

PATHFINDER CAMPAIGN SETTING™



LANDS OF CONFLICT

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REFERENCE

This book refers to several 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.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 4</i>	B4
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



ON THE COVER

A Molthuni soldier brings her halberd to bear against a terrified Nirmathi militia member as a rural rebel village goes up in flames in this breathtaking cover by Ralph Horsley.



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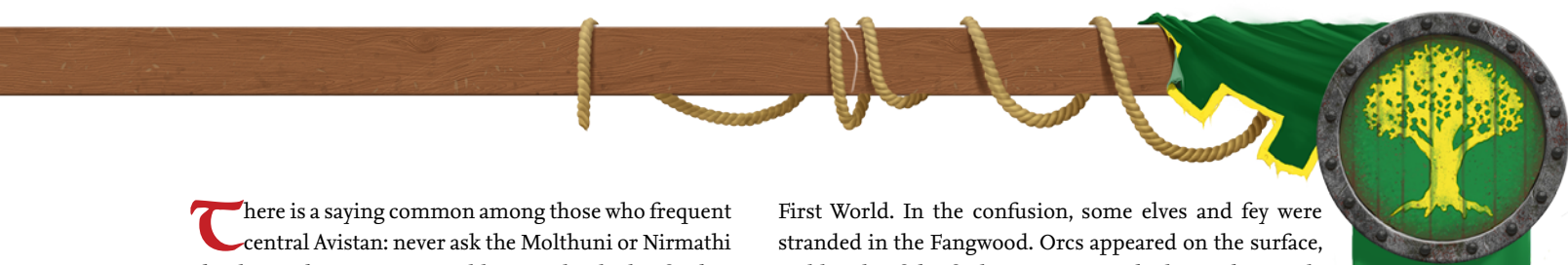
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A LAND DIVIDED

A tree cleft in twain can never again grow, and a land divided so violently can never be reconciled. But it's not reconciliation that either side in this matter wants or needs. Mothune claims to seek accord but yearns for domination; it covets the feeling of its boots trampling on rebel Nirmathi throats. Nirmathas preaches an ideal of independence, but its disparate fingers cannot help but dip hungrily into spilt Mothuni blood. Time and again, the enemies perform their macabre dance, each waltzing around a halved trunk, never realizing their movements are what keeps nascent growth from taking root. For both sides, surrendering to their enemies—ceding even an inch of moral ground, to say nothing of physical territory—would be suicide of the soul.

—Historian Rutha Osper, *Nations at War*



There is a saying common among those who frequent central Avistan: never ask the Molthuni or Nirmathi what keeps their nations at odds. To individuals of either nationality, the matter has remained simple for the better part of a century. The Molthuni assert that they simply seek to reunite the land that petulant revolutionaries tore apart. The Nirmathi claim to wish nothing more than freedom from greedy imperialists' grasp. Always, each side says the other is unreasonable and violently wrong. The truth, however, is far more nuanced; both declarations are gross oversimplifications, and neither accurately captures the region's political status or history. When it comes to Molthune and Nirmathas, beneath the surface of jingoistic assertions and nationalistic pride churns a conflict as deep and complex as any to be found among the nations of the Inner Sea region.

Ideology—a fundamental clash of principles, and the stubborn belief that one side is infallibly right—distinctly and profoundly separates Molthune and Nirmathas. Molthune values law and order above all else. The expansionist Molthuni crave victories to satisfy their egos, and they seek to bend other nations to their will. The independent Nirmathi value self-governance and freedom, and they fight tirelessly to preserve their liberty. But in blind service to their cherished, unmitigated personal autonomy, Nirmathas's disparate groups resort to violent rabble-rousing that undermines all stability.

Though they can't even take full advantage of their own domestic bounties, the imperialist leaders of Molthune believe that Nirmathas's natural resources are necessary for their nation's health and growth. What's more, the sting of the Nirmathi rebellion has not lessened over the years, and the current imperial governor, Markwin Teldas, is set on bringing the rebel nation back into the fold.

