formulae vaguely similar in form to spells like *gate* and *plane shift*. These details offer little information about the Stone Road itself, but point the PCs toward Kraggodan to learn more in *Pathfinder Adventure Path #118: Siege of Stone*.

Structure: The PCs can destroy the obelisk by smashing the frame around the archway (hardness 8, 225 hit points), leading to the entire tower's slow collapse. A variety of spells can likewise destroy the structure: *transmute rock to mud* instantly topples the tower, while a *stone shape* spell can be used to undermine the tower with a successful DC 20 Craft (stonemasonry), Knowledge (engineering), or Profession (stonemason) check as a full-round action.

Alternatively, the PCs can attempt a DC 35 Strength check to uproot and topple the archway entrance.

Creatures: Kosseruk originally placed a large number of troops around the Stone Road tower to guard it during the battle. However, frustrated at the tenacity of Longshadow's defenders, she angrily dispatched the majority of these forces to attack the settlement. She doesn't expect any opposition to reach her base through the battlefield, and relies on imminent reinforcements to rebuff any last ditch push from Longshadow.

Of course, Kosseruk isn't fool enough to leave her most critical infrastructure unguarded. An Ironfang Phalanx troop stands watch.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

THE VALLEY OF ALOI

This gloomy locale made an ideal command center for Kosseluk's troops, being treacherous to reach by mundane means but easily accessed by anyone familiar with the surrounding Darklands tunnels—such as the Legion's newly recruited morlocks.

Now that Kosseluk has drawn so many of her resources through the Stone Road to assault Longshadow, the valley camp is virtually abandoned. The PCs may (reasonably) decide to flee through the Stone Road before it collapses rather than face Kosseluk and her remaining forces. Doing so allows the minotaur to continue to threaten Longshadow, eventually seizing the town, though her lack of reinforcements allow many of its residents to flee to safety in the Chernasardo region of the Fangwood. The PCs are not especially hampered by their translocation, and simply gain a head start on the next adventure, "Siege of Stone."

Once every 1d4 minutes, an Ironfang Soldier troop (see *Pathfinder Adventure Path #115: Trail of the Hunted*) arrives through the stone tower. However, these troops quickly join the main battle, and canny PCs can time their assault to avoid a troop's arrival.

HOBGOBLIN PHALANX

CR 10

XP 9,600

hp 126 (see page 90)

HOBGOBLIN TROOP

CR 5

XP 2,400

hp 73 (*Pathfinder Adventure Path #115: Trail of the Hunted* 77)

Development: Collapsing the Stone Road archway causes the immense obsidian structure to gradually collapse on itself. No further reinforcements can come through the tower, and anyone on the other side is stranded. Within 2d6 hours of the archway's destruction, the tower collapses into a mass of smoldering obsidian sludge that evaporates over the course of the next day. If the PCs were somehow stealthy in their destruction of the archway, the resulting implosion alerts the entire compound—not to mention the forces on the nearby battlefield—to the tower's collapse.

Depending on how well Longshadow has withstood the siege, destroying the Stone Road tower ends the threat of an overwhelming Ironfang victory. Kosseluk lacks another shard from the *Onyx Key*, and it will take weeks for the artifact to grow a replacement shard. The minotaur realizes that her command is at an end, as Azaersi won't tolerate such failure. As a result, Kosseluk musters what allies she can, and launches herself at the

PCs in a final desperate bid to salvage something from the disastrous siege. See area Q6 below for information on this final encounter.

Q6. COMMAND CENTER (CR 13)

Overlarge stairs wind around the obsidian tower's exterior, eventually leading into a wide room of rune-etched black walls and hastily assembled wooden desks and chairs. Maps and figurines cover every surface, and enormous windows look out over the battlefield below—and Longshadow beyond.

Kosseluk and her command staff operate from this command center, along with a token force of guards. The desks contain vast sets of cartography depicting the Hollow Hills region, as well as much of southern Nirmathas. Stone carvings represent varying army markings, with most of them are focused around Longshadow. Several larger markers are positioned to the south, near Phaendar, while even more troop markers sit alongside a single serpentine figure in a region to the southwest of Longshadow, across the river hidden in the Mindspin Mountains.

Kosseluk dispatched a magical message to the Ironfang forces in Phaendar, which will begin arriving once the last of her troops from Aloï finish using the Stone Road and the Legion can realign the Stone Road connected to her tower. General Azaersi also responded with a reprimand for underestimating her enemy and wasting resources. Kosseluk knows that either Azaersi or another high ranking Ironfang leader will soon come to discipline her for what is viewed as a waste of precious military resources in taking Longshadow—from all estimates, a relatively undefended settlement.

The runes here are identical to the ones described in area Q5.

Creatures: Most of Kosseluk's battlefield leaders have left to oversee the final stages of the siege, but Kosseluk herself remains behind to direct her forces and analyze Longshadow's curious shifts in tactics.

If the PCs manage to sneak into her command center, she makes a fighting withdrawal to rally any remaining defenders. Otherwise, as soon as she hears of the PCs' arrival, either as they begin attacking the tower itself or fighting outside, Kosseluk joins the combat. As she arrives, she bellows out a challenge: "At last, I finally meet the infamous calves who fled Phaendar. You are fools, and you have come here to die. All your preparations, all your fighting, does nothing but whet the endless appetite of the Ironfang Legion. General Azaersi cannot be stopped, and I was wise enough to ally myself with her. Perhaps her witch-snake can reanimate your broken corpses into something useful. Scullery maids, I think."

As the final encounter for the adventure, the PCs face the minotaur warlord Kosseluk and any last remaining

stragglers of the command encampment. She begins with only her bodyguards—two hobgoblin clerics reared to lay their lives on the line to protect their charge—but the minotaurs in **Q1**, the phalanx in **Q3**, and the behir in area **Q4** join as the fight progresses (if not already defeated). A new force arrives every 1d4 rounds.

If the PCs bring additional allies, especially larger strike forces acquired through the Leadership feat or optional campaign systems, feel free to have additional Ironfang forces from the battlefield rush to join in the tower's defense (attracted by the larger numbers and greater noise).

Kosseruk fights to the death in order to defend the tower and the Stone Road it grants her access to.

KOSSERUK CR 10

XP 9,600

hp 155 (see page 58)

IRONFANG GUARDIANS (2) CR 8

XP 4,800

Hobgoblin cleric of Hadregash 9 (*Pathfinder RPG Bestiary* 175)
LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 shield)

hp 97 (9d8+54)

Fort +12, **Ref** +7, **Will** +12

OFFENSE

Speed 20 ft.

Melee mwk light flail +8/+3 (1d8+1)

Special Attacks channel negative energy 3/day (DC 14, 5d6), ferocious strike, might of the gods (+9, 9 rounds/day), weapon master (9 rounds/day)

Domain Spell-Like Abilities (CL 9th; concentration +11)
5/day—*battle rage* (+4)

Cleric Spells Prepared (CL 9th; concentration +11)

5th—*righteous might*^o, *spell resistance*

4th—*cure critical wounds*, *restoration*, *spell immunity*^o

3rd—*cure serious wounds* (2), *magic vestment*^o, *protection from energy*

2nd—*cure moderate wounds*, *delay poison*, *hold person* (DC 14), *lesser restoration*, *shield other*, *spiritual weapon*^o

1st—*cause fear* (DC 13), *detect good*, *endure elements*, *magic weapon*^o, *remove fear*, *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *resistance*

D Domain spell; **Domains** Strength (Ferocity subdomain), War

TACTICS

Before Combat Kosseruk's guardians take turns maintaining *shield other* spells on her throughout the day. If they hear combat begin, they cast *protection from energy* and *spell immunity* on Kosseruk, relying on scouting reports and

observations during the battle to make educated guesses about the tactics the PCs may use.

During Combat In combat, the guardians stick close to Kosseruk to defend her with the Bodyguard feat, and cast *cure* and *restoration* spells as necessary. If they have a moment to take the offense, they cast *spiritual weapon* on opponents and *righteous might* on themselves.

Morale The Ironfang guardians are elite slaves, raised from birth to die for their charges. They fight to the death.

STATISTICS

Str 12, **Dex** 15, **Con** 18, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 19

Feats Alertness, Bodyguard^{APG}, Combat Reflexes, Iron Will, Toughness

Skills Acrobatics –3 (–7 to jump), Perception +11, Sense Motive +9, Stealth +1; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Gear +2 *chainmail*, +1 *heavy steel shield*, mwk light flail, *cloak of resistance* +2, gold unholy symbol of Hadregash, 172 gp

Treasure: A chest under the map table contains 2,200 gp and an additional 1,500 gp worth of gems—the army payroll as well as valuables to entice mercenaries. Sitting on a lectern in the corner of the tent is Kosseruk's most prized possession: a *tome of clear thought* +2 that she has nearly finished studying.

Development: Kosseruk's fondness for tactical strategy is manifested in the tactical maps and markers on the tables here. Along with information on Ironfang troop placements in the region, as well as those near Phaendar, the maps also relay another important location in the region: the Valley of Aloï. The nearby valley is marked with various notations indicating that she has operated from the reclusive location for weeks, and the tribe of morlocks allied to the Ironfang Legion call it home.

The maps here also indicate some underground connection between the morlock-held valley and the relatively close dwarven Sky Citadel of Kraggodan, including a faded leather map of several Darklands tunnels that may connect to the sky citadel's lower levels. While Kosseruk's notes on the connections are sketchy at best, notes in another hand indicate the Ironfang Legion succeeded in penetrating the city several years ago—though nothing hints at their reason for doing so. Kosseruk acquired the map from the Ironfang Legion's archives in the Onyx Citadel in hopes that her success in conquering the Hollow Hills would lead to a promotion and approval for her ideal campaign: taking Kraggodan!

More information regarding ways the PCs can follow up on these documents is presented in Concluding the Adventure on page 56, as the Valley of Aloï and the route to Kraggodan feature prominently in the following adventure, "Siege of Stone."

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

USING THE MILITIA SYSTEM

Pathfinder Campaign Setting: Lands of Conflict introduces an optional militia system for managing large groups of NPCs and developing them from relative nobodies into a military force to be reckoned with. If Longshadow's final Defense Point total is 110 or higher, the enormous number of survivors swells the militia's maximum rank to the PCs' class level + 1.

Several NPCs from this adventure may be recruited into the PCs' militia, granting specific benefits.

Longshadow Irregulars (unique team): So long as Longshadow's final Defense Point total is 90 or higher, the PCs can recruit a team of fearless town guards to their militia. The Irregulars act as a team of Specialists and do not count against the militia's maximum number of teams.

Navah (unique ally): If the PCs spare the wizard and help her recover her mental health, she agrees to temporarily resume the adventuring lifestyle. So long as Navah remains with the militia, she grants access to the Earn Gold and Knowledge Check activities and provides a +1 bonus to both activities. If the militia includes a team of Spellcasters, Navah grants them one free action each Activity Phase to perform the Earn Gold or Knowledge Check activities (occupying the team that week).

Nibbitz (unique ally): If the PCs free the gnome Nibbitz, she thanks them but is too scarred by her experience to remain a reliable member of the militia. She does examine the militia's books, if allowed, and as a one-time bonus increases the militia's existing treasury by 50%.

THE FATE OF LONGSHADOW

Depending on the previous actions of the PCs, Longshadow either stands triumphant in the aftermath of the assault, or remains a barely standing ruin, looted of most valuables and choked with the dead of both Nirmathi and Ironfang alike. Mayor Crawbert summons the PCs to the town's central square to discuss the results of the battle. Tally up Longshadow's final hit point total and determine how the town fared against the attack.

Treasure: So long as the PCs achieve a Costly Victory or better, the merchants of Longshadow and the church of Abadar collect a reward of 12,000 gp to offer the PCs. If the PCs earn a Pyrrhic Victory, Mayor Thom digs into his own resources to reward them with 5,000 gp, though he quietly asks them to leave. If the PCs achieve a Victory or Great Victory and the wizard Navah survived her confrontation with the PCs, she and Longshadow's smiths collaborate to craft a *breastplate of command* as an additional reward for the PCs' heroism.

CONCLUDING THE ADVENTURE

This adventure ends following the PCs' triumph over the warlord Kosseruk and the destruction of the onyx tower, cutting off the remaining soldiers from reinforcements. With Kosseruk and most of her sergeants dead, the remaining soldiers become disorganized and spread into the surrounding hills, eventually working their way south to rejoin the major forces stationed around Phaendar.

In the aftermath of these events, Longshadow assesses the damage dealt to it and moves forward, collecting refugees from other Hollow Hills communities as well as slaves taken by Kosseruk's forces. Unless the PCs have done a particularly bad job in their defense of the settlement, Longshadow endures for the immediate future—though the Ironfang Legion is quick to regroup, and may yet conquer the town after the PCs move on.

With the Ironfang Legion's attempt to take Longshadow thwarted, the PCs have bought some breathing room. The Legion takes some time to regroup, and other forces in Nirmathas undoubtedly see the assault on Longshadow as an eye-opener to prepare for more hobgoblin attacks. But the question remains as to how the PCs can move from their defensive position to try taking the fight to the Ironfang Legion in a more meaningful way.

If the PCs deal the Legion a resounding blow, General Azaersi opts to focus her resources on the Legion's upcoming invasion of Molthune. She marks the Legion's northern border at the Marideth River, content—for now—to continue supplying her army with the mineral resources of their extraplanar stronghold. In retaliation for the embarrassment her forces endured, she dispatches a small army to the east to burn Nirmathas's capital of Tamran, hoping the threat of retaliation will prevent communities from allying with would-be saviors in the future.

Whether the PCs succeed in defending Longshadow or not, Kosseruk's death costs the Legion dearly, and Azaersi responds by posting an official bounty on the PCs, initially offering 15,000 gp apiece for their capture or deaths.

The defeat of Kosseruk's army leads to the capture of several hobgoblins, as well as a handful of morlocks allied to the Legion's cause. The PCs find information pointing to the morlock warrens southwest of Longshadow, either through these interrogated prisoners, or the documents found in Kosseruk's command center. Thus far, the Ironfang Legion's true secret to success has been its ability to cross vast distances and attack by surprise by means of the mysterious obsidian towers, and the only hope of slowing the hobgoblins' advance or striking at their central force lies in unraveling the mystery of these structures. Kosseruk's notes as well as the strange runes that cover the tower walls all point to dwarven origins, but the truth is buried somewhere in the besieged dwarven city of Kraggodan, far to the south.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

Final Defense Points

Result

150+	Great Victory: Longshadow suffers few casualties and relatively little damage beyond its gates and defensive walls. The people cheer the PCs as saviors of the town. Vendors can reopen their shops within days, and permanently offer the PCs a 10% discount on all goods they sell. Mayor Crawbert offers the PCs a permanent home in Longshadow to use as a base of operations, or to help relocate other survivors. Story Award: 25,600 XP
110–149	Victory: The defense was successful, but the town suffered from the attack. The survivors struggle to tend to the wounded and clear the dead from the streets. While there is little cheering, the people share quiet words of gratitude with the PCs. Vendors can reopen their shops within 1d3 weeks, and permanently offer the PCs a 5% discount on all goods they sell. The PCs always have a home and shelter in Longshadow. Story Award: 19,200 XP
70 to 109	Costly Victory: The defense was successful, but at great cost to the town. Dead and wounded fill the streets. Most don't blame the PCs for the damage the town suffers, but a few shout angrily that fleeing the town would have been better than getting slaughtered. Most shops are closed for 1d3 months. The PCs receive a 50% discount on food and lodging costs only. Story Award: 12,800 XP
1 to 69	Pyrrhic Victory: Regardless of the PCs' victory over Kosseluk, many survivors slowly abandon the now-ruined settlement, and many more are killed. Most of the remaining citizenry turns against the PCs, and even Mayor Crawbert agrees that perhaps Longshadow would have been better off if he'd never listened to the strangers. The cost of all goods and lodging in Longshadow are increased by 25%. The Ironfang Legion moves once again to take the city in 1d6 months, and easily overwhelms the damaged settlement once the PCs are no longer there to defend it. Story Award: 9,600 XP
0	Loss: Most of Longshadow's population is captured and killed by Ironfang forces. The town's industry falls under the control of the Ironfang Legion, and additional reinforcements soon arrive from the south. This may require you to make changes to subsequent volumes of this Adventure Path to account for the Legion's increased strength. Story Award: 0 XP

LIEUTENANT KOSSERUK

Unlike her brutish kin, Kossieruk bears a calculating—if disdainful—expression upon her bovine face. In her estimation, the great maze is psychological, and most enemy minds are easily solved.

KOSSERUK

CR 10

XP 9,600

Unique minotaur fighter (sensate) 8 (*Pathfinder RPG Bestiary* 206, *Pathfinder RPG Occult Adventures* 118)

LE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, -1 Dex, +5 natural, +3 shield, -1 size)

hp 155 (14d10+78)

Fort +17, **Ref** +10, **Will** +14 (+2 vs. figments, gaze attacks, glamers, patterns, scent-based attacks, and sonic effects)

Defensive Abilities improved uncanny dodge; **SR** 21

OFFENSE

Speed 20 ft.

Melee +1 *thundering warhammer* +23/+18/+13 (2d6+9/19-20/x3), gore +16 (1d6+3)

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

Special Attacks powerful charge (gore +18, 2d6+6)

TACTICS

Before Combat Kossieruk's bodyguards cast *shield other* on her each day, halving the damage she takes from most sources. If combat is imminent, they further augment her with *protection from energy* and *spell resistance*. Kossieruk prepares herself before combat by using her scrolls of *heroism* and *see invisibility*.

During Combat Kossieruk begins by unleashing her *scroll of fireball* and then taking a move action to center her senses (gaining a +1 insight bonus on attack rolls, weapon damage, and Will saves). She relies on Combat Expertise to augment her defense and uses Vital Strike whenever possible. The minotaur targets spellcasters first.

Morale Kossieruk is proud and fights to the death.

Base Statistics Without *heroism*, Kossieruk's statistics are **Fort** +15, **Ref** +8, **Will** +12; **Melee** +1 *thundering warhammer* +21/+16/+11 (2d6+9/19-20/x3), gore +14 (1d6+3); **Skills** Diplomacy +9, Intimidate +12, Knowledge (history) +17, Perception +20, Profession (soldier) +18, Sense Motive +16, Survival +5, Use Magic Device +21.

STATISTICS

Str 23, **Dex** 8, **Con** 20, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +21; **CMD** 30

Feats Combat Expertise, Disruptive, Improved Critical (warhammer), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Use Magic Device), Step Up, Vital Strike, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Diplomacy +11, Intimidate +14, Knowledge (history) +19, Perception +22, Profession (soldier) +20, Sense Motive +18, Survival +7, Use Magic Device +23; **Racial Modifiers** +4 Perception, +4 Survival

Languages Common, Dwarven, Giant, Goblin

SQ centered senses +1, natural cunning, sign of the architect

Combat Gear *potion of blur*, *potion of cure serious wounds*, *scroll of dismissal*, *scroll of fireball*, *scroll of gaseous form*, *scroll of haste*, *scroll of heroism*, *scroll of see invisibility*; **Other Gear** +2 *elysian bronze breastplate*, +1 *heavy steel shield*, +1 *thundering warhammer*, *belt of mighty constitution* +2, *cloak of resistance* +2, bandolier, electrum horn rings (8, 20 gp each)

SPECIAL ABILITIES

Sign of the Architect (Ex) Kossieruk was born under an auspicious sign for minotaurs, granting her a +4 bonus to her Charisma and Intelligence scores.

Few minotaurs born in the winter survive. To the beastfolk, this is a time of hardship and endurance, and adding a new mouth to the clan is seen as cruelty—and met with cruelty in turn. But Kosskaran possessed both great wealth and great skill at arms, and so the clan grudgingly accepted the birth of her daughter, Kossieruk, despite the icy storms shaking the Mindspin Mountains. Having no real trust in her compatriots, Kosskaran anointed her infant in rituals rooted in minotaur astrology, invoking the spirit of the mazemaker—she who builds the labyrinth and knows its dangers—into her child. Kossieruk grew into a powerful young woman, the equal of her mother in combat, but also able to

navigate labyrinthine political machinations as easily as most minotaurs navigate mazes and caverns.

Her status as a winterborn left Kosseruk distant from the other minotaurs of the clan. While all minotaurs have a streak of cleverness in them, most show little insight or ambition, caring only for swift and simple gratification. Kosseruk was thoughtful and inquisitive, less interested in sating her urges than she was in understanding them—and how to manipulate others' drives and desires.

Growing unrest in the tribe eventually saw Koskaran slain and Kosseruk exiled along with her few followers. In Molthune, her physical power and strategic mind were not only respected, but feared. As one of the army's terrifying mercenary legions—the War Maze—Kosseruk and her followers grew powerful and wealthy by crushing humans distracted by petty squabbles. Kosseruk met Azaersi by chance while both served at the Ramgate Massacre, and after an hour's debate the minotaur realized she had met her equal—perhaps even her superior. When Azaersi broke from Molthune and declared she would form a new home for those the humans labeled “monsters,” Kosseruk happily joined the cause.

Finally recognized for her true talents, Kosseruk now serves as one of the Ironfang Legion's most experienced and trusted lieutenants. She is infamous among the Ironfangs for her cruelty—minotaurs do not kill their foes quickly; they wait until their victims are lost, terrified, and exhausted before they close in for the killing blow. Similarly, Kosseruk never passes up an opportunity to shatter enemy forces' morale before destroying them.

Kosseruk has started compiling her notes regarding this philosophy of battle, in which she compares the workings of combat to the workings of a maze. In this work, she argues that if one does not know the path a battle will take before one enters it, one risks becoming lost. The lost react on instinct and take turns without considering where they lead. The wise warrior instead forces her enemy into the maze, dictating the turnings of the battle to confuse and obfuscate the enemy's path. Kosseruk's philosophy is popular with the other minotaurs serving in the Ironfang Legion, and she has recently started training these clanless minotaurs to serve as her disciples.

CAMPAIGN ROLE

Kosseruk is the primary antagonist of “Assault on Longshadow,” and her name is on a short list to replace the hobgoblin Kraelos should the current commander of the Legion's army fall in battle. Although she is unlikely to survive the climactic battle at the end of this book, the minotaur may still have an indirect role to play in the rest of the Adventure Path. Once the PCs defeat the

minotaur and sack her camp on the western edge of the Marideth River, they discover a treasure trove of notes and journals detailing both Kosseruk's personal tactics and the strategies employed by the Ironfang Legion.

Kosseruk may yet survive. If she is incapacitated while her bodyguards still stand, the priests spirit her away as quickly as possible to nurse their mistress back to health. General Azaersi recalls the minotaur to discipline her, but also appreciates the special challenge the PCs present, and retains Kosseruk by her side as an advisor—whom the naga Zanathura soon dominates to serve as her own pawn, protector, and voice in Azaersi's ear. PCs may again encounter the minotaur (boasting several additional levels of experience) when they finally assault Azaersi's stronghold in “Vault of the Onyx Citadel.”



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY

LONGSHADOW

HADREGASH

BESTIARY

MAYOR THOM CRAWBERT

Though he now wears the regalia of the office of mayor, Thom Crawbert's crass humor, jovial manner, and lack of guile all mark him as one of the tough and humble settlers endemic to the Hollow Hills.

THOM CRAWBERT

CR 7

XP 3,200

Male middle-aged human expert 5/fighter 4

N Medium humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 80 (9 HD; 5d8+4d10+31)

Fort +8, **Ref** +5, **Will** +9 (+1 vs. fear)

OFFENSE

Speed 20 ft.

Melee +1 *adamantine halberd* +11/+6 (1d10+6/×3)

Ranged mwk composite longbow +8/+3 (1d8+2/×3)

TACTICS

During Combat Thom is a conservative combatant, generally waiting for opponents to close with him. If he sees allies in danger, though, he is quick to discard caution and place himself between his friends and any threats to them.

Morale Despite his reputation as a local hero, Thom values discretion in combat and withdraws if he is reduced below 30 hit points.

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 11, **Wis** 13, **Cha** 14

Base Atk +7; **CMB** +9; **CMD** 19

Feats Alertness, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Acrobatics -4 (-8 when jumping), Appraise +7, Bluff +9, Diplomacy +9, Intimidate +9, Knowledge (engineering, local) +7, Linguistics +5, Perception +3, Perform (oratory) +10, Profession (clerk) +10, Profession (merchant) +8, Sense Motive +10, Survival +6

Languages Common

SQ armor training 1

Gear mwk full plate, +1 *adamantine halberd*, mwk composite longbow (+2 Str) with 20 arrows, *cloak of resistance* +1, *steadfast gut-stone*^{UE}, forger's kit^{UE}, grooming kit^{UE}, scrivener's kit^{UE}, 987 gp

Thom Crawbert was born in Longshadow, the second of three brothers. Thom's father was a miner, as was his father's father, and his father before him. At 12, Thom went to work in the mines as well. The physical labor did Thom good, and he grew up to be a sturdily built and handsome (if somewhat squat) young man. Despite Thom's skill and strength, however, his father always hoped his family would eventually do better than backbreaking labor; every night, he sat his boys down to practice reading and study mathematics after they cleaned up from their daily shifts.

Thom was content to work the mines, but the good pay never quite balanced out the lack of challenge. He loved his father's lessons, though, and craved to learn more than tiny Longshadow could offer. He dreamed of studying history and poetry—maybe even magic! But the lessons never fully stuck, the equations never quite balanced. Though clever and goodhearted, Thom couldn't find the focus or gift for figures he needed to excel. In his frustration, he and his brothers would brawl, sometimes with one another, but more often with other locals. Their mother—a member of the guard—eventually decided to curb the boys' "spirited" encounters by drafting them into the guard and teaching them discipline even as she taught them how to take fewer lumps.

The boys kept their work as miners and spent their nights split between parental obligations. Frustration at being spread too thin took root, and plans to run away from home soon found fertile soil in Thom's mind. Heavy spring rains cut his plans short, however, when the storms drove a clan of ogres down from the neighboring Mindspin Mountains and straight into Longshadow. The monsters tore through the walls and seized townsfolk, batting guards away like insects. When the ogre chief charged Thom, he stumbled back on a loose cobble, upending his spear and accidentally impaling the hulking beast through the chest. With their leader slain, the remaining ogres panicked and fled back into the rain.

Thom was hailed as a hero in Longshadow—a reputation that sticks with him to this day. With fame came its rewards: ample coin, free drinks, and romantic partners. But Thom never quite felt comfortable with the label of hero. Still torn between his parents' conflicting designs for him, he resorted to his earlier plans and left Longshadow. Unsure where to go, he soon fell in with a band of adventurers in need of another sword.

The adventurer's life didn't go well for Thom. Brunton's Raiders—the adventuring company he joined—contracted themselves to the Nirmathi militia as scouts. They ranged through rough territory, living off the land and sleeping under the stars. Born and raised inside town walls, Thom found that he hated the wilderness, with its appalling lack of beds, cheese, and flirtatious women. Furthermore, his stout frame, while ideal for a miner or a warrior, left him struggling to keep up with his woody cohorts.

Brunton's Raiders liked him no better. They teased him endlessly, scapegoating him for every misfortune and failure. After a year, the Raiders dropped Thom off in Tamran with a courteous but firm parting of ways.

Despite the rough experience, Thom left the band far better sorted in life. A single year of adventuring had earned him a lot of money, and Thom found his way back to Longshadow and set himself up comfortably, using the goods he had acquired as an adventurer to establish a curio shop. After a few years, Thom made his bid for mayor, winning handily thanks to his reputation as a local hero. Twenty years later, he remains a simple miner at heart, and leaves most of the hard work of governance to a panel of advisers selected from the city's merchants and guild masters. Thom prefers to spend his time associating with his constituents and listening to their problems, seeing himself as a voice for the common citizen.

Thom never went back to adventuring, reasoning that the life of a politician is a much better fit for him. He lives in town, sleeps in a comfortable bed, eats well, and still enjoys the company of flirtatious women. Most importantly, people

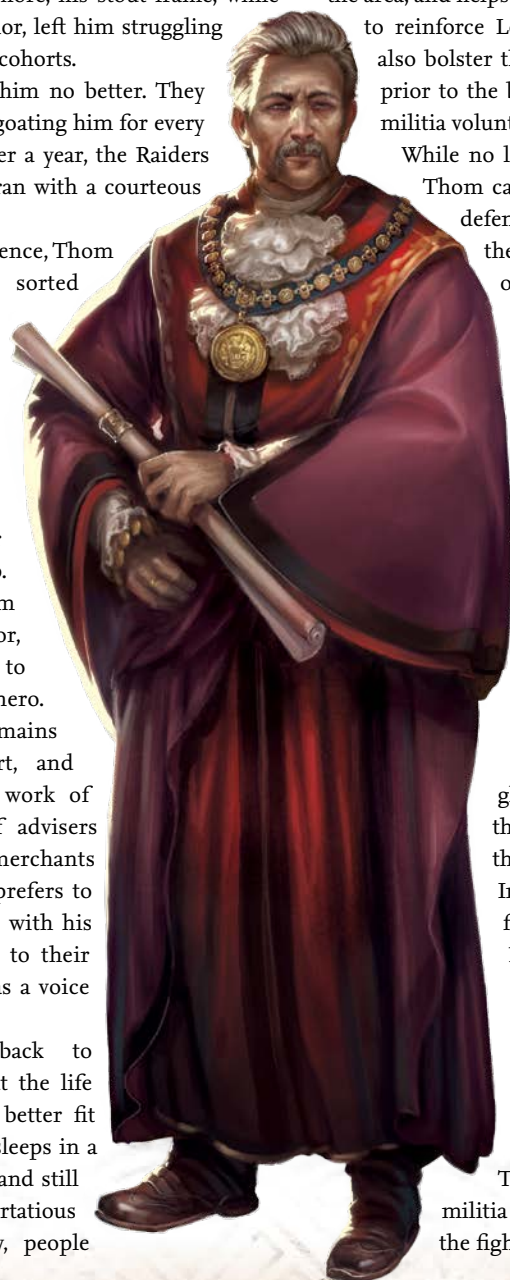
respect him. Though he doesn't dwell on it much anymore, the humiliation he suffered at the hands of Brunton's Raiders left a lasting impression. He has established a cold but professional relationship with a fellow retired adventurer—the neighboring wizard Navah—but harbors a grudge against the Raiders and “wilderness types” to this day.

CAMPAIGN ROLE

Though not initially friendly to the PCs, Thom Crawbert is easily won over once he realizes the PCs genuinely want to help his city. After the party earns his trust, the mayor works tirelessly to help the PCs achieve their goals and defend the city from the coming invasion. He can point the PCs toward important resources and allies in the area, and helps provide whatever materials they need to reinforce Longshadow's defenses. Crawbert can also bolster their attempts to recruit new soldiers prior to the battle, citing his own experience as a militia volunteer to encourage others to enlist.

While no longer a strapping young adventurer, Thom can still pitch in and rush to the PCs' defense should any given encounter during the battle of Longshadow threaten to overwhelm them. To insert some levity into the adventure, Thom Crawbert can also invite himself along with the PCs on their adventure, offering unsanctioned advice, regaling them with war stories, and occasionally getting in over his head. Thom hasn't leapt into battle in years now, and isn't likely to realize that these “greenhorns” he's helping are far better suited to the challenges they face.

If the PCs successfully defend Longshadow from the invasion led by Kosserek, they earn Thom Crawbert's respect and gratitude. He gladly promises any and all assistance the city of Longshadow can provide to the PCs and their efforts against the Ironfang Legion. In the immediate future, this may involve helping the PCs repair Fort Trevalay by sending skilled workers and stonemasons. In future installments, the PCs can always count on Longshadow and Thom Crawbert to put them up for the night and provide them with good food and wine. Additionally, Thom promises that Longshadow's militia will join them should they ever take the fight back to the Ironfang Legion itself.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY

LONGSHADOW

HADREGASH

BESTIARY



LONGSHADOW

“History records that the name of our quaint smelting town comes from the ‘long shadow’ left by Jordish Redcliff. He not only founded the town, but also adventured in the nearby hills and spent a lot of time learning customs and laws as a barrister. It was his foresight that gave so many miners in the northern hills what they have today. Of course, he wasn’t able to evict all the beasts and monsters hiding over the next hill, but that’s probably why you’ve come to the Hunter Bureau, isn’t it?”

“We aim to provide monster hunters everything they need to clear out the caverns, mines, and other lairs the beasts now call home, but the one thing we can’t offer is a guide to wherever they are. For that you just have to head out of town; they’ll find you. And watch your step, too! The holes around here are known to reach up and grab you—some are deeper’n you can see, and falling to your death isn’t the sort of thing I advise of anyone.”

—Meriam Kems, ranger and self-proclaimed Longshadow ambassador

The people of Longshadow dedicate themselves to the trades of forging and smelting. Their smog-ridden town rests at the northern end of the Marideth River, north of Phaendar and far west of the Nirmathi capital of Tamran. Longshadow labors under the proverbial shadow of another Nirmathi settlement, the city of Skelt. The skill of Longshadow's citizens at their respective trades is eclipsed only by the greater capacities of Skelt—a settlement with such a defensible location that it can focus almost exclusively on trade, without worrying about the looming threat of Molthune's armies. This shared skill set between Longshadow and Skelt fosters a fairly one-sided rivalry between the two settlements.

Longshadow's proximity to the Hollow Hills is what allows its citizens to effectively compete with the efficient forges of distant Skelt. The region just north of Longshadow consists of dozens of excavation and mining sites. Many of the endeavors in the Hollow Hills are long abandoned, leaving the region littered with crisscrossing subterranean tunnels that give the region its name. But despite the number of forgotten and neglected mines, the Hollow Hills remains full of valuable minerals, and the ease of transporting these resources to nearby Longshadow ensures the town's industry continues churning out goods.

HISTORY

The settlement that would become Longshadow was officially founded in 4450 AR, shortly following Cheliox's expansionist conquest known as the Everwar. Jordish Redcliff, a self-described adventurer, avid prospector, and barrister from Tamran, claimed the region as his own. Beginning 10 years prior to the formation of the town, Redcliff partook in a mix of adventuring and prospecting in the Hollow Hills. Alongside his companions, he cleared out goblins, hobgoblins, ogres, and other monstrous creatures from the hills north of the Marideth. Redcliff's discovery of no fewer than a half-dozen vertical shafts of gold, iron, and silver led him to recognize the bounty of the region.