Meanwhile, the Nirmathi determination to remain free has been unwavering since the rebellion began 69 years ago, when minor acts of sabotage blossomed into 7 vicious years of full-on guerrilla warfare. Yet even though the nation effectively won its freedom in 4655 AR, logistical issues perpetually hold the country back. Because Nirmathi value independence above all, it is difficult for Forest Marshal Weslen Gavirk to enact any coordinated measures to strengthen the nation. The Nirmathi rejection of anything perceived as an overarching order makes wide-scale conscription and infrastructure-building impossible, hampering the nation's defense and growth.

This divide, however, was not always so. Thousands of years ago, elves lived here. Breaches to the First World dotted the land like oases, and fey filled the forests. Most lived easily alongside the elves, and the elves developed an unparalleled control over the veil between the planes.

Then Earthfall shattered the face of Golarion. Most of the Fangwood's elves fled to Kyonin and to Sovyrian beyond, but some instead passed through portals to the

First World. In the confusion, some elves and fey were stranded in the Fangwood. Orcs appeared on the surface, and bands of the foul creatures marched into the woods to claim it as part of a new, cruel empire. The few elven survivors managed to hide in the Darklands' tunnels, never to emerge into the light again.

Over the next several centuries, Kellid clans allied with the newly emergent dwarves to battle the orcs. The alliance saw the orcs' empire broken into scattered bands. The dwarves parted from the Kellids and founded Kraggodan. Meanwhile, Kellid city-states rose and fell, and eventually achieved a cool peace with the fey courts that had formed in the Fangwood.

Serenity in the area again shattered in 492 AR, when Taldor's Second Army of Exploration arrived, bent on conquest. The Kellids and disparate orcs fought Taldor separately, with the former receiving the aid of fey spies. After many hard-fought battles, the Taldans retreated. Centuries of calm ensued, even if the fragmented Kellids stagnated.

That changed in 3203 AR with the rise of the Whispering Tyrant. Allied with the orcs, the lich routed the Kellids. The humans turned to the fey for help but found their allies gone. While Gendowyn, the glaistieg (*Pathfinder RPG Bestiary* 5 124) leader of the mighty Accressiel court believed it imperative to her people's survival, abandoning the humans weighed on. It was perhaps this guilt that led her shortly afterward to form a long-standing alliance with dwarves from Kraggodan.

For over 500 years, the Whispering Tyrant ruled the north. When the Shining Crusade unseated the lich, it also brought southern troops to the territory, and some settled in what would become Nirmathas. Cheliox arrived in the north during the Everwar and established Molthune as a province, setting the stage for today.

After Aroden died, Molthune declared independence and claimed all of the Fangwood to the border with Lastwall. Seeing this new leadership as a pale imitation of Cheliox's tyranny, a splinter group of independent fighters rebelled. Civil war, called the Freedom War or Northern Rebellion depending on the speaker, ensued.

In 4648 AR, a new leader rose among the northern rebels: the half-elf Irgal Nirmath, who commanded the band called Irgal's Axe. United, the rebels wreaked havoc on Molthuni forces. In 4655 AR, the border between the two nations stabilized, and Nirmath declared independence only hours before he was felled by an assassin. To honor him, the rebels named their new country Nirmathas.

The boundaries of the two nations are now well established, but peace has never come. Unless some outside force affects the power balance, it seems likely that Molthune will keep trying to reclaim its lost territory and Nirmathas will keep driving it back for centuries, with little change in philosophies or borders—but a high price in blood and malice.



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MOLTHUNE AND NIRMATHAS TIMELINE

The following are major events in the history of the region that Molthune and Nirmathas now occupy.