The settlement began without a real name, Jordish being too modest to name it after himself. It acted primarily as a haven for the various miners and their families who came to work at Redcliff's nearby dig sites. Jordish later donated parcels of the land to civic institutions, including a temple dedicated to Abadar and a schoolhouse, and he eventually agreed to give one of his former adventuring companions land to build an inn. Over the 20 years following Redcliff's initial claim on the land, the site grew into a sustainable settlement numbering almost 300 souls.

Citizens of the nascent town remarked how Jordish Redcliff would leave a "long shadow" when he eventually passed on, referring to the man's incredible mark on

LONGSHADOW
LN large town
Corruption +0; **Crime** +0; **Economy** +3; **Law** +1;
Lore +2; **Society** +1
Qualities industrial, prosperous, rumormongering citizens
Danger +5

DEMOGRAPHICS
Government autocracy (mayor)
Population 4,000 (3,223 humans, 615 halflings, 138 dwarves, 24 other)

NOTABLE NPCs
Garret Graygallow, proprietor of the Graygallow Foundry (N male human expert 4/rogue 2)
Kizviz, alchemical junker (CN female ratfolk^{B3} alchemist^{APG} 5)
Mayor Thom Crawbert (N male human expert 5/fighter 4)
Meriam Kems, regional scout (LG female halfling bard 4/ranger 3)
Seneka Volsadd, shipping magnate (NG female half-elf aristocrat 2/expert 4)

MARKETPLACE
Base Value 2,600; **Purchase Limit** 15,000;
Spellcasting 5th
Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

SPECIAL QUALITIES
Industrial Longshadow is renowned for its many forges and smelting facilities. These facilities add to the overall economy of Longshadow and improve the morale of its people. (*Economy* +2, *Society* +2)

the region. When Redcliff died peacefully in his sleep almost 40 years after claiming the land, the established governing council's first act was to pass a law officially naming the settlement as Longshadow in honor of Jordish's contributions.

Longshadow grew over the following decades, swelling to a population of almost 5,500 by 4632 AR, the year Molthune officially seceded from Cheliox. Seeing opportunity in the cosmopolitan capital of Canorate, many citizens left the dreary work of forges and smelting factories to seek out a new life in other parts of the independent nation. Not only did citizens flock to their perceived better lives, but so too did adventurers, whose absence was quickly noted. It took just 5 years for the region's safety to deteriorate, with monstrous tribes overrunning the nearby hills and forcing the miners to seek shelter within Longshadow. This period saw the construction of the iconic walls that surround the edges of the town that don't abut the river. Luckily for

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

LONGSHADOW



Longshadow, the appeal of Canorate and Molthune's nobility soon lost its luster in the eyes of adventurers, and by 4640 AR, several adventuring parties had taken on lucrative contracts to scour the hills of its emergent monster problems.

The citizens who remained in Longshadow found their day-to-day lives made more difficult by the sudden exodus of those citizens seeking better lives in Molthune's cosmopolitan regions. Although monstrous threats lessened with the return of adventurers, many of the mines in the region were abandoned as battles between Chelish patriots and Molthuni independents tore families and communities apart. Eventually, so many mines were deserted and forgotten that they presented additional dangers when miners could finally return to work, as new excavations ran the risk of coming too close to lost tunnels, resulting in cave-ins.

When a second revolution against the new nobility of Canorate flared into all-out conflict in 4648 AR, Longshadow fell into step with other nearby settlements and seceded from Molthune. Most cite this breakaway as being directly related to the Molthuni leadership's poor handling of the secession from Cheliox. In fact, such was the anger over Molthune's perceived poaching of the citizens and resources of Longshadow that the settlement was the first to dedicate itself to crafting arms and armor for the Nirmathi guerrilla fighters, a fact locals eagerly tout when comparing their enthusiasm to the delayed participation of Skelt. By the time the revolution achieved its goals, Longshadow—now a settlement of 4,000—declared itself a town of the newly formed nation of Nirmathas.

Since the formation of Nirmathas, Molthune has taken Longshadow no fewer than four times. Each time the town was taken, Molthuni troops arrived in such force that the mayor opened the town gates to allow the conquerors access. And each time, repeated guerrilla strikes from rebels combined with the logistical problems inherent in supplying an occupying army presence have forced Molthuni

soldiers to retreat past the Marideth within a few months. Many older citizens jokingly refer to these conquests as "flag swaps," and several townsfolk keep both Molthuni and Nirmathi banners in attic or basement chests—some even keeping old flags of Cheliox, "just in case." While proudly Nirmathi patriots, the people of Longshadow know the folly of standing up against the massed armies of Molthune and thus don't fight openly unless they have a strong chance of victory.

It has been almost 30 years since Longshadow ousted its last round of Molthuni occupiers. People still remember the actions of Thom Crawbert—Longshadow's mayor for the past 20 years—as he assisted in the first real defense of Longshadow during that attack. The Six-Day Siege, as some refer to it, was the first time in Longshadow's history that its walls repelled human attackers instead of the monstrous creatures they were originally constructed to defend against. Longshadow stood strong, and the Molthuni troops retreated past the Marideth River, forcibly rebuffed from seizing the town. Emboldened by the defenses of their walls, the people of Longshadow have enjoyed relative peace ever since.

LOCATIONS IN LONGSHADOW

The following are some of the more notable locales and shops in Longshadow.

- 1. Town Hall:** Once the seat of power for a Chelish governor, the Longshadow town hall was repurposed into a far more civic-facing structure. Half of the building is dedicated to the concerns of governance, with meeting rooms and individual offices for the mayor and members of the town council. The other half of the hall houses an auditorium where several hundred citizens can gather to discuss matters of politics or enjoy entertainment presented by the council. It was only 20 years ago that Mayor Crawbert, then newly elected, ordered the metal necessary to give the structure an official symbol of Nirmathas along its outer facade. The construction of an intricate silver tree with a protruding brass sword required the talents of an expert



GESTELLE AMBROSE

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY

metalsmith from Kyonin, who painstakingly threaded heated metals to create the overarching foliage of the nation's symbol.

2. The Canary: A highly regarded inn and tavern, the Canary was one of the first structures to be constructed in Longshadow, built even before the settlement had a proper name. Unlike Longshadow, the Canary has remained under the control of the family of its founder—a former adventuring companion of Jordish Redcliff. **Gestelle Ambrose** (CG female human expert 3/swashbuckler^{ACG} 2) now runs the inn, having spent a brief stint as an adventurer in the Bloodsworn Vale until she lost an eye during a run-in with a kobold-crafted trap. The event drained much of her former flamboyance. Now she takes joy from managing her family's business and threatening rowdy customers with her rapier, often claiming, "I might have trouble sticking ya in a nonvital location—what with the bad eye and all."

3. Graygallow Foundry: Located along the shore of the Marideth River, this massive facility spans three separate buildings. The customer-facing sales office is accessible to outsiders, while the actual foundry and workers' tenements are off-limits to those without proper approval. Garret Graygallow's instructions to staff have been erratic of late, with orders to intentionally delay shipments confusing longtime workers. Garret's daughter **Aureni Graygallow** (LG female human expert 4) knows that something is amiss with her father's recent actions, though her investigations have led her to discover only a large stockpile of unprocessed metals.

4. The Smelter's Vault: The smelting of most Longshadow ore occurs in a large facility known as the Smelter's Vault. The Vault maintains far less staff than the Graygallow Foundry but has the benefit of being entirely owned and operated by civic interests. The town council maintains a majority hold over the Smelter's Vault, with other private shareholders taking smaller dividends from its profits. The current manager of the smelting plant is a ragged half-elf by the name of **Kesten Idliss** (LN male middle-aged half-elf expert 4/fighter 3), who accompanied Mayor Crawbert in some of his earliest adventures. Kesten is continually appointed to the position of manager despite lacking any real aptitude for smelting, leading some to believe he knows some terrible secret about Thom Crawbert's past. Whatever the case, Kesten remains tight-lipped and does his best to ensure ore is properly smelted for distribution to other parts of town.

5. Forager's Alchemicals & Emporium: A family of ratfolk runs this joint operation of alchemical crafting and junk foraging. Having arrived during the tumult of the Molthuni secession from Cheliox, these ratfolk remained in Longshadow and formed their own multi-generational family enclave within the town. The reclaiming of the various abandoned mines in the

Hollow Hills saw the return of adventurers seeking to offload rediscovered trinkets, and the ratfolk proved apt at determining what could be purchased for low prices and resold (in town or abroad) for a healthy profit. The skilled ratfolk alchemist Kizviz manages the alchemical side of the shop alongside her younger sister. Meanwhile a half-dozen other ratfolk hagglers operate the emporium, wheeling and dealing over rediscovered minor magical items and other valuable trinkets.

6. The Gorenheim Ferry: For a single silver piece, passengers can catch a ride on one of three ferries traveling across the Marideth River. These especially spacious and sturdy wooden boats remain equally spread out, with one near the center of the river while the others dock and resupply at the respective ends of the waterway. It's not the passengers that make Gorenheim Ferries its money, however; the business makes most of its profit from significant industrial hauling across the river in the lower holds of its large ships.

7. Last Shift Graveyard: While most mining work agreements are one-sided affairs, often favoring employers over employees, mining businesses operating in the Hollow Hills region are required to offer the "last-shift clause." The contractual clause ensures workers whose bodies are recovered are granted free interment in Longshadow's graveyard. One of Jordish Redcliff's enduring legacies, the Last Shift Graveyard lies on town-owned land specifically set aside for those lost in mining accidents. Other plots of land are granted to those who die of natural causes but who dedicated years to the mining or industrial needs of the Hollow Hills area.

A morose and mysterious individual by the name of **Aahshira** (N samsaran sorcerer 5; *Pathfinder RPG Bestiary* 4 230) maintains the grounds of the graveyard. Aahshira is supported by a staff of middle-aged and elderly villagers, for whom she acts as a type of life counselor. The samsaran's appearance in Longshadow came on the eve of the previous caretaker's demise, and Aahshira offered to start work almost immediately. While lacking any formal religious training, Aahshira is knowledgeable in the religious practices necessary to maintain the graves of the Last Shift. Actual ceremonies and blessings take place away from the gravesite, as bodies are consecrated at the temple of the deceased's patron deity.

8. Sparkstrike Smithy: A boisterous artisan named **Elus Sparkstrike** (CG male human fighter 5) is considered the most prominent of Longshadow's three blacksmiths. While plying his craft, he wears only a sash and reinforced leather apron as upper-body protection—a tradition that has resulted in burn scars pockmarking his arms and face. Elus works jovially despite this visible and somewhat self-afflicted disfigurement. His greatest joy is hammering freshly heated metals while carrying on a yelled conversation with clients from across his shop. Those spending time with the smith as he works

are treated to the latest town gossip, as well as a healthy amount of (free) ale regularly ferried over from the stores of the Canary.

9. North Gate: One of three gates guarding entrance to Longshadow, the northern gate has seen the most violence. Monstrous creatures from the Hollow Hills repeatedly attempt to assault the town, and each incursion has met its end at this gate. The most recent attack occurred over 15 years ago, when a band of well-organized ogres assaulted the walls with the support of magical equipment and unexpected tactics. The attack floundered due to the heroics of a group of Pathfinder Society agents taking a break from exploring the nearby Mindspin Mountains. In honor of their timely intervention, the northern gate of Longshadow is permanently emblazoned with the symbol of the Pathfinder Society, the Glyph of the Open Road, signaling to traveling Pathfinders that they are welcome in the town.

10. Migrant's Welcome Dock: Longshadow's docks received their rather contentious title in the aftermath of Jordish Redcliff's death. Disparaging those who partook in the boom of immigration as word spread about the discovery of minerals in the Hollow Hills, Longshadow's residents often declared those first workers migrants, despite them being loyal citizens of Chelixa—and the dock where they disembarked took its name after them. The name stuck for years, and even when people flooded back out of Longshadow for Canorate, the townsfolk still used it, more out of familiarity than for any other reason.

Numerous wooden landing piers stretch out from the southwestern edge of Longshadow, extending like greedy fingers onto the Marideth River. Poor planning has resulted in a haphazard arrangement of docks, with new piers routinely added with little regard to proper shipping routes or ease of docking for larger vessels. The slapdash arrangement is now the responsibility of a handling crew of 60, overseen by four shift managers. **Kidrin Relvaed** (NE male human rogue 3) is one of these shift managers. He uses his position to assist local crime interests, primarily in the form of shipping bodies away from Longshadow aboard passing vessels. Unscrupulous ship captains know they can earn a few gold coins by taking on one of Kilian's "extra" shipments.

11. Warehouse Lane: This ominously light-deprived section of town is filled with a half-dozen warehouses, each rented on contract from the town. At any time, various mining and smelting enterprises interested in long-term storage of goods claim half of the structures. The unused warehouses are often the sites of illicit after-dark meetings between criminal interests in Longshadow. A Molthuni patriot, **Neele Wittich** (CN female human fighter 4/rogue 4), operates out of this district, moving from warehouse to warehouse as contracts lapse and buildings are loaded and unloaded. She maintains an extensive underground network of tunnels connecting

each of Longshadow's major warehouses, a system her agents continue to expand. Recent digs have ended with the disappearance of several of Neele's agents and the discovery of previously unknown tunnels under the town.

Neele is utterly ruthless in her mission to upset the balance of power in Longshadow, as part of a long-term subversive plot sponsored by Molthune's government. Her current schemes revolve around siphoning off and hiding forged weapons and precious minerals so they can be claimed by Molthune during its next invasion of the town. These weapons are stockpiled in her subterranean tunnels, though the recent discovery of an extended unrelated tunnel network puts the endeavor in jeopardy. No one in Longshadow suspects Neele's role as a Molthuni saboteur and spy, and only a handful of the town even know her as a prominent leader in Longshadow's small criminal underworld.

12. Rutra's Trading Post: Named after its current owner, Rutra's Trading Post is easily one of the most identifiable structures in Longshadow. The architecture of the expansive general store is foreign to that of the town, recognizable only to those familiar with dwarven stonework, as the Trading Post was built in the same style as distant Kraggodan—a dwarven Sky Citadel to the southwest of Longshadow. **Rutra Grimburrow** (LG female dwarf expert 2/wizard 4) operates the establishment with cool efficiency. The Grimburrow family emigrated from Kraggodan long ago, seeking to establish trade routes between the Sky Citadel and other settlements, only to find themselves, over the course of several generations, becoming more a part of the human town than of their distant mountain home.

Rutra oversees a staff of just over a dozen assistants and laborers. This group is mostly made up of Rutra's close relatives along with a few Longshadow citizens. Until recently, the Grimburrow clan offered the finest imports from nearby Kraggodan, but the ongoing Molthuni siege of the Sky Citadel has greatly reduced the fortress-city's exports to the Trading Post. Some intrepid merchants still sell their wares within the upper reaches of the Sky Citadel in the periods when the Molthuni assaults are forced back, though these imports are scarcer than ever before. Rutra has been in negotiations to start up trades with Tamran, but until she can arrange the right deals, her stock is woefully undersupplied for her typically extravagant needs.

13. Hunter Bureau: This simple two-story wooden home stands apart from nearby residential buildings, marked by an austere sign of darkwood with red paint detailing its name. Despite its formal title, the Hunter Bureau's interior is a combination of tavern and lounge, often frequented by adventurers, hunters, and trappers active in the Hollow Hills. Visitors sit and recount their adventuring or hunting tales among those with

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

similar interests. The air of the Hunter Bureau is laden with the heavy smoke of tobacco and the occasional hint of flayleaf. Because the building caters to valued members of Longshadow's ecology, there's some leeway in what is allowed on the premises; most town guards ignore all but the most dire of problems from within the Bureau.

The true purpose of the Hunter Bureau is to assign bounties to claim to interested individuals and groups looking to hunt creatures in the region. Originally, the organization handled only the collection of animal carcasses and pelts, but it has since expanded into the business of monster hunting and population control. **Isaki Farhif** (LN male human ranger 3) inherited the establishment from its previous owner, despite not being a familial connection. Instead, Isaki proved himself a capable and useful hunter after leaving his old life in Katapesh. He sits behind the main desk of the Bureau's lounge, assigning and paying out bounties. Meanwhile, a jovial halfling named Meriam Kems fancies herself as the de facto ambassador for those coming to the Bureau. She ensures that new arrivals are given personal introductions to all of the Bureau's regulars and offers her services (for a reasonable fee) if there's a major hunt to take part in.

14. **Dominick's Reagents and**

Poultices: Something of a local remedy man, **Dominick Vlais** (NG male human adept 3/expert 2) maintains a shop adjacent to his home. The store contains various unique herbs, minor alchemical items, and various components that are useful in the production of magical effects. Dominick leads a solitary life, but enjoys discussing magic of all sorts with clients inspecting his wares. Though only a minor practitioner of magic, he has extensive knowledge regarding various healing techniques, and much of his humble store is dedicated to supplies of a curative nature.

15. Longshadow Armory: Any town that is doubly threatened by roaming monsters and an aggressive neighboring nation requires equipment to defend itself. The Longshadow Armory is one of the most well-defended buildings in town, always staffed with at least a dozen armed guards to deter theft and acts of insurrection. Inside the metal-reinforced walls of

the building are dozens of chests and racks laden with arms and armor of varying designs. Most of the stored equipment is the result of taxes levied on local mining ventures; a portion of all profits go toward the armament and upkeep of Longshadow's militia.

One of Longshadow's most notable relics is a *swift obsidian greataxe* (*Pathfinder RPG Ultimate Equipment* 161) that once belonged to an adventurer who scoured the Hollow Hills of its growing monstrous infestation sometime during the uprisings of 4640 AR. **Madleen Kulcher** (LN female human fighter 6) is the current head of security for the armory, and the greataxe has recently disappeared on her watch. Word of the disappearance hasn't spread past the few guards under her command, who insist to the public that the weapon is simply undergoing routine cleaning and maintenance.

The truth, however, is that a Molthuni spy within Longshadow threatened Madleen's family, and she gave up the weapon to protect them. Now, Madleen secretly investigates new arrivals to the town in hopes of finding a group to discreetly recover the lost weapon and discover the identity of the hidden Molthuni agent.

16. Jail: Longshadow has its share of crime, and thus maintains this jail, though it is rarely overflowing with prisoners.

Many attribute the lawful nature of so many of the town's citizens to the efforts of the head sheriff, **Grenta Irontusk** (LN female middle-aged half-orc brawler^{ACG} 5). She was once a chaotic force in Longshadow, eventually falling on hard times when a barroom brawl at the Canary shattered her two prominent tusk-teeth. The town pulled together and purchased a set of wrought-iron inserts to replace Grenta's lost protrusions—from this, she learned to respect the law and her community. Ten years later, she took the position of sheriff with no opposition from even the most senior of militia and town guard members.

17. Redcliff Schoolhouse: The town of Longshadow strives to educate children whose families work in the mining and smelting industries. The Redcliff Schoolhouse has existed since the inception of Longshadow, though the building itself has been demolished and rebuilt numerous times since its creation. The legacy of the town's founder, Jordish Redcliff, endures through the constant



GRENTA IRONTUSK

reconstruction and the town's funding of the school. The establishment is easily equivalent to any school to be found in larger settlements such as Skelt or Tamran.

The Redcliff Schoolhouse's greatest claim to fame is the free education it provides for the children of local workers. Teens seeking education in Longshadow's prominent industries (namely mining and smelting) make up a large segment of the school's student body. A half-dozen instructors, supported by various industry-veteran adjuncts, compose the teaching staff of the facility. Headmaster **Klemens Dracht** (LE male human wizard 5) is the current overseer of the Redcliff Schoolhouse, which he uses more as a personal study than as a place of education. Much of the headmaster's current seclusion relates to his acquisition of several tomes from a Varisian convoy passing through Longshadow. The contents of the tomes are a mystery to all but Klemens, though eager students have caught a glimpse of a tome supposedly made of leathery flesh and bound in bone.

18. Cerisum Manor: This dust-strewn, abandoned manor once housed numerous Chelish, and later Molthuni, nobles. At the declaration of Nirmathi independence, the family who owned it fled, leaving their worldly possessions within. No locals wanted to be associated with the manor, nor has any town effort been made to maintain or restore it. Schoolchildren play daytime games where they dare one another to run into the house and remain there for a set time before leaving. The games haven't led to any problems, mainly because—as any Longshadow youth could tell you—the house becomes only haunted at night. What causes the lights to go on in the manor after sundown may be a mystery to the children, but several citizens speak of worshippers of Razmir meeting in secret due to Nirmathi scorn of their so-called Living God.

HOLLOW HILLS REGION

True to its name, the Hollow Hills is an area riddled with subterranean caverns and tunnels wrought by humanoid hands. Hill-strewn plains, rock escarpments, and the remnants of old industrial equipment litter the region. Those completing the hike to the apex of a hill discover larger hills on the horizon, with few areas of note interspersed between. The hills' obfuscation of important landmarks and sites makes it something of an explorer's paradise for adventuring parties, who scale each hill eager to be rewarded with an eagle's-eye view of the next set of sites to explore.

The Hollow Hills region acts not only as a treasure trove of useful minerals, but also as a haven for a variety of creatures seeking to hide from civilization. With so many monstrous creatures in the area naturally prone to violence, there's an increased need for security—particularly in the form of adventurers.

HOLLOW HILLS MINING VILLAGES

The following is a small selection of villages and hamlets located within the Hollow Hills region.

Kusker Farm (Population 23): The lands surrounding Kusker are little more than a family operated farm. A half-dozen workers assist with operations of a small dairy operation, along with herding sheep throughout nearby pastures. **Albrecht Shinter** (N male middle-aged human commoner 4) runs the farm and recently made the difficult choice of secretly surrendering one of his workers to a resident tribe of ogres that threatened his holdings. He fears the ogres will return for more "playthings," and that he'll run out of workers—after which the ogres might instead take his family.

Lawson (Population 180): Miners from across the Hollow Hills come to Lawson for its lively festivals. The village is known for hosting a different festival at the end of every work week, each uniquely themed. The current trend of festivals involves parades depicting different Inner Sea nations. Participants wear devilish costumes for Cheliox one week, only to switch to drinking horns and furs during their celebration of the Lands of the Linnorm Kings the next. These continual attractions drain much of the nearby miners' wealth, but allow the village to thrive despite its otherwise remote location.

Old Rugged (Population 37): A brewery constructed by miners and dating back to the times of Chelish rule, the Old Rugged stands tall atop a hill. While some of those employed here reside in Longshadow, Lawson, or Red Stem, others lodge in the brewery's outbuildings, along with a score of miners who work nearby. Visitors from afar come to enjoy the beer brewed here, which is also a popular purchase among Longshadow's citizens and local miners alike.

Red Stem (Population 45): The hamlet of Red Stem is built around a single crossing of paths, nestled between several of the regional hills. A small inn bearing the same name as the hamlet rests at the crossroads. Miners come to Red Stem most often for sundries from its general goods shop.

The following are several sites of note within the Hollow Hills region.

Carrion Brides' Roost: Harpies have had little direct effect on the people of the Hollow Hills, mostly due to the cunning leadership of the region's sole harpy flight, the Carrion Brides. These avian humanoids stalk other monstrous creatures terrorizing the Hollow Hills, leaving the humans of Longshadow and the resident miners in relative peace. This unique coexistence began just over 2 decades ago, when the current matron

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH
BESTIARY

Parvona (NE harpy sorcerer 6/arcane archer 4) seized leadership of the Carrion Brides after shooting through the previous matron's wings mid flight. While the other harpies were unimpressed with her edict to leave the humans unmolested, none contested the immediate positive effect it had on their safety.

The harpies currently maintain a defensible home along the base of the Mindspin Mountains at the northwestern border of the Hollow Hills. This roost is entirely inaccessible by land travel, requiring flight or expert climbing gear in order to reach it. Carrion Bride patrols guard the single entry perch, though several human-sized access shafts lead into and out of the cavern portion of the complex. While otherwise unguarded, these vent tunnels have been rigged with various traps meant to hamper intruders while still allowing the harpies a means of escape. Within the cave are numerous personal quarters, as well as a sizable den for Matron Parvona. A shrine at the far end of the cave is dedicated to the goddess Lamashtu. **Adriaonis** (CE harpy cleric

of Lamashtu 8) dutifully tends to the shrine, though her nightmare-riddled sleep warns her of an approaching storm, and that the Carrion Brides will need to stand against the humans of Longshadow—regardless of what Matron Parvona thinks.

Domain of the Chitinous Queen: Giant ants are considered one of the more dangerous threats to mining operations in the Hollow Hills. Mining crews take extreme caution when in the process of excavating new tunnels for fear of stumbling upon an active nest. The ants found the plethora of abandoned tunnels in the region a convenient nesting site, and these vermin have made great gains in the underground of the Hollow Hills. How these giant ants first came to the Hollow Hills is unknown, though it occurred centuries ago, despite claims of Molthuni involvement.

A powerful gremlin known as the **Chitinous Queen** (LN female giant nuno ascetic^{B5} monk 11) is the subject of local myth, and is blamed for many accidental deaths or unexplained disasters. Adventurers and miners alike have, over the years, run afoul of a unique magical curse from disrupting the anthills within the queen's domain. This curse causes wounds to scab over with chitin similar to that of an ant's head. More than just a visual quirk, the chitin growths also prevent natural healing, leading the cursed individual to suffer violent bleeding from subsequent wounds. While powerful magic can overcome the curse, many make pilgrimages to seek out the Chitinous Queen and offer her tribute in exchange for the curse's removal. The gremlin is said to move between the Hollow Hills' dozens of giant-ant colonies, making her difficult to find. Those familiar with the curse have learned that if an afflicted individual pours molten metal into a container, the metal runs in the direction of the Chitinous Queen. Several of Longshadow's smelters allow use of their facilities for this purpose—though at a high price, of course.

Lost Mines: Just over 200 years ago, one of the Hollow Hills' most lucrative mines simply vanished. Even the mine's original name has seemingly disappeared from historical records, though several unscrupulous merchants offer maps that supposedly reveal its location—at an exorbitant price. Those who follow the tremendously rare maps that show the true location of the Lost Mines find no rents in the earth, and no indication that a mining site ever existed. The Lost Mines have become a folk tale passed down through generations, and have even evolved over the years into a clever marketing tool for Longshadow to attract adventurers seeking to get rich quick. Every year, dozens of adventuring parties set out to scour the Hollow Hills



XADVATHARIUM

in search of the Lost Mines—and inevitably at least several of these fail to return, only adding more fuel to the rumors surrounding the mines.

Several somewhat credible leads regarding the Lost Mines have sprung up in recent years. The dwarven Ninth Battalion's leader, Charak Helmranner, is in possession of several ancient documents that mention feuding tribes of orcs and goblins involved in a conflict near the former site of the mines. Charak maintains an ongoing interest in clues relating to the Lost Mines and fears that the location's disappearance is part of some elaborate orc plot. For unknown reasons, the *Dancing Hut of Baba Yaga* (*Pathfinder Campaign Setting: Artifacts & Legends* 20) contains a configuration to reach the mines. What reason the Queen of Witches had to create an entrance to the Lost Mines is a mystery, but it's entirely possible, given Baba Yaga's incredible power, that she was responsible for the mines' vanishing in the first place.

Lunar Watchers: For the past millennia, a mysterious group of robed giants have made camp in the Hollow Hills twice per year at regular intervals. Most times, the giants pass peacefully, but their earliest recorded arrivals were laden with conflict. Eventually, the people of Longshadow discovered the giants' comings and goings matched the equinoxes and solstices attributed to important lunar phases. By temporarily halting their smelting around these times, the residents of Longshadow saved themselves from the ire of the wandering giants. The last time Longshadow's inhabitants neglected this important industrial ritual, the giants manipulated a marauding band of ogres into assaulting the northern gates of the town; the assault was stopped only due to the timely intervention of several experienced Pathfinders.

The giants are a cult of moon giants (*Pathfinder RPG Bestiary* 5 122) under the leadership of a potent oracle named **Xadvatharium** (LN male moon giant oracle^{APG} of heavens 12). They visit to the Hollow Hills at regular intervals to observe particular lunar and celestial patterns in the night sky. In years past, when Longshadow's foundries and smelters clogged the heavens with smog, the giants have grown agitated, and while they rarely attack the nearby town themselves, their empathic emanations have sent scores of other nearby monstrous humanoids in wild assaults against the town. Xadvatharium has spent centuries carving lunar records into his flesh, and he believes observing only one more cycle will enable him to unlock the complex stellar enigma his cult researches. Should the giants' view be obstructed, whether because Longshadow's residents decide to suddenly end their practice of ceasing operations during the moon giants' arrival, or in the event of a catastrophic event such as a siege, Xadvatharium's rage would surely be irrepressible.

Navah's Tower: This infamous tower stands roughly 40 miles northeast of Longshadow. Navah, a changeling wizard with a keen interest in monster-related research, is the current inhabitant of the tower. Her tower is further described on page 27 of this adventure.

Ogre Holes: The Burl family leads the majority of ogres in the whole of western Nirmathas. Their deplorable actions directly led to their eviction from the Mindspin Mountains over 50 years ago. A coalition of mountain-dwelling fire giants forced the Burls and several subservient ogre families out of the mountains, all under the guidance of the red dragon Gamrestrax (who many believe was acting under influence from Molthune). With nowhere else to go, the ogres fled into the Hollow Hills, where they established dozens of familial dwellings within abandoned mine shafts and began to terrorize the countryside.

Today, the denizens of these so-called "ogre holes" plague the people of Longshadow and the miners of the Hollow Hills. Most ogre families laze within these forgotten mines for months or years on end; but occasionally—and far too frequently for the liking of miners—they emerge to unleash their depravity on settlements and mining outposts. Members of the Burl family are easily the worst offenders among the ogres. Their extensive family line spreads across no fewer than four abandoned mines. Lately, word is abuzz in the Hollow Hills that their patriarch, **Grand Pappy Burl** (CE venerable male ogre brawler^{ACG} 7), is organizing a "Family Reunion," an event that, if it is not stopped, is sure to be awash with the blood and suffering of the people of the Hollow Hills.

Pylon Rock: This tall, narrow rock formation rises from the top of an otherwise bare mound at the northern edge of the Hollow Hills. The height and width of the column shifts sporadically, sometimes remaining static for years before changing dramatically several nights in a row. Theories as to the megalith's origin and purpose abound, ranging from claims that it was built by Azlanti explorers before Earthfall to scientific hypotheses of abnormal erosion, seismic activity, and errant castings of *stone shape*.

In truth, the rock is the result of centuries of countless earth mephits molding the structure with their *soften earth and stone* spell-like ability. The creatures most often stay beneath the hill, in a series of vast but isolated caverns where they constantly try to outdo one another with their creative and sometimes dangerous sculptures, including precariously balanced platforms, walkways, and deep pits with spiraling spikes on their walls and floors. Occasionally, one mephit breaches the surface during its molding efforts, and upon seeing the vertical rock, endeavors to alter it in some way—whether by changing its shape or texture—to make its mark on this inviting structure.

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH BESTIARY



HADREGASH

Greatest Supreme Chieftain Boss

The First Songs tell of a time when Golarion was still young and Lamashtu gave birth to four vile, wolflike creatures called barghests to hunt and feast on the flesh of the world's primitive people. These beasts devoured thousands of unfortunate victims, and whenever a barghest spilled hot blood upon the ground, the pools quickly grew into monsters that were similar in temperament, if not appearance: the first goblins. The barghests took their so-called children with them and spread across the world, conquering areas where they continue to menace mortalkind. With each soul a barghest consumed, it grew in strength, until it evolved into a greater, more powerful version of itself, a true paragon of its race. Among these greater barghests arose four who attained divinity in this way—the barghest hero-gods—subservient only to Lamashtu herself.

And the mightiest among these barghest hero-gods was Hadregash.

In his cunning, Hadregash understood the power that could be found in banding together as a close-knit group. The goblins who followed him were taught tribal allegiances, strategic thinking, and how to respect the chain of command. While these tactics benefited goblins, it was among the more developed hobgoblins that Hadregash's teachings truly took hold and propelled his followers to achieve greatness. Under Hadregash's divine guidance, hobgoblins spread throughout the world and spread word of their hero-god with them.

Hadregash, who was known to the goblins as the Greatest Supreme Chieftain Boss, was referred to simply as the Supreme Chieftain by these new, more rigid-minded hobgoblins. The deity continued to lead his people in military conquests, and came to see goblinoids as the preeminent form of life on Golarion. He believed it would be their ultimate destiny to cover the lands of that planet, with the only other races left alive being those that submitted to slavery, willing or otherwise. Hadregash gave his hobgoblins another pair of gifts: the desire for absolute rule and the dreadful institution of slavery.

During this time, the other three barghests—Venkelvore, Zarongel, and Zogmugot—grew jealous of Hadregash's growing power and conspired to bring him down so they might split his territories and followers among themselves. They lured Hadregash to a remote forest clearing with a promise to tell him the secret of Zarongel's pelt of living fire, an endowment from Lamashtu of which the Supreme Chieftain was mightily jealous. The other three barghests underestimated Hadregash's strength, however, and when they sprung their trap, the mighty barghest defeated them handily. Venkelvore, Zarongel, and Zogmugot surrendered and promised never to question the Supreme Chieftain's superiority ever again. Hadregash allowed them continued autonomy, knowing they had been put in their places and that he could call on them for service if the need arose.

However, Hadregash did not escape the conflict unscathed. The claws of one of his fellow barghests—he could not tell which one during the fray—had left deep gashes in his side. He hid the wound from the others until they were gone, but when he was alone, blood began to flow. Infused with his resentment at being betrayed by his siblings, this blood of an immortal monster child of

Lamashtu was no ordinary fluid. It hissed and spattered as it hit the ground, and some of it dripped onto a tiny worm that happened to be crawling nearby. The worm was immediately transformed, body and mind, into the hideous aberration known as the goblin snake. Pleased by this happy accident, Hadregash sought out more worms to mutate in this way before finally bandaging his wound. Some say that even modern-day goblin snakes resemble Hadregash, a result of their creation at his hand.