Age of Legend	Elves settle in the Fangwood. There, they discover numerous fey creatures and breaches to the First World. The elves and fey coexist peacefully, with the elves forming an unparalleled connection to the veils between the planes.
-5293 AR	Earthfall. The Fangwood's elves scatter. Many head to Kyonin, though some flee to the First World, where they eventually find that most breaches to the Material Plane have closed.
-5102 AR	Hordes of newly emerged orcs bent on slaughter sweep over the northern lands. Kellid chieftains band together to battle the orcs.
-4944 AR	The dwarven leader Kraggodan leads his clan to the surface, following King Taargick's successful Quest for Sky less than 50 years prior.
-4901 AR	Primary construction of the Sky Citadel of Kraggodan is completed.
-4000 AR	Kellid clans claim distinct territories within and around the Fangwood.
-3852 AR	The glaistig Gendowyn forms the Accessiel court in the Fangwood.
-3850 AR	The first rumors of supposed hauntings in the Fangwood spread among the Kellid tribes. The Kellids declare the forest forbidden.
-3701 AR	Gendowyn contacts the Kellid chieftain Ilba. The two form an alliance lasting millennia.
492 AR	Taldor's Second Army of Exploration first enters the region and clashes briefly with the local Kellid and orc tribes. With the help of their fey allies, the Kellids eventually push the Taldans out of the region.
896 AR	Aroden battles and defeats the wizard king Tar-Baphon on the Isle of Terror.
2693 AR	The exiled elven transmuter Tessarael journeys to the Fangwood to construct her now-ruined tower.
3203 AR	Tar-Baphon returns as the lich called the Whispering Tyrant, uniting the orcs and terrorizing central Avistan.
3203 AR	Gendowyn and the fey courts retreat into the deepest reaches of the Fangwood, abandoning the Kellids.

They use magic and trickery to keep their existence hidden from the Whispering Tyrant.

3754 AR	Taldor launches the Shining Crusade and marches against the lich known as the Whispering Tyrant.
3801 AR	Kraggodan sends a large contingent of warriors to aid the Shining Crusade in its war against Tar-Baphon, radically reducing the Sky Citadel's population.
3827 AR	The Whispering Tyrant is imprisoned in Gallowspire.
3828 AR	The Shining Crusade officially ends, and the remaining soldiers found the nation of Lastwall. More independent-minded veterans settle around the Fangwood Forest.
3981 AR	After the Rending devastates dwarven culture, the dwarves of Kraggodan establish diplomatic ties with the fey court of Accessiel and its glaistig queen, Gendowyn, deep within the mysterious Fangwood.
4062 AR	The covetous and corrupted dryad Arlantia unleashes the Darkblight in the central Fangwood, toppling the existing fey kingdom and imprisoning Gendowyn.
4088 AR	After failing to turn the tide of the Darkblight in the Fangwood, the dwarves of Kraggodan erect a series of stone monoliths to prevent its spread.
4305 AR	Emperor Haliad III of Cheliox begins the Everwar by claiming land in Molthune and Varisia.
4311 AR	Molthune surrenders fully to the Chelish army. It is the first formal addition to the empire since the founding of Sargava.
4320 AR	Chelish colonists arrive en masse to begin taming the newly conquered lands west of Lake Encarthan.
4329 AR	Chelish explorers discover dwarven monoliths in the Fangwood and pry loose the inlaid gems and gold, unknowingly destroying the wards that bound Arlantia and the Darkblight.
4522 AR	Ekat Kassen founds the town of Kassen, marking the southern border of Lastwall and the northern reach of what would eventually become Nirmathas.