Eventually, as other gods took more interest in Golarion and its inhabitants, Lamashtu realized that she and her monstrous children could not safely remain on the Material Plane. She retreated to her realm in the Abyss and carved out part of that plane where the barghest hero-gods could live. Called Basalfeyst, this malevolent region fits the personalities of the barghest deities well. But before departing for his new home, Hadregash met with the smartest and toughest of his hobgoblin commanders, charging them with the divine mandate that the god's worshipers follow to this day: conquer the world in the name of

goblinoid supremacy and rule it with iron fists.

PERSONIFICATION AND REALM

The Greatest Supreme Chieftain Boss is the strongest of the barghest hero-gods, with muscles rippling under his smoke-colored fur. His face is often twisted into a foul sneer and his eyes glint with cruel guile. While Hadregash's worshipers depict him as this powerful barghest, hobgoblin sects often depict him as one of their own kind, though with a similar expression. The hobgoblin version of Hadregash wears dark iron armor, wields a flail stained with blood, and often holds a chain lead attached to a human or elven slave or prisoner of war.

Along with the other barghest hero-gods, Hadregash makes his home in Basalfeyst, a layer of the Abyss created by Lamashtu near her own realm. It is similar in appearance to regions of Hell, with blasted wastelands, volcanic plateaus, and burning forests. Ruined buildings are scattered about the landscape, their architecture a strange mix of demonic and diabolic. Hadregash has claimed the largest of these areas, building it into a massive patchwork redoubt called Fort Slaughter, where the souls of goblinoids who pleased him train constantly for some unknown future war.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY



DOGMA AND WORSHIPERS

As the foremost of the barghest hero-gods, Hadregash promotes the importance of proving one's strength through conquest and following the orders of those rightfully in charge. Such victories need not be won fairly. In fact, followers of the Supreme Chieftain believe that ambushes and dirty fighting are the best ways to win without suffering too many casualties. Hadregash also encourages his worshipers to take other races as slaves, as that is the only role non-goblinoids are fit to play. If Hadregash were to have his way, goblinoids would be the dominant power on the face of Golarion, and he pushes his devotees toward this terrifying end.

Given their militaristic culture, hobgoblins make up the majority of the cult of Hadregash. They understand their places in a tribe's hierarchy and regard hobgoblins who rise to the level of chieftain as blessed by the deity. A hobgoblin leader who venerates Hadregash finds that he generally holds the respect of his warriors who do the same. While it may seem that goblins are too disorganized to be favored by the Supreme Chieftain, they respond well (or at least, with appropriate bootlicking) to strong leadership.

Bugbears, on the other hand, usually care nothing for authority and enjoy only causing mayhem where they can, so just a scant few of them worship Hadregash. Because belief in goblinoids' supremacy is one of the core tenets of Hadregash's faith, it is a rare exception to encounter a non-goblinoid who is devoted to him.

TEMPLES AND SHRINES

Although Hadregash is revered as the leader of the goblinoid deities, he and his devotees eschew grand temples and elaborate shrines. Most goblin chieftains who make offerings to him do so on small altars inside their huts, usually reverently placing the shiniest trinkets won in the latest ambushes of humanoid foes atop the altar and thanking the god in song. When a goblin tribe grows large enough, a particularly worthy member might be granted divine powers by Hadregash, becoming the local priest. The tribe's altar is then moved outside or into the priest's hut, where larger groups can gather to heap praise (and treasure) on the Supreme Chieftain. Hadregash usually does not collect these material offerings, preferring blood sacrifices, but if the goblins loot a powerful magical weapon or suit of armor, he might direct his more disciplined hobgoblin faithful toward that tribe to take the item.

Hobgoblins are more regimented in their worship, but still offer reverence only at an altar or small chapel. As with goblins, the chieftain of a hobgoblin tribe often leads services until Hadregash sees fit to bestow his power to a priest. Hobgoblin altars are consecrated in close proximity to the tribe's slave pens, so that captives can look on in horror as one of their own is regularly

sacrificed to the Supreme Chieftain. These victims are usually the weakest of the slaves, but sometimes a priest kills a troublemaker as an example to the others, even if that slave's back is still strong. Because of these sacrifices, hobgoblin sites of worship to Hadregash are often crusted with reddish-brown stains from the blood of countless victims.

A PRIEST'S ROLE

Priests of Hadregash pride themselves on being disciplined, often more so than their followers. To outside eyes, these priests look more like generals than religious figures. They awaken at dawn, offer a brief prayer to their god, dress in their well-kept armor, and make an inspection of their tribe's perimeter. They ensure that no breaches have occurred overnight and upbraid any of their fellow goblinoids they notice slacking in their duties. Obviously, goblin priests have a tougher time maintaining discipline than hobgoblins, and must resort to reporting any lollygagging inferiors to their chieftains for later discipline. Overall, priests of Hadregash are concerned with the tribe's security, believing that strength comes from numbers—but only if those numbers work as a unit.

Sometimes, a priest also takes on the role of slave master, feeding and caring for the tribe's captives, though not with anything resembling compassion. The priest dictates which job each slave is fit for, and decides whether or not it is practical to work the slaves to their deaths. When a captive can no longer work but still lives, it is the priest's job to sacrifice that slave to Hadregash.

Those who serve as Hadregash's clergy are usually clerics focused more on martial prowess than spellcasting, or else inquisitors or warpriests. They tend to be lawful evil, with a minority being neutral evil. They learn about battlefield tactics and general strategy, and more than a few have ranks in the Profession (soldier) skill.

HOLIDAYS

Most worshipers of Hadregash find holidays and festivals to be a waste of time and resources. However, some hobgoblin devotees recognize that certain occasions require a bit of pageantry.

Rite of Newblood: Hobgoblin chieftains seldom reach old age; they either die in battle or are killed by younger soldiers who deem them too frail to continue to lead. In the rare instance when a hobgoblin chieftain passes away from natural causes, the tribe gathers together to appoint a new commander from the strongest and smartest among themselves. When more than one candidate steps forward to claim the role, a Rite of Newblood is held. Less of a celebration and more of an election combined with a marathon tournament of mock battles that tests the competitors' resolve and fortitude, the selection process lasts until one hobgoblin—who becomes the

new chieftain—is left standing. In some tribes, the Rite of Newblood is a gory affair in which all the losers are killed, but most hold trials that only leave all challengers beaten and exhausted. Occasionally, the new leaders of such tribes name competitors who performed admirably in the tournament as trusted aides.

APHORISMS

Hadregash's goblin followers often praise him with raucous songs, which vary greatly from tribe to tribe. Hobgoblin worshipers of Hadregash around the world instead have a few common sayings that honor him.

Attend to the Chieftain: Hobgoblins society is usually disciplined, and those in the lower ranks must follow the orders of those in charge. In doing so, they bring greater glory to the tribe (or military unit) while learning from their betters, much as Hadregash taught the goblins who would become hobgoblins. This maxim is also sometimes used as a subtle way to call for the assassination of a chieftain who leads the tribe in a poor direction.

Even Slaves Can Fight: A tribe that engages in the foul practice of slavery must never grow complacent, for hands that are light with the whip and chain are often struck down by slaves in revolt. In addition to its function as a warning, this aphorism is embraced by some hobgoblin generals as a tactic when their regular troops are outnumbered.

HOLY TEXT

For their own particular reasons, the worshipers of Hadregash have no formal holy text to speak of. Goblins find the act of writing to be one of the most terrifying and blasphemous acts a creature can perform, while most hobgoblins would find any such tome frivolous and irrelevant.

However, the goblinoid races share a loose, ever-growing collection of chants known as the First Songs, which detail every event in goblinoid history from their creation by Lamashtu's barghests to the conquests of modern tribes. These countless rhymes are passed along as oral tradition as best the goblinoids can, while each new generation adds its own stanzas to cement its place in the memories of future generations, making memorization of the entirety of the First Songs a near impossibility. As such, almost as many of its verses have been lost as have been created.

Nevertheless, many verses of the First Songs have remained constant throughout the centuries, particularly those about the four barghest hero-gods. Stanzas about Hadregash and his exploits are belted out by goblins when a new chieftain takes power, and chanted solemnly by hobgoblins as they bring a fresh assemblage of slaves home. Priests of the Supreme Chieftain use certain portions of the First Songs to impart lessons of devotion to community to their flocks, such as they are.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

RELATIONS WITH OTHER RELIGIONS

Though he is the only lawful deity within the pantheon of barghest hero-gods, Hadregash shares an obvious connection with his barghest brothers and sisters. He, Venkelvore, Zarongel, and Zogmugot wish to see the goblinoid races become the dominant species on Golarion, though their methods differ. Hadregash prefers that his followers subjugate and enslave those he considers the lesser races, while Venkelvore would rather consume them. Hadregash and Zarongel both enjoy combat, but the Supreme Chieftain looks down on the recklessness embraced by the Bark Breaker's faithful in battle. While they both appreciate a well-planned ambush, devotees of Hadregash often find the followers of Zogmugot to be too clever for their own good.

Though Lamashtu is proud of the strongest of her barghest daughters and sons, she doesn't care for how

orderly Hadregash's faithful have become. Conversely, Asmodeus, though a god of law, finds Hadregash's followers succumb to the lust of battle too often for his tastes. Good-aligned deities oppose cults of Hadregash wherever they are found, though they are often not the top priorities for any such churches. In the Tian hobgoblin nation of Kaoling, the relationship between the faithful of Hadregash and General Susumu is more complicated. While both groups follow lawful evil deities of war, priests of the two gods don't always see eye to eye, usually arguing more over battle strategies than any religious doctrine. However, when their leaders make decisions, their followers always fall in line, no matter their personal feelings.

SPELLCASTING

Clerics and inquisitors of Hadregash can prepare *blood armor*^{ACG} as a 2nd-level spell and *lead blades*^{APG} as a 3rd-level spell. Hobgoblin alchemists devoted to Hadregash have also developed the following extracts to empower themselves and their allies or to make prey easier to catch and enslave.

BARGHEST FEAST

School transmutation [evil]; **Level** alchemist 3

Casting Time 1 standard action

Components S

Range touch

Target creature touched

Duration 10 minutes/level; see text

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The target gains the ability to absorb power from devouring a humanoid corpse. To use this ability, the target must feed on the corpse of one nonevil humanoid creature, a process that takes 1 full round per Hit Die the creature had and provokes attacks of opportunity. For every 2 rounds it feeds on the corpse in this way, the target gains a +1 profane bonus on attack rolls, saving throws, and skill checks (to a maximum of +5).

HOBBLING BOMB ADMIXTURE

School transmutation; **Level** alchemist 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can have only one admixture effect (formula with the words "bomb admixture" in its title) active at



a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a target directly, it affects up to three targets—the creature the bomb hit directly, and up to two other creatures that take damage from the splash damage (alchemist's choice). Each targeted creature must succeed at a Fortitude saving throw or have its speed reduced by 20 feet (minimum 0 feet).

OBEDIENCE

The following describes the ritual Hadregash's followers must perform to take full advantage of the Deific Obedience feat, as well as the boons for the prestige classes found in *Pathfinder Campaign Setting: Inner Sea Gods*.

OBEDIENCE (HADREGASH)

Spend 1 hour loudly proclaiming (or singing) the superiority of the various goblinoid races: the regimented militaristic mind of hobgoblins, the unbounded cruelty of goblins, and the sheer physical might of bugbears. You gain a +2 bonus on Intimidate checks to demoralize foes, and the DC of Intimidate checks to demoralize you increases by 2.

EVANGELIST BOONS

- 1: Goblings Scare! (Sp):** *bane* 3/day, *castigate*^{APG} 2/day, or *retribution*^{APG} 1/day
- 2: Shut Up and Listen! (Su):** Many hobgoblin commanders believe that Hadregash accompanies them onto the field of battle and whispers tactical advice in their ears. As a standard action, you can provide an adjacent ally with similar guidance with a soft-spoken word or two. Your ally gains a +2 circumstance bonus on attack and damage rolls for 1 round; this bonus increases to +4 for dirty trick^{APG} combat maneuver attempts. You can use this ability a number of times per day equal to your Charisma modifier.
- 3: My Blood Slithers! (Su):** Hadregash has granted you the ability to replicate his creation of the goblin snake. Three times per day as a full-round action, you can deal 9 points of damage to yourself with a piercing or slashing weapon or your teeth and turn the spilled blood into a swarm of diminutive, venomous goblin snakes. The swarm functions as an advanced centipede swarm (*Pathfinder RPG Bestiary* 294, 43) and appears adjacent to you. You can direct the swarm as a move action. The swarm lasts for 9 rounds.

EXALTED BOONS

- 1: Goblings Rule! (Sp):** *command* 3/day, *hold person* 2/day, or *dimensional anchor* 1/day
- 2: You No Move! (Sp):** When hunting for slaves, you know how important it is to keep them from running away. Upon succeeding at a touch attack against a Small or Medium creature as a standard action, you can summon a pair of masterwork fetters to hobble that target's

CUSTOMIZED SUMMON LIST

Hadregash's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spell.

Summon Monster II

Goblin snake (*Pathfinder RPG Bestiary* 3 132)

Summon Monster V

Barghest (*Pathfinder RPG Bestiary* 27)

Summon Monster VI

Greater barghest (*Pathfinder RPG Bestiary* 27)

movement. These fetters function as masterwork manacles (*Pathfinder RPG Ultimate Equipment* 68) for the purposes of breaking and escaping them. The target creature is entangled and can move at only half its normal speed, and must succeed at a DC 15 Acrobatics check to move more than its reduced speed in a round. If the target fails this check by 5 or more, it falls prone. The fetters disappear after 1 minute. You can use this ability a number of times per day equal to your Charisma modifier.

- 3: My Will Is Best! (Ex):** You are convinced of your own superiority and believe others should do what you say. Targets of your compulsion spells don't receive the +2 bonus on new saving throws attempted after being forced to act against their natures. In addition, you receive a +4 bonus on Charisma checks against targets of your charm spells to convince them to do things they wouldn't normally do.

SENTINEL BOONS

- 1: Goblings Fight! (Sp):** *thunderstamp*^{AGG} 3/day, *bull's strength* 2/day, or *rage* 1/day
- 2: Form of Wolf! (Sp):** Like the barghest god you venerate, you can turn into a wolf. As a standard action, you take the form of a wolf as per *beast shape I*. You can remain in this shape a number of minutes per day equal to your Charisma modifier. These minutes don't need to be used consecutively but must be used in 1-minute increments. You can return to your normal form as a move action.
- 3: My Might Is Mighty! (Ex):** The Supreme Chieftain teaches that you should be prepared for anything in a fight. Three times per day as a move action, you can gain the benefits of a combat feat you don't have for the following minute. You must meet all the feat's prerequisites, and if you use this ability again before the duration expires, the new combat feat replaces the old one. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit, even through multiple uses of this ability.

ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY



BESTIARY

“While the bore worm is by no means the only creature living beneath our feet to have such distinct stages in its life cycle—the lurking rays are notorious for this, for example—they are unique in that the eldest and strongest of their kind must die in order to birth the next generation. This means that one is more likely to encounter a swarm in the larval state than a fully developed empress bore worm, and that even when ridding the world of the threat the latter poses, one risks increasing the total number of bore worms by an order of magnitude. My colleagues and I are working tirelessly to discover some way in which the population of these menaces can be kept in check, but we are no closer now than we were last year. The best course of action may well be to leave the beasts alone and pray they remain content to hunt in the Darklands.”

—Professor Revik Nimbleweather, Almas University

In this volume of the Ironfang Invasion Adventure Path, the PCs confront the unstoppable juggernaut of the Ironfang Legion at the besieged foundry town of Longshadow—but that’s not the only challenge that Game Masters can throw at them! With this volume’s bestiary, GMs of any campaign can now equip themselves with a new agathion; a crystalline ambush predator; three new troops appropriate for the Ironfang Legion or any other bestial army; a clockwork mining automaton; a deadly subterranean worm; and a deceptive predator that makes any plain a deadly killing ground.

Full rules for troops and the troop subtype can be found in *Pathfinder RPG Bestiary 6* or in *Pathfinder Adventure Path* #115.

ADDITIONAL ENCOUNTERS

The random encounter tables presented here feature a number of typical threats the PCs could encounter while defending Longshadow and fighting the forces of the Ironfang Legion. During the course of the adventure, the PCs have a 20% chance of a random encounter every hour they spend actively adventuring, but they should have no more than two random encounters per day.

Since this adventure spans a range of levels, some results may be too simple or too difficult for the PCs, depending on their current progress through the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again or choose a different encounter.

Burl Ogres (CR 10): The Hollow Hills are full of many deadly inhabitants, but few are as dangerous as the ogre tribes that dwell in the abandoned mines now called “ogre holes” by locals. Among the most organized and active of these families are the Burls, whose territory comprises no fewer than four complex mining sites stretching across several miles of hilly terrain. The PCs encounter an eager human-hunting party scouring the hills for prey, which the ogres hope to torture back in their lair before finally killing and eating them. The hunters’ leader is Gruggl Burl (use the statistics for an ogre boss on page 155 of the *Pathfinder RPG Monster Codex*), who hopes to impress the family’s patriarch, Grand Pappy Burl, with a prisoner that will “squeal something fierce” when tormented. Two of Gruggl’s brothers and his half-sister accompany him (use the statistics for an ogre brute on page 155 of the *Monster Codex*), and are eager to outdo one another in their brutality. See page 71 for more information about the Burl family and the region’s ogre holes.

Chitinous Queen’s Curse (CR 11): During the course of their exploration of the Hollow Hills, the PCs may encounter a nest of giant ants (*Pathfinder RPG Bestiary* 16) that appears normal upon first glance but whose members deliver a strange curse with their stings in place of the poison normal to creatures of their kind. This curse is the result of the influence of the **Chitinous**

ADDITIONAL ENCOUNTERS

d%	Result	Avg. CR	Source
1–7	1 bulette	7	<i>Bestiary</i> 39
8–15	1d6+1 ankhegs	7	<i>Bestiary</i> 15
16–22	2d4+1 earth mephits	8	<i>Bestiary</i> 202
23–28	2d6 pechs	8	<i>Bestiary</i> 2 206
29–35	1d4 hobgoblin troops	8	<i>Trail of the Hunted</i> 77
36–42	1 greater mud elemental	9	<i>Bestiary</i> 2 121
43–50	1d4 huge earth elementals	9	<i>Bestiary</i> 122
51–58	1 bore worm monarch and 1d6 bore worm swarms	9	See page 82
59–66	1 beastmaster troop	10	<i>Trail of the Hunted</i> 78
67–72	1 clockwork excavator	10	See page 84
73–78	Burl Ogres	10	See below
79–85	1d4 grenadier troops	11	<i>Trail of the Hunted</i> 77
86–91	1 genghryl	11	See page 86
92–98	Chitinous Queen’s Curse	11	See below
99–100	1 atach	12	<i>Bestiary</i> 2 33

Queen (LN female giant nuno ascetic^{B5} monk 11), who has laid claim to the region’s monstrous vermin. The curse functions as nuno’s curse (*Pathfinder RPG Bestiary* 5 132), except it has a save DC of 22 and in addition to imposing a –2 penalty to Dexterity, it creates chitinous swelling around the cursed area that prevents the afflicted creature from regaining hit points via natural healing and from using the Heal skill to stabilize when dying or ending bleed damage (magical healing still works as normal for all three conditions). This curse can be removed via *remove curse* or similar effects with a successful caster level check of 32, or as a standard action by the Chitinous Queen herself.

If any PCs become cursed while encountering a giant ant nest, they may learn of the Chitinous Queen and her rumored lair in a vast anthill deep in the Hollow Hills with a successful DC 30 Knowledge (nature) check or a successful DC 25 Diplomacy check in Longshadow. If they approach the queen’s lair, they find the ants within permissive of their entry into the lair as long as at least one of the PCs bears their sovereign’s curse and the PCs take no hostile actions against the insects. The Chitinous Queen demands tribute in order to remove the curse, usually in the form of a quest on her behalf (perhaps the elimination of a rival or pervasive predator, such as a nearby genghryl [see page 86]) or a small fortune in magic items or gold. For more information on the Chitinous Queen and her domain, see page 70.

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

AGATHION, MULDNAL

This diminutive, small-eyed creature is covered in dense, charcoal-gray fur and wears a dirt-stained smock; its pink nose twitches ceaselessly.

MULDNAL

CR 3

XP 800

NG Small outsider (agathion, extraplanar, good)

Init -1; **Senses** darkvision 120 ft., *detect snares and pits*, low-light vision, tremorsense 30 ft.; Perception +12

DEFENSE

AC 14, touch 10, flat-footed 14 (-1 Dex, +4 natural, +1 size)

hp 38 (4d10+16)

Fort +8, **Ref** +3, **Will** +6; +4 vs. poison

DR 5/evil or silver; **Immune** electricity, paralysis, petrification; **Resist** acid 10, cold 10, sonic 10; **SR** 14

Weaknesses light sensitivity, revulsion

OFFENSE

Speed 20 ft., burrow 40 ft.

Melee mwk quarterstaff +6 (1d4) or bite +5 (1d8 plus paralysis), 2 claws +5 (1d3)

Special Attacks paralysis (1 round, DC 16)

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*detect snares and pits*

3/day—*create pit*^{APG} (DC 13)

1/day—*move earth*, summon (level 4, 1 silvanshee [*Pathfinder RPG Bestiary 2 21*] 35%)

Druid Spells Prepared (CL 4th; concentration +9)

2nd—*control vermin*^{MC} (DC 17), *soften earth and stone*, *summon swarm*

1st—*call animal*^{APG}, *cure light wounds*, *expeditious excavation*, *shillelagh*, *thunderstomp*^{ACG},

0—*detect poison*, *know direction*, *purify food and drink* (DC 15), *stabilize*

STATISTICS

Str 11, **Dex** 9, **Con** 19, **Int** 10, **Wis** 20, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 12

Feats Bludgeoner^{UC}, Vermin Heart^{APG}

Skills Craft (traps) +11, Knowledge (engineering) +11, Knowledge (nature) +7, Perception +12, Stealth +10 (+14 underground), Survival +12; **Racial Modifiers** +4 Craft (traps), +4 Knowledge (engineering), +4 Stealth underground

Languages Celestial, Draconic, Infernal; *speak with animals*, truespeech

SQ dust child, hold breath, lay on hands (2d6, 3/day), wild empathy +1

ECOLOGY

Environment any underground (Nirvana)

Organization solitary, pair, or labor (3-10)

Treasure standard

SPECIAL ABILITIES

Dust Child (Ex) Muldnals are innately attuned to the structure of the earth and stone around them. They gain a +4 racial bonus on Craft (traps) and Knowledge (engineering) checks.

Revulsion (Ex) A muldnal is repelled by the presence of freshly spilled blood. When within 30 feet of a creature that is taking bleed damage, or if a muldnal is taking bleed damage itself, the muldnal must succeed at a DC 17 Will saving throw each round or become shaken until the start of the next round or until the bleeding creature is healed. In addition, a muldnal can't use its burrow or earth glide abilities while under the effects of revulsion. A muldnal that successfully saves against revulsion can't be affected by the same source of blood for 24 hours.

Spells A muldnal prepares spells as per a druid of a level equal to its Hit Dice, with a focus on animal-, earth-, and vermin-related spells.

Muldnals' appearance does not immediately command respect. They stand roughly 3 feet in height, and their wide, dirt-encrusted, clawed hands and equally filthy smocks of undyed linen belie their true extraplanar nature. Dense fur of black, brown, and gray coats their muscular bodies, while a pink nose and whiskers twitch as they sense their surrounding environment, their small black eyes lost in the fur and dirt on their bodies.

While the ferocious leonal agathions guard the portals to Nirvana, the overlooked muldnals tend to the innumerable underground passages of that plane. When found on the Material Plane, a muldnal tends to sites of magical power associated with agriculture and nature. Many people have been fooled by their friendly and furred countenances; when provoked, a muldnal uses both a paralytic bite and command over the earth to drive off its enemies.

ECOLOGY

Formed from the souls of farmers and miners, muldnals continue the agrarian traditions they had in their mortal lives. These souls discovered peace in the ebb and flow of the passage of the seasons, the pace and planning of crops, or discovering the natural wealth beneath the earth, and their skills and talents found their home among the eternal tranquility of Nirvana.

As with other agathions, muldnals appear fully formed in Nirvana, their purpose clear in their minds as they begin their work to correct unduly chaotic or orderly influences in the deep caverns of the plane. With no need to eat or sleep, muldnals tirelessly rearrange passageways to be safer or enhance their natural beauty, improve the fertility of the soil in grasslands, and decompose fallen leaves in Nirvana's primal forests to promote the plane's health.

Pacifists at heart, muldnals prefer to avoid fighting, as the sight and smell of spilled blood repels them. That does not mean they are incapable of defending themselves, though, and they wield clubs, cudgels, quarterstaves, and saps with aplomb. A single muldnal's efforts may be only an annoyance as it harasses intruders,

but an entire labor of muldnals can collapse tunnels or pen in foes while they summon the aid of more powerful allies (often silvanshees or vulpinals). Should a muldnal fall to violence, it collapses into a pile of dirt and crawling insects or worms—returning to the dust that formed its existence and purpose.

HABITAT AND SOCIETY

For the most part, muldnals lead solitary lives, content to repair passageways, enrich soil for farmers, and cast out evil where they find it. Self-appointed as Nirvana's gardeners and caretakers, they also make excellent guides—if they can be found in the first place. Compared to other agathions, muldnals are loners, preferring the company of fey or kami when journeying on the Material Plane.

Muldnals do not feel beholden to any one particular deity or empyreal lord, and unlike other agathions, they don't actually have a representative empyreal lord. Theories abound as to why this might be, but the reclusive nature of the muldnals, as well as their avoidance of bloody conflict, may be reasons why none of them have attained the power of an empyreal lord. They can be found serving followers of Erastil in rural fields, assisting dwarven miners on behalf of Torag, seeking hidden wonders for Benorus, tending gardens and orchards sacred to Halcamora, or aiding monadic devas on the Plane of Earth.

Muldnals can spend their entire existence never seeing another of their kind, but when they do meet, it is a cause for celebration, and perhaps for an extraordinary engineering project. Numerous legendary underground grottos, such as the Cave of a Thousand Stars in Vudra and the Emerald Veldt in Molthune, are the works of muldnal moots. In these locations, the barrier between the Material Plane and Nirvana is much thinner—these are places where enlightenment and perfection can be touched, and therefore, they are sought after by monks and scholars alike.

Muldnals embrace a mentor-apprentice relationship in their society. Experienced muldnals are expected to teach younger muldnals everything they know, and pass it along verbally as they travel and work together. A muldnal traveling by itself leaves knowledge in the stone, constructing cairns of different types of rock, perfectly round corridors, or other earthen works of wonder.

Recently, more muldnals claim to hear Nirvana's earth "call" to them, beckoning them down to a place they do not know. A massive earthen hill, called the Mouldywar, mars one of the verdant grasslands of Nirvana, and it could be that the muldnals are

claiming a spot of their own in the idyllic perfection of that plane.

ELDER MULDNALS

Like other outsiders, muldnals are ageless and live immortal lives on the Outer Planes, ceaselessly carrying out their designated task without complaint. Rarely do they evolve without fully transforming into more powerful variants of agathions, but those who live eons in the dark caverns of Nirvana may grow in both size and prowess, and present an even larger threat to forces that would threaten the subterranean regions of the plane. These elder muldnals often lead small enclaves of other muldnals and take on saintlike qualities in many of their followers' eyes.

Elder (+2 CR): A muldnal elder commands tremendous respect among its kind. It gains the advanced and giant creature simple templates, gains blindsight instead of tremorsense, and can cast *spiked pit*^{APC} as a spell-like ability once per day.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

BORE WORM

Bore worms are a vile breed of subterranean burrowing worm, attacking prey both in their Darklands home and, more rarely, on the planet's surface. Three major variants of the worms exist, each representing a different stage in the creature's long life cycle—the swarm, monarch, and empress stages.

BORE WORM SWARM

Bright green and coated in an opaque yellow slime, this squirming mass of segmented worms leaves a trail of hissing melted stone slag in its wake.

BORE WORM SWARM CR 5

XP 1,600

N Fine vermin (swarm)

Init +2; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 45 (7d8+14)

Fort +7, **Ref** +4, **Will** +3

Defensive Abilities swarm traits; **Immune** acid, mind-affecting effects, weapon damage

Weaknesses vulnerable to water

OFFENSE

Speed 5 ft., burrow 20 ft.

Melee swarm (2d6 plus 1d6 acid and distraction and painful bite)

Space 1/2 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), painful bite (DC 15)

STATISTICS

Str 2, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** —; **CMD** —

SQ compression

ECOLOGY

Environment any underground

Organization solitary, pair, or tremor (1d6 plus 1 bore worm monarch)

Treasure none

SPECIAL ABILITIES

Painful Bite (Ex) Living creatures damaged by a bore worm are racked with panic-inducing pain, gaining the frightened condition (Fortitude DC 15 negates) for 1d6 rounds. The save DC is Constitution-based.

Vulnerable to Water (Ex) Water is lethal to bore worms, which shrivel when exposed to either fresh or salt water. Bore worms take half again as much damage (+50%) from spells and abilities with the water descriptor, and take a -2 penalty on saving throws against spells and abilities with the water descriptor that do not deal hit point damage.

BORE WORM MONARCH

Bright red and coated in an opaque yellow slime, this monstrous worm has a menacing pair of barbed mandibles.

BORE WORM MONARCH CR 7

XP 3,200

N Large vermin

Init -2; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 19, touch 7, flat-footed 19 (-2 Dex, +12 natural, -1 size)

hp 78 (12d8+24)

Fort +10, **Ref** +2, **Will** +4

DR 10/piercing; **Immune** acid, mind-affecting effects

Weaknesses vulnerable to water

OFFENSE

Speed 20 ft., burrow 40 ft.

Melee bite +13 (2d6+7 plus 2d6 acid and painful bite)

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

Special Attacks painful bite (DC 18)

STATISTICS

Str 20, **Dex** 7, **Con** 15, **Int** —, **Wis** 10, **Cha** 2

Base Atk +9; **CMB** +15; **CMD** 23 (can't be tripped)

SQ compression, corrosive wake

ECOLOGY

Environment any underground

Organization solitary, pair, or tremor (1 plus 1d6 bore worm swarms)

Treasure none

SPECIAL ABILITIES

Corrosive Wake (Ex) When a bore worm monarch burrows, it can move through solid material, including stone and metal, as easily as a fish swims through water. It leaves behind a 5-foot-diameter, smooth-sided tunnel coated in acid that deals 1d3 points of acid damage to creatures coming into contact with its surface. This acid lasts a number of rounds equal to the hardness of material it burrowed through.

EMPRESS BORE WORM

Reddish pus oozes from the stained, ochre hide of this immense worm. Thousands of forms wriggle beneath its translucent skin, causing the skin to ripple in a roiling, sickening motion.

EMPRESS BORE WORM CR 10

XP 9,600

N Huge vermin

Init -2; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +3, **Will** +5

Defensive Abilities viviparous birth; **DR** 15/piercing;

Immune acid, mind-affecting effects

Weaknesses vulnerable to water

OFFENSE

Speed 30 ft., burrow 40 ft.

Melee bite +20 (3d6+16 plus 4d6 acid and painful bite)

Space 15 ft.; **Reach** 15 ft.

Special Attacks painful bite (DC 22)

STATISTICS

Str 32, **Dex** 6, **Con** 20, **Int** —, **Wis** 11, **Cha** 5

Base Atk +11; **CMB** +24; **CMD** 32 (can't be tripped)

SQ compression, corrosive wake

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Corrosive Wake (Ex) This ability functions as the bore worm monarch's ability of the same name (see page 82), except it leaves a 10-foot-diameter tunnel in its wake.

Viviparous Birth (Ex) In an effort to preserve the next generation, an empress bore worm violently expunges any young it may be carrying when it dies; these young function as 1d6 bore worm swarms (see page 82). In addition, the empress bore worm explodes in a burst of caustic blood and ichor, dealing 12d6 points of acid damage to all creatures in a 30-foot-radius burst (Reflex DC 22 half). The save DC is Constitution-based.

A single, finger-length bore worm has never been much of a threat to any one creature, but isolated bore worms are found only in laboratories. Bore worm swarms, as they are more commonly encountered, consume organic material with a voracious appetite, tunneling through the earth like water as they reach progressively larger sizes.

ECOLOGY

Bore worms, like many other vermin, provide a necessary function of the natural ecosystem, breaking down rotting plants and animals to form rich loam for farmlands. Their fear-inducing bite can cause the stouthearted to lose faith, with the mere threat of them sometimes enough to coerce information out of a torturer's victim. Bore worms are edible and easily killed with water, though the taste varies from "chicken" to "sweaty feet."

In their juvenile stage, bore worms congregate in an undulating morass of sticky slime. At this stage, they can be prevented from growing into their next stage simply by providing them with a steady food supply. Lack of a food supply triggers their next stage of growth, and the bore worm swarm cannibalizes itself, with one bore worm emerging victorious as a bore worm monarch.

At this point in their lives, bore worm monarchs have a driving need to consume as much as they possibly can, and are able to consume gemstones and metals, building up fat reserves for breeding. Bore worm monarchs excrete a pheromone-heavy acid slime

that repels other bore worms, giving the creatures the appearance of being territorial. In truth, bore worms lack the intelligence to truly recognize one location from another, though two bore worm monarchs that get too close to one another risk making a meal of each other as they voraciously feed. Eventually, bore worm monarchs turn on the swarms, eating them until they reach the next and final stage of their lives.

Empress bore worms, the largest and eldest members of the species, live short lives in their final stage of development. Eating their own kind acts to perpetuate their species, and after a week-long torpor, empress bore worms hungrily devour everything in their path to find a suitable spot to nest—and die. They are then eaten from within by the live bore worm swarms they birth, and the fat reserves they built up during their monarch stage serve as fuel at the end of their lives.

ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

ANDREGASH BESTIARY



CLOCKWORK EXCAVATOR

Set atop spoked wheels, this huge contraption has two hinged arms that appear to be designed to shovel rocks into its open maw. Gleaming drills set around the construct's base look like they could easily break apart stone, and a gleaming scope of dark-hued glass projects from the end of a jointed arm.

CLOCKWORK EXCAVATOR

CR 10



XP 9,600

N Huge construct (clockwork)

Init +3; **Senses** darkvision 60 ft., low-light vision, metal sense 120 ft.; Perception +0

DEFENSE

AC 23, touch 9, flat-footed 21 (-1 Dex, +2 dodge, +14 natural, -2 size)

hp 111 (13d10+40)

Fort +4, **Ref** +5, **Will** +4

DR 10/adamantine; **Immune** acid, construct traits, fire

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft., burrow 10 ft.

Melee 2 slams +21 (1d8+10 plus grab), drill +21 (2d6+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks explosive charge 3/day, pulverizing ray (30-ft. line, 6d8 sonic damage, Reflex DC 16 for half, usable every 1d4 rounds), swallow whole (2d6 bludgeoning damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 7

Base Atk +13; **CMB** +25; **CMD** 36

Feats Improved Initiative[®], Lightning Reflexes[®]

SQ difficult to create, superior craftsmanship, swift reactions, winding

ECOLOGY

Environment any land

Organization solitary or crew (2-4)

Treasure incidental

SPECIAL ABILITIES

Explosive Charge (Su) A clockwork excavator can create alchemical explosives that aid it in clearing particularly dense areas of rock. Three times per day, an excavator can launch a cylindrical explosive charge as a ranged attack, targeting any grid intersection within 30 feet. A thrown charge detonates 1d4-1 rounds after being released (a result of 0 causes it to detonate upon impact), creating a 10-foot burst that deals 2d6 points of fire damage and 2d6 points of bludgeoning damage (bypassing objects' hardness). Creatures in the blast radius can attempt a DC 16 Reflex saving throw for half damage. The save DC is Constitution-based.

Metal Sense (Su) When a clockwork excavator is wound, the operator can place 1 pound of one type of gem, metal ore, or mineral in the construct's headpiece, keying the clockwork to search for the desired material within 120 feet. If the construct does not immediately

sense the presence of its target, it begins searching in a clockwise spiral from its activation point outward until it needs to be wound again (barring any other instructions from its operator). Placing an artificial or mixed material, such as steel, bronze, or alloyed coins, in the construct's head keys the excavator to one of the material's base elements (at random) and the creature has a cumulative 5% chance of going berserk every hour of operation. A berserk excavator goes on a rampage, attacking the nearest living creature or object, then moving on to spread more destruction until it needs to be wound again.

Pulverizing Ray (Su) A clockwork excavator can make short work of obstacles in its way with a powerful sonic ray. This functions as a breath weapon usable every 1d4 rounds.

Superior Craftsmanship (Ex) Clockwork excavators are designed to be able to break apart almost any material as part of their mining duties. The drill bits on a clockwork excavator are crafted from adamantine and ignore all hardness, and the construct does not rust.

The product of greed and invention, clockwork excavators are designed to strip-mine an area in pursuit of mineral wealth. Found in areas where such desires override any concern for the natural environment, clockwork excavators are durable, tough, and purpose-driven.

ECOLOGY

The original inventors of clockwork excavators worked hand in hand with experienced miners to determine the most beneficial abilities for such a contraption. Able to work day and night in complete darkness with no fear of poisonous gas pockets in mine shafts, these constructs can find a vein of diamonds, gold, or iron, place the raw ore into its storage compartment, and haul it back to its operators with no risk to life or limb.

As clockworks, these constructs are able to take more complex commands than a lesser construct might be able to, and can easily distinguish friend from foe. However, unscrupulous owners might opt to store iron in the clockwork excavator's headpiece and set it loose in a populated area, turning this industrial clockwork into an impromptu weapon as it attempts to feed steel armor and weapons into storage—with their owners still attached. The clockwork excavator is only as good as the instructions it is given, and disregarding safety in favor of acquiring more wealth is always a temptation. Such attempts come with their own risks, of course, as a complex metal placed in the clockwork can cause it to go berserk, rampaging without control through narrow, inescapable mining tunnels.

The nature of the clockwork excavator is such that the creator can easily swap out the tools at the end of the

excavator's arms. Picks, saws, and shovels are all common replacements, and pulley systems to lift heavy loads from the bottom of a quarry are not unheard of. Many clockwork inventors specializing in these excavators hope to eventually include within their creations a means to process the raw ore. As of yet, that goal has not been achieved, as the complexities of including a hot smelter among all the delicate gears has proven difficult, and the failures have been explosive and fiery.

HABITAT AND SOCIETY

Being constructs, clockwork excavators have no society of their own, and they can be found wherever their skills are needed, usually owned by someone with both deep pockets and an engineer on staff to maintain the complicated machinery. A few inventors make a tidy living moving their clockwork excavators from site to site, renting out an excavator for one winding of the key before moving on.

Traditional miners view clockwork excavators and their creators as a threat to their way of life—others, as the inevitable future. The constructs are often the target of sabotage attempts, but many attempts are cut short when the would-be saboteurs realize that a clockwork excavator is very capable of defending itself.

Purpose-built to find specific minerals, a clockwork excavator can search for only inorganic material, with gemstones and metal ores being the most common. Complex locks are often added to the headpiece to prevent any malicious altering of its target, as the clockwork excavator is fairly indiscriminate in pursuit of its goal. In 4702 AR, a Nirmathi inventor by the name of Kyrdu Bellhorn was hanged after the iron ore in his excavator was replaced with gold coins and the construct massacred several wealthy merchants. His excavator was dismantled and sold as scrap by followers of Brigh, who then distributed the proceeds to the victims' families.

Dwarves and followers of the clockwork goddess Brigh most often create clockwork excavators, though dwarves who do so can earn the ire of traditionalists who frown upon mechanical automatons taking the place of skilled workers. Brigh and her followers, on the other hand, have no such compunctions holding them back, and have yet to let tradition stymie innovation or engineering triumphs. Clockwork-focused engineers from across the Inner Sea have received invitations to Absalom for a conference in the summer of 4717

AR, where they can meet with like-minded peers and show off their work. More importantly, High Clockmother Llanalir of Alkenstar will be attending to judge a contest, with hopes of finding new ideas and clockwork innovators from beyond Alkenstar's borders by offering the winner a workshop in Alkenstar City. The opportunity to work in Alkenstar with both the High Clockmother and the nearby dwarves of Dongun Hold has already attracted countless contestants to the city, where they tinker in preparation for the pending festivities.

CONSTRUCTION

When creating a clockwork excavator, the creator must obtain adamantite drill bits worth 10,000 gp, in addition to acid- and fire-resistant clockwork components worth 10,000 gp.

CLOCKWORK EXCAVATOR

CL 10th; Price 140,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, fabricate, geas/quest, locate object, shatter*, creator must be at least caster level 10th; **Skill** Craft (clockwork) DC 20; **Cost** 80,000 gp



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

NADREGASH

BESTIARY

GENGHRYL

A mix of burly and slender tentacles extend from the body of this large, wormlike creature. Rows of frightful fangs line the maw beneath its sharp beak.

GENGHRYL

CR 11



XP 12,800

N Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +16

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 152 (16d10+64)

Fort +14, **Ref** +12, **Will** +9

DR 5/piercing or slashing; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee bite +20 (2d8+5), 4 tentacles +19 (1d8+2 plus grab or pull)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacle)

Special Attacks constrict (1d8+2), disturbing vocalizations, pull (tentacle, 5 ft.), sinkhole

STATISTICS

Str 20, **Dex** 15, **Con** 19, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +16; **CMB** +22 (+26 grapple); **CMD** 34 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Disguise, Perception), Weapon Focus (tentacle)

Skills Disguise +9 (+17 as burrowing animals), Perception +16, Stealth +5 (+10 underground); **Racial Modifiers** +8 Disguise as burrowing animals, +5 Stealth underground

Languages Terran (can't speak)

SQ compression, lure tentacles

ECOLOGY

Environment any plains

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Disturbing Vocalizations (Su) A genghryl can emit different sounds from its lure tentacles, allowing it to mimic the barks, howls, shrieks, yips, and other noises common among burrowing mammals. Additionally, once per round as a free action, it can also use one of its tentacles to target a creature with one of two sounds, imposing either the frightened or stunned condition for 1d6 rounds unless the target succeeds at a DC 20 Will save. A creature that successfully saves cannot be affected by the same genghryl's disturbing vocalizations for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Lure Tentacles (Ex) A genghryl has a number of specialized tentacles equal to half its Hit Dice. It uses these tentacles to animate and manipulate the corpses of Small or smaller creatures and to emit its disturbing vocalizations.

A genghryl typically uses these tentacles to maintain the illusion that a colony of burrowing animals is alive and well, drawing in larger, predatory animals. When it uses animals' corpses in this way, it gains a +8 bonus on Disguise checks (in addition to its normal racial bonus). Although the genghryl can animate Small humanoids in this manner, it does not gain the additional bonus on Disguise checks when doing so. Severing a lure tentacle requires a sunder attempt with a slashing weapon targeting the tentacle. A lure tentacle is considered a separate weapon with hardness 0 and hit points equal to the genghryl's Hit Dice (typically 16 hp). To sever a tentacle, an opponent must deal enough damage to reduce the tentacle's hit points to 0 or fewer. Severing a tentacle deals an amount of damage to the genghryl's body equal to its Hit Dice. A genghryl with no remaining lure tentacles can't use its disturbing vocalizations.

Sinkhole (Ex) A genghryl can cause an adjacent area of the ground above it (up to a 10-foot-by-10-foot square) to collapse, dropping any creatures in the affected squares into a 10-foot-deep hole unless they succeed at a DC 23 Reflex save, as though they had been subjected to the effects of a pit trap. The genghryl waits adjacent to the bottom of the pit and can immediately make a single melee attack against the flat-footed AC of one creature that fell in. A creature that fails the Reflex save by 5 or more also falls prone. The save DC is Strength-based.

Genghryls are subterranean, wormlike creatures that use specialized tentacles to lure and weaken their prey. Genghryls are to verdant lands what seaweed sirens (*Pathfinder RPG Bestiary* 4 235) are to shipping lanes or wolves-in-sheep's-clothing (*Pathfinder RPG Bestiary* 3 285) are to plentiful woodlands—a menace.

A genghryl's mottled, pinkish-brown body is about 3 feet wide at the front and tapers down to its tail, resembling a hideous segmented worm. Its head consists of a tooth-lined opening behind a sharp beak, which is surrounded by four powerful tentacles and three black eyes spaced evenly around it. A number of longer, thinner tentacles sprout from the segment just behind the genghryl's head. The older and larger the genghryl, the more tentacles it has.

An adult genghryl weighs approximately 300 pounds.

ECOLOGY

Genghryls live below ground and, although they prefer temperate or warm climates, can survive nearly anywhere that isn't flooded, frozen, or scalding. Their adaptations make them suited to regions where they can take over colonies of small, burrowing mammals like groundhogs, meerkats, prairie dogs, and similar prey animals.

When a genghryl moves into an area, it uses its tentacles to subdue and then strangle a colony of mammals. Instead of eating these creatures, the genghryl inserts

each of its lure tentacles into one of the corpses and animates it. The genghryl manipulates these corpses so it appears the mound is inhabited by active but careless creatures. It then hollows out the ground beneath the burrow, weakening key points, and waits for a predatory animal—like a badger, fox, or something larger—to notice the potential prey.

When its prey gets close enough to the burrow, either to capture an easy meal or to investigate the animals' strange behavior, the genghryl collapses the ground beneath its victim. The victim falls into the pit, where the genghryl waits to grab it. If an approaching creature is too strong or dangerous, the genghryl can emit shrieking noises from its lure tentacles to either weaken or frighten away the threat.

A genghryl's lure tentacles don't keep the dead animals from decaying, so it must eventually abandon a depleted den and seek out fresh lures. The number of animals a genghryl can manipulate is limited to the number of lure tentacles it has. Although genghryls typically use Tiny animals, they can manipulate creatures as large as humanoids. The genghryl's primitive intelligence might even allow it to approximate some basic humanoid behaviors. A massive genghryl living beneath a lonely village could pose a horrifying threat to weary travelers.

Genghryls require large hunting areas and are fiercely territorial. They are hermaphroditic, like earthworms, and mating is the only reason two genghryls will tolerate one other's presence. After mating, each genghryl lays a clutch of slime-covered eggs beneath a small, active burrow on the edge of its territory. The first genghryl to hatch eats the other eggs, feeding on its siblings to gain strength, then attacks the nearby burrow and begins its own predation.

HABITAT AND SOCIETY

The earliest records of creatures like genghryls come from stories of the Warabutu tribe of Rechiend's Plains, between the Mwangi Jungle and the Kaava Lands (*Pathfinder Campaign Setting: Heart of the Jungle* 28). The tales speak of a "tunneling horror" that snatches hunting dogs, cattle, and even people. The Warabutu claim that the colonies of giant ants found on the plains feed on the tunneling horrors, keeping their numbers in check.

Within the past several years, genghryls have begun appearing in the Plains of Molthune. The name genghryl is a composite word that borrows from Hallit and refers loosely to a tunneling horror. The creatures have multiplied at an alarming rate, and the locals' lack of experience

with them puts people at great risk. This danger only compounds the problems posed by the labor shortage in Molthune's breadbasket.

The local lords believe that someone—probably one among them—accidentally brought genghryl eggs from the Mwangi Expanse, perhaps mixed in with seeds or some other product intended to boost production on their lands. Without any giant ants to serve as natural predators, the creatures hatched and began preying on the prairie dogs and other regional creatures, including people. Word of this threat has reached the imperial governor in Canorate, who is offering a substantial reward to anyone who can exterminate the genghryls without introducing aggressive giant ants to Molthune. The imperial governor is also offering a slightly smaller reward to whoever identifies the fool who brought the genghryls to Molthune in the first place.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

ADREGASH

BESTIARY

GLIMMERHOLLOW

An acidic tang fills the air of this small, glittering cave. Several extremely sharp formations are as large as a human head.

GLIMMERHOLLOW

CR 9



XP 6,400

N Huge ooze (earth, extraplanar)

Init -5; **Senses** blindsight 30 ft., tremorsense 60 ft.; Perception -5

Aura hypnotic lure (30 ft., DC 18)

DEFENSE

AC 15, touch 3, flat-footed 15 (-5 Dex, +12 natural, -2 size)

hp 119 (14d8+56)

Fort +8, **Ref** -1, **Will** -1

DR 10/—; **Immune** acid, cold, ooze traits; **Resist** electricity 20, fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 5 ft., burrow 5 ft.

Melee slam +11 (3d8+4/18-20 plus pull)

Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf (DC 20, 6d8 piercing/slashing and 2d6 acid), pull (slam, 5 ft.), razor sharp

STATISTICS

Str 16, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 20 (can't be tripped)

Skills Stealth -3 (+7 underground); **Racial Modifiers** +10 Stealth (+20 underground)

SQ freeze (as geode)

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary

Treasure double (gems and crystals)

SPECIAL ABILITIES

Brittle (Ex) Attacks that deal bludgeoning or sonic damage can inflict critical hits on a glimmerhollow. The glimmerhollow remains immune to precision-based damage, such as damage from sneak attacks.

Engulf (Ex) A glimmerhollow can attempt to engulf all creatures adjacent to it at the start of its turn, provoking attacks of opportunity as normal. Each target that does not make an attack of opportunity must succeed at a DC 20 Reflex saving throw to avoid being trapped and take a free 5-foot step away from the glimmerhollow. Engulfed creatures are pinned and risk suffocation, and they take 6d8 points of piercing and slashing damage from the creature's crystal formations and 2d6 points of acid damage from its digestive secretions each round. The save DC is Strength-based.

Hypnotic Lure (Ex) The scintillating colors of the crystals on the glimmerhollow's interior create a mesmerizing display that further entices its prey. All creatures within 30 feet of the glimmerhollow must succeed at a DC 18 Will saving throw or move at their full speed toward the crystal formation until they are adjacent to it. A creature that successfully saves cannot be affected by the same glimmerhollow's hypnotic

lure for 24 hours. If the glimmerhollow loses more than half its hit points from sonic damage, it loses the use of this ability until it is fully healed. This is a visual mind-affecting compulsion effect. The save DC is Charisma-based and includes a +6 racial bonus.

Razor Sharp (Ex) A glimmerhollow's slam attack deals both piercing and slashing damage and threatens a critical hit on a roll of 18-20.

Travelers on the Plane of Earth or in the Darklands may be familiar with carnivorous crystals—crystalline oozes that prey on living creatures to gruesomely hasten their own reproduction. Less known, even among the greatest planar scholars, is that carnivorous crystals are not the only oozes that hail from the Plane of Earth and gain sustenance from living things.

Unlike their more aggressive cousins, the carnivorous geodes known as glimmerhollows rely entirely on the enticement of rich mineral deposits to attract prey. They still leach minerals from the earth around them for food, but they use some of those minerals to grow wondrous crystal formations. Creatures that lust after such treasures, either for wealth or for food, find that the glimmerhollow relishes the minerals in their bodies above all else.