4607 AR	Emperor Gaspodar sends Hellknights into Molthune to put down riots and panic in the wake of Aroden's death.	central Fangwood is cursed. These explorers inadvertently enable the beginning of smaller blights elsewhere in the woods, starting the Darkblight's recent—and much more aggressive—expansion.	
4632 AR	Molthune secedes from Chelifax and implements tight economic policies. The less-developed northern reaches, which see little benefit, resent this control bitterly.	4697 AR	The Goblinblood Wars ravage Iger for 4 years. The wars' conclusion in 4701 AR drives many remaining hobgoblins north into the Menador Mountains and Molthune, where the nation begins employing skilled veteran hobgoblins as mercenaries.
4646 AR	A shipment of tainted meat reaches Canorate, sickening countless citizens and causing widespread panic. Fangwood hunters are determined to be the saboteurs.	4686 AR	Molthune seizes Tamran and then burns significant parts of it to the ground in the Night of Raining Fire.
4646 AR	The Molthuni army attacks and seizes the city of Tamran in the First Offense. Nirmathas reclaims the city within months and tears down the city's walls.	4687 AR	Nirmathi citizens finish rebuilding Tamran, and Molthune tentatively abandons its efforts to retake the city.
4647 AR	Molthune takes Tamran again, holding it for only a few weeks before it must move its martial forces south to fend off attacks from the Chernasardo Rangers.	4699 AR	Construction begins on the massive border fortress now known as Fort Ramgate amid constant changes in territorial control.
4648 AR	Irgal Nirmath begins gathering and training isolated settlers into an organized rebellion against Molthuni rule, beginning the Freedom War.	4703 AR	Molthune loses control of Fangwood Keep, allowing the Nirmathi front to push several dozen miles south into Molthuni territory.
4648 AR	Molthuni forces construct Fangwood Keep along the front lines of the conflict with Nirmathas.	4705 AR	The Pathfinder Society founds a lodge in Tamran. In response, Molthune declares the Pathfinder Society enemies of the state and refuses to work with the organization.
4649 AR	Molthune exiles supporters of Nirmathi succession.	4707 AR	Adventurers reopen the passage between Varisia and Nirmathas via the Bloodsworn Veil.
4649 AR	Rebels under the direction of Irgal Nirmath set fire to the Sharpfang logging camp. Molthune seizes Tamran again, holding the city for over 6 months until the battle at Deadeye's Gulch divides its tactics and attention.	4708 AR	Faced with starvation, the free city-state of Cettigne reluctantly becomes a province of Molthune in exchange for relief supplies.
4651 AR	The Molthuni army retakes Tamran and holds it for less than a week in the Battle of Bloody Teeth.	4709 AR	The cult of the Living God Razmir begins making deliberate pushes into Nirmathas and Molthune, hoping to find new converts and expand its influence.
4655 AR	A shaky border between the rebel-held lands and Molthune solidifies, and the rebels declare their victory; the same night, Irgal Nirmath is killed by an unknown assassin. The rebels officially name their new nation Nirmathas in honor of their fallen leader.	4711 AR	Construction on Fort Ramgate along the volatile border between Molthune and Nirmathas is completed.
4660 AR	As the people of Nirmathas explore the forest interior, several encounters with the Darkblight lend weight to rumors that the	4715 AR	Hobgoblin mercenaries at Fort Ramgate slaughter over 90% of an invading Nirmathi force and then—against Molthuni policy—turn on civilian support personnel camped in the nearby woods. The Nirmathi name this battle the Ramgate Massacre.



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MOLTHUNE

“A NATION IS NOTHING WITHOUT DEDICATED PEOPLE—AND ITS PEOPLE ARE NOTHING WITHOUT ORDER. IN THE ABSENCE OF BOTH, CIVILIZATION COLLAPSES. WITH BOTH, THERE IS NOTHING A NATION CAN’T ACHIEVE. THE PEOPLE OF MOLTHUNE UNDERSTAND AND EMBRACE THAT, AND FOR THOSE REASONS, WE ARE THE GREATEST NATION ON GOLARION. OUR PEOPLE KNOW THE IMPORTANCE OF HARD WORK AND DEDICATION TO THE GREATER GOOD. OUR LAWS ARE AN IMPECCABLE SET OF TOOLS THAT MOVE US FORWARD IN GREAT, BOLD, TRIUMPHANT STRIDES. WE HAVE COME MILES SINCE OUR OPPRESSION UNDER CHELIAX, BUT WE HAVE MILES YET TO GO. AND IF OUR PEOPLE AND LAWS WORK TOGETHER, IT WILL BE ONLY A MATTER OF TIME UNTIL OUR INFLUENCE STRETCHES FORTH, UNITING THOSE WHO WOULD STAND AGAINST US UNDER THE CRIMSON BANNER OF THE MIGHTY MOLTHUNI FLAG.”

—IMPERIAL GOVERNOR MARKWIN TELDAS TO THE GENERAL LORDS

The nation of Molthune is single-mindedly focused on building itself into a mighty, military-led imperialist state. Its people take enormous pride in their regimented and capable leaders, their society's pristine order, and their cities' amenities and efficiency. Indeed, many aspects of Molthune run like clockwork; it is a thriving and ravenously growing nation with an increasing ability for expansion. However, beneath these immaculately oiled gears, there is a much more complex story.