A mature glimmerhollow can cover the inside of a 10-foot cube and weighs a staggering 100,000 pounds.

ECOLOGY

Glimmerhollows are among the rare ooze creatures that were not spawned by the careless experimentation of renegade wizards. Like carnivorous crystals, they originated on the Plane of Earth, but even in those endless tunnels, glimmerhollows are fairly uncommon. Of course, it is precisely because they are not well known that glimmerhollows manage to survive.

A glimmerhollow hunts by moving into a small cavern or similar space and spreading itself over the chamber's interior, covering the walls, floor, and ceiling, while leaving an opening for prey to enter. If no natural cave of sufficient size is available, the glimmerhollow wedges itself into a crack or fissure, spending a day or more to slowly burrow and consume enough earth and rock to create a niche for itself. Once inside, it uses consumed minerals to grow a layer of crystals on its inner surface.

These crystals are spectacular to behold. The formations can be heavy and impressive or thin and delicate. They may be squat clusters or sharp spikes. Whatever form they take, the crystals create the false image of a massive geode, filled with some of the purest, most exquisite specimens ever seen. Some of the crystals even possess an inherent luminosity, causing the whole space to glint and sparkle. The glimmerhollow can use this luminosity to generate a hypnotic effect that draws in victims.

Like other oozes, glimmerhollows can produce pseudopods to defend themselves, often using them to

drag victims that resist the other lures into their central cavities. Glimmerhollows prefer, however, to let greed, hunger, or their hypnotic power bring in targets. Once the prey is inside, an ooze quickly snaps the trap shut. The crystals that once promised treasure now serve as lacerating gizzard stones. Victims are macerated and mixed with acidic digestive fluids to break them down into their constituent mineral elements, which the glimmerhollow absorbs. The process usually kills the prey quickly, either through injury or suffocation, but digestion can take several days, depending on the size of the creature's meal.

On the Plane of Earth, glimmerhollows prey on the plane's native creatures that eat rocks and gems. In general, this means crysmals (*Pathfinder RPG Bestiary* 2 61) and xorns, though they demonstrate a preference for xorns. If a crysmal is inside a glimmerhollow and a xorn is nearby, the ooze will wait long enough for the crysmal to escape, hoping to fool the xorn into thinking its chamber is a safe place to gather food. On the Material Plane, glimmerhollows rarely encounter xorns, but they have developed a taste for living creatures, whose bodies contain several delectable minerals as well as carbon, which it can also convert into crystalline materials.

Glimmerhollows reproduce by a form of mitosis. Given time and enough food, mature glimmerhollows grow to about one and a half times their adult size. Then the ooze splits, forming two identical creatures that slither into the darkness to feed on rock and mineral deposits until they are big enough to make geode traps of their own.

HABITAT AND SOCIETY

Glimmerhollows are solitary creatures and have no discernible culture or society. Their method of feeding requires them to stay far apart from one another unless food is abundant. Generally, if two glimmerhollows encounter one another, they will fight until one kills or drives out the other.

Glimmerhollows relocate when an area has been exhausted of prey. Over time, they may come across well-traveled paths. They instinctively avoid areas that are too busy, instead keeping to hidden paths and niches nearby. This allows them to capture the occasional curious, unwary traveler without drawing too much attention to themselves.

TREASURE

Although the crystal formations inside a glimmerhollow's trap serve the creatures as lures, many of them do have great monetary value. After slaying a glimmerhollow, characters can harvest a small trove of precious and semiprecious gems and crystals. These

are mainly grade 3, 4, or 5 crystals, but at least one gem will be a greater precious gem (grade 6) worth at least 3,500 gold pieces (see Appendix 2 of *Pathfinder RPG Ultimate Equipment*.)

In perhaps one or two out of a hundred cases, a glimmerhollow's strange anatomy produces an extremely rare crystal, like a blue garnet, red emerald, or brilliant green diamond. Such a specimen could be worth more than 10,000 gold pieces simply for its rarity, but these gems are also prized by alchemists who can use them in elixirs, potions, tinctures, or even wondrous items. In Sothis, **Atet-Anath** (N female human alchemist^{APG} 9) is adept at using powdered gemstones to enhance her potions, and claims some of her most spectacular results came from gems harvested from a glimmerhollow. Rumors circulate that she is seeking a way to capture and contain a glimmerhollow so she can study it and determine how to influence the crystals it produces.



ASSAULT ON LONGSHADOW

FOREWORD

PART 1: SAFEHAVEN

PART 2: SCOUTING THE HOLLOW HILLS

PART 3: JEWEL ON THE MARIDETH

PART 4: UNDERMINING THE LEGION

PART 5: THE BATTLE OF LONGSHADOW

NPC GALLERY LONGSHADOW

HADREGASH

BESTIARY

TROOPS, IRONFANG LEGION

These organized troops serve the Legion to greater effect than their individual members could on their own.

HOBGOBLIN PHALANX TROOP

Hobgoblin soldiers who excel in Ironfang Legion regiments are promoted to serve in the Ironfang Phalanx. These soldiers are in much better physical condition than typical Ironfang Legion soldiers and are trained in specialized shield and spear techniques, allowing them to erect a nearly impenetrable shield wall while still keeping their spears up and ready to strike.

HOBGOBLIN PHALANX TROOP CR 10



XP 9,600

LE Medium humanoid (goblinoid, troop)

Init +8; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 25, touch 14, flat-footed 21 (+9 armor, +4 Dex, +2 shield)
hp 126 (12d8+72)

Fort +13, **Ref** +8, **Will** +12

Defensive Abilities close ranks, troop traits

OFFENSE

Speed 20 ft.

Melee troop (3d6+5 plus trip)

Space 20 ft.; **Reach** 10 ft.

Special Attacks tripping spears, volley

STATISTICS

Str 20, **Dex** 19, **Con** 20, **Int** 13, **Wis** 22, **Cha** 9

Base Atk +9; **CMB** +14 (+16 trip); **CMD** 28 (30 vs. trip)

Feats Combat Expertise, Deflect Arrows, Improved Initiative, Improved Trip, Improved Unarmed Strike, Toughness

Skills Intimidate +11, Perception +18, Stealth +20; **Racial Modifiers** +4 Stealth

Languages Goblin

ECOLOGY

Environment any land

Organization solitary, pair, or legion (3-8)

Treasure standard

SPECIAL ABILITIES

Close Ranks (Ex) A hobgoblin phalanx troop can adopt a defensive position as a move action. This doubles the troop's shield bonus to AC and grants it DR 5/— until the beginning of its next turn. While adopting this defensive posture, the hobgoblin phalanx troop's speed is reduced to 5 feet.

Tripping Spears (Ex) Hobgoblin phalanx troops are adept at using their spears to knock creatures off their feet. The troop's troop attack gains the trip weapon quality.

Volley (Ex) A hobgoblin phalanx troop can fire a volley of arrows as a standard action. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. Each creature in any of these lines takes 4d6 points of piercing damage per line that hits it (Reflex DC 20 half). The save DC is Dexterity-based.

MORLOCK SWARMER TROOP

While all morlocks are adept at fighting as a group and swarming against enemies, Kosseruk's training has whipped these morlocks into a cohesive troop, making them particularly deadly. It is unlikely the morlock troops would function were it not for Zanathura's influence.

MORLOCK SWARMER TROOP CR 7



XP 3,200

CE Medium monstrous humanoid (troop)

Init +5; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 18, touch 16, flat-footed 12 (+5 Dex, +1 dodge, +2 natural)
hp 85 (9d10+36)

Fort +6, **Ref** +11, **Will** +10

Defensive Abilities troop traits

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee troop (4d6+3)

Space 15 ft.; **Reach** 5 ft.

Special Attacks leap attack, swarming

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +12; **CMD** 28

Feats Acrobatic, Dodge, Iron Will, Mobility, Toughness

Skills Acrobatics +18 (+22 when jumping), Climb +25, Stealth +11 (+15 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, or tribe (3-6)

Treasure standard

SPECIAL ABILITIES

Expert Climber (Ex) A morlock swarmer troop can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, the troop is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the +8 racial bonus on Climb checks normally afforded creatures that have a climb speed.

Leap Attack (Ex) As a standard action, a morlock swarmer troop that succeeds at an Acrobatics check can move as per the results of that check, making either a long jump or a high jump as normal. The troop must move horizontally in a straight line during its jump. This movement does not provoke attacks of opportunity. When using this ability, the morlock swarmer troop can deal troop damage to any creature it is adjacent to over the course of the jump. This does not allow the morlock swarmer troop to deal troop damage to a creature more than once per round.

Swarming (Ex) Much of the morlock swarmer troop's damage comes from sneak attacks made by its constituent members as they climb over one another, confusing their prey. Against creatures that cannot be flanked or that are immune to critical hits, sneak attacks, or precision-based damage, the morlock swarmer troop's attack damage is reduced to 2d6.

WARMAZE DISCIPLES TROOP

Kosseruk's philosophy of war as a labyrinth has earned her many followers among the Ironfang Legion's minotaurs. The most dedicated of these are the Warmaze Disciples. While most Warmaze Disciples have training as barbarians, they eschew the mindless violence associated with that role and focus on honing their rage to a deadly point.

WARMAZE DISCIPLES TROOP CR 11

XP 12,800

CE Large monstrous humanoid (troop)

Init +5; **Senses** darkvision 60 ft.;
Perception +13

DEFENSE

AC 25, touch 11, flat-footed 23 (+6 armor, +1 Dex, +1 dodge, +8 natural, -1 size)

hp 152 (16d10+64)

Fort +11, **Ref** +11, **Will** +12

Defensive Abilities natural cunning, troop traits

OFFENSE

Speed 30 ft.

Melee troop (4d6+8)

Space 20 ft.; **Reach** 5 ft.

Special Attacks javelin barrage, powerful charge, rage

STATISTICS

Str 26, **Dex** 13, **Con** 18, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +16; **CMB** +25; **CMD** 37

Feats Dodge, Extra Rage, Great Fortitude, Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Skill Focus (Intimidate)

Skills Intimidate +32, Perception +13, Stealth +5, Survival +12; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

ECOLOGY

Environment any mountains or underground

Organization solitary, pair, or force (3-6)

Treasure standard

SPECIAL ABILITIES

Javelin Barrage (Ex) As a move action, a Warmaze Disciples troop can hurl a barrage of javelins. This attack takes the form of up to four lines with a range of 100 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines take 4d6 points of piercing damage (Reflex DC 19 half). The save DC is Dexterity-based.

Natural Cunning (Ex) A Warmaze Disciples troop can never be caught flat-footed.

Powerful Charge (Ex) As a standard action, a Warmaze Disciples troop can move in a straight line up to its speed. If the troop moved at least 10 feet and did not cross any difficult terrain, its troop damage increases to 8d6+8 until the end of the round.

Rage (Ex) Once per day as a free action, a Warmaze Disciples troop can whip itself into a frenzy, increasing all damage it deals by 1d6, gaining a +2 bonus on Fortitude and Will saving throws, and gaining 32 temporary hit points. While raging, the troop takes a -2 penalty to AC and can't use any ability that requires patience or concentration, or any Charisma-, Dexterity-, or Intelligence-based skills other than Acrobatics, Fly, Intimidate, and Ride. These effects last for 16 rounds or until the troop dismisses them.



ASSAULT ON
LONGSHADOW

FOREWORD

PART 1:
SAFEHAVEN

PART 2:
SCOUTING THE
HOLLOW HILLS

PART 3:
JEWEL ON THE
MARIDETH

PART 4:
UNDERMINING
THE LEGION

PART 5:
THE BATTLE OF
LONGSHADOW

NPC GALLERY
LONGSHADOW

HADREGASH

BESTIARY

NEXT MONTH

SIEGE OF STONE

By Thurston Hillman

The Ironfang Legion's secret weapon has been revealed! An ancient dwarven artifact known as the *Onyx Key* allows the hobgoblins to move their forces hundreds of miles at a time, completely unseen. Whatever secrets—and vulnerabilities—the *Onyx Key* may have lie sealed within the dwarven Sky Citadel of Kraggodan. To enter the besieged fortress-city, the heroes must brave the dangers of the Darklands, from duergar slavers to morlock fanatics and their slithering god. Yet what the heroes seek remains hidden in long-abandoned corners of the city, now dominated by horrors from deep below!

KRAGGODAN

By Thurston Hillman

Delve into this dwarven Sky Citadel with a thorough gazetteer of the fortress settlement's history, geography, inhabitants, defenses, and ancient secrets. From the mountaintop marketplace known as the Upper Fastness to the city's subterranean palaces, Kraggodan is sure to inspire countless adventures!

ECOLOGY OF THE NAGA

By Patchen Mortimer

Long have the humanoid-headed, serpentine aberrations known as nagas intrigued the civilized peoples of Golarion, from their mythical origins in ancient Vudra to their establishment of the kingdom of Nagajor in the Dragon Empires. This in-depth look at naga history, physiology, religion, and society sheds light on the enigmatic race's many variants. Discover how nagas fit into the Pathfinder campaign setting and prepare to be mesmerized by their mystery, cunning, and innate magical abilities!

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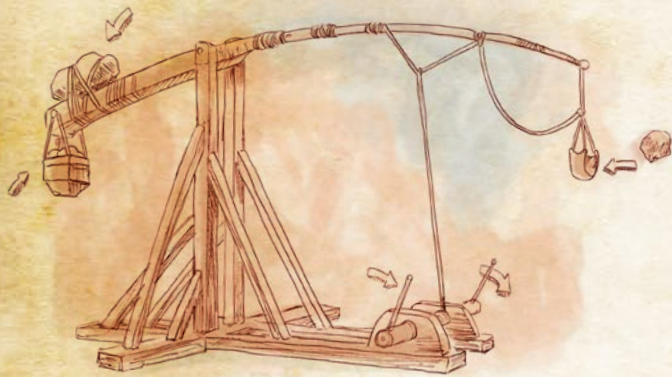
IRONFANG RECRUIT MANUAL

ENTRY 9-2: SIEGECRAFT

Now that you understand the basics of establishing a siege camp, we're going to be looking at the heavy weaponry you'll need. Whatever shape these weapons take, the idea is to combine the power of a dozen hardy soldiers into a single, powerful blow.

Remember, your enemies have walls because they don't have spines. Once they're sealed in, they're prey waiting to be flushed, and your job is to spook them like rabbits or turn every brick in their walls into a headstone.

Look at your target settlement's layout to identify its key resources and vulnerabilities, and array your weapons accordingly.

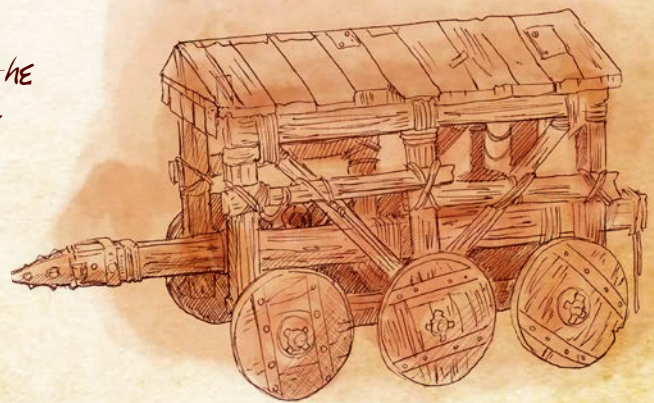


TREBUCHET

Only a damn fool builds walls without a roof. While trickier to build, the trebuchet delivers anything you want over the enemy's precious walls. Target infrastructure or rain down lead shot, or just hurl a few rotting corpses and let pestilence be your sword arm.

BATTERING RAM

Every wall's weakest point is where the vermin go in and out. A solid ram pools the strength of an entire unit, with a little help of its own to boot. Six soldiers with a ram can punch their way through a gate even a giant couldn't manage.



If this is your first trip into the field, your only rule is **HANDS OFF!** Siege engines are powerful, heavy, and labor-intensive to create, so if you don't know what you're doing, keep your distance unless taking direct orders! Never forget: Ammunition is worth a damn sight more to your company than privates.



NO QUARTER GIVEN

Longshadow, a wealthy refinery town, now faces the perils of war. If the Ironfang Legion seizes the walled settlement, its grip will tighten across all of Nirmathas, and the local mines and refineries will grant it enough raw materials to fuel its engine of war indefinitely. But the Legion's heavy focus on Longshadow leaves its flanks vulnerable to a campaign of sabotage and harassment! Can the PCs end the hobgoblin siege, and in the process discover the secret behind the Ironfang Legion's lightning-quick raids and unseen troop movements?

This volume of Pathfinder Adventure Path continues the Ironfang Invasion Adventure Path and includes:

- "Assault on Longshadow," a Pathfinder adventure for 8th-level characters, by Benjamin Bruck and Thurston Hillman.
- A gazetteer detailing Longshadow's history, plus its diverse denizens and locales, by Thurston Hillman.
- A look at the faith of Hadregash, the goblinoids' herogod of domination and slavery, by Jason Keeley.
- A bestiary packed with new troops and threats from across Nirmathas and beyond, by Benjamin Bruck, Liz Courts, and Paris Crenshaw.



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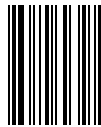
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