The Molthuni ignore the fact that, despite their self-proclaimed perfect union, much of their progress has been built on the backs of a vast class of indentured servants who are essentially slaves. Molthuni society encourages these laborers to take pride in their work and recognize their importance, and many do. Until recently, however, there were few ways for members of the underclass to significantly benefit from the progress that they themselves shape, nor many viable options for them to work toward the privileged lifestyles that their labor supports. The difference between Molthuni citizens—who can participate in local governance and move about the country freely—and laborers is vast indeed.

Although the nation's leadership recently created a narrow path toward class mobility, the move has met with backlash from the Molthuni elite, who view such a societal deviation as a slight against them. This new option is far from a measure of social justice, though. The decree, along with mandates that offer land to immigrants and monetary bonuses for families with extra children, is a calculated move on the part of Imperial Governor Markwin Teldas. He plans to ensure that Molthune can build the robust population needed to tap its extensive resources and see its expansionist goals to fruition.

Indeed, though Molthune might seem nothing more than a powerful bully seeking to claim other territories as its own, its careful actions, for good or ill, are all in service of its national pride and identity. Never again, the Molthuni vow, will the nation fall under the yoke of Cheliox. Molthune's people also believe that it is their nation's destiny to rule over a swath of land as large as their convictions are strong. That Nirmathas begs to differ, and that treaties with neighboring Cheliox and Nidal and economic agreements with robust Druma indicate otherwise, is ultimately lost on this stubborn populace.

GOVERNMENT

Molthune declared its independence from Cheliox's rule shortly after Aroden died, and the nation's determination along with its formidable military might ensured that its freedom stood. Since then, Molthune has deeply valued its military's strength, as well as the regimented leadership that a lifetime of military service breeds. It follows, then, that the Molthuni people enthusiastically embrace the military oligarchy that makes up their government.

Nine general lords, each having risen from the ranks of the Molthuni army, make up the nation's ruling group. The nine general lords include Molthune's imperial governor, who is the nation's highest-ranked official. The general lords promote the imperial governor from within their own ranks, and the position is held for life or until abdication.

In addition to their military duties, each of the general lords is also governor of one of Molthune's nine provinces. Each general lord executes the required governance duties from a territorial seat. The nation is divided neatly along geographic features—with the exception of Canorate, the nation's capital, the seat of its national government and a territory in its own right.

It should be noted, though, that as general lords retire or otherwise leave office, promoted lords are installed in the provinces where they're needed. This often results in general lords governing provinces whose nuances are largely unknown to them, and though the people typically trust their leaders, some grumble about their lords' occasional lack of local perspective.

Not all governorships are equal in Molthune, either. Right after the nation broke free from Cheliox, it consisted of 11 provinces. When Nirmathas declared independence, the Fangwood and Bloodsworn Vale provinces were no more, and the Marideth province had shrunk to a small territory that now consists mainly of the Molthune-Nirmathas border. Though its name is still officially the Marideth province, this territory more frequently goes by simply "the border."

Traditionally, the most battle-hardened general lord is assigned to the border. This assignment, even more than the Korholm and Shrikewood governorships, confers great power and prestige—second only to that of the imperial governor. The prestige of the other governorships ebbs and flows. Though the general lords are committed to working together for the good of the nation, each also subtly jockey for a position of power, especially on the eve of the selection of a new imperial governor.

When Molthune must choose a new imperial governor, the outgoing ruler and the eight remaining general lords sequester themselves in Canorate to choose a lord among them to lead the nation and its capital anew. The sequestration begins with one or more of the general lords putting forward a single nominee. After much deliberation, the lords vote in turn, from the least senior to the most, until a nominee has at least five votes. The outgoing imperial governor casts the final—and often deciding—vote. Once the matter of imperial governor is settled, the process is repeated to select a new oligarch to replace the elevated lord and rule that lord's former province.

In generations past, this process has gone remarkably smoothly. However, with some dissent among the general



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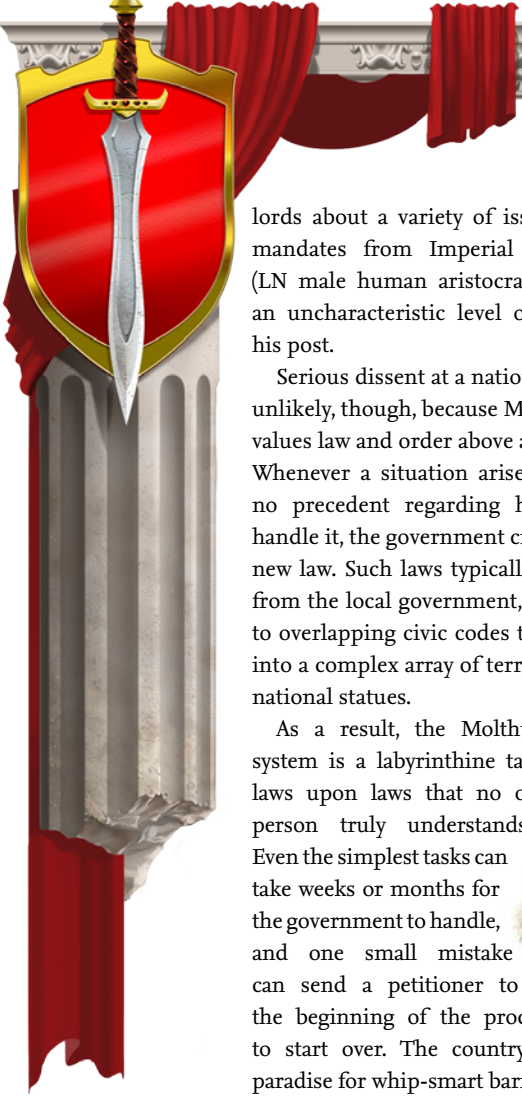
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lords about a variety of issues, including controversial mandates from Imperial Governor **Markwin Teldas** (LN male human aristocrat 4/cavalier^{APG} 11), some fear an uncharacteristic level of unrest once Teldas leaves his post.

Serious dissent at a national level is unlikely, though, because Molthune values law and order above all else. Whenever a situation arises with no precedent regarding how to handle it, the government creates a new law. Such laws typically come from the local government, leading to overlapping civic codes that feed into a complex array of territorial and national statutes.

As a result, the Molthune legal system is a labyrinthine tangle of laws upon laws that no one person truly understands. Even the simplest tasks can take weeks or months for the government to handle, and one small mistake can send a petitioner to the beginning of the process to start over. The country is a paradise for whip-smart barristers capable of using the law to their own advantage, though few—if any—loopholes exist to legalize truly abhorrent behavior.

THE GENERAL LORDS

The following describes the current leaders of Molthune, who meet quarterly in Canorate to discuss the war effort against Nirmathas.

Imperial Governor: An unparalleled strategist and a brilliant economist, Markwin Teldas has grand ideas as well as the intelligence and drive to make his ideas reality. He juggles his duties as imperial governor, territorial governor of Canorate, and high commander of the Molthuni army with ease, and in recent years he has implemented a number of calculated proclamations. Few like the terse and aggressive imperial governor, but his leadership and governing skills are unquestionable.

By Teldas's decree, laborers can now obtain citizenship by serving in the army for 5 years. Similarly, immigrants are promised land in exchange for military service or state labor. Teldas has also earmarked money for the general lords to distribute to families who produce more than two children.

Although it may outwardly seem like Teldas is working toward a more egalitarian Molthune, the truth is much colder. Teldas has realized that Molthune has vast

resources and a prime strategic location, but that the nation simply lacks the population to make proper use of these gifts. He intends to swell Molthune's population with his initiatives until it reaches a point where the nation can finally seize Nirmathas—and then move on to bigger prizes.

General Lords: The remaining eight general lords oversee territorial governorships as indicated below.

Backar: A decorated veteran who fought in the Worldwound for a time before returning home, General Lord **Garren**

Jarek (LG male human paladin 9) is known for his mercy and fairness.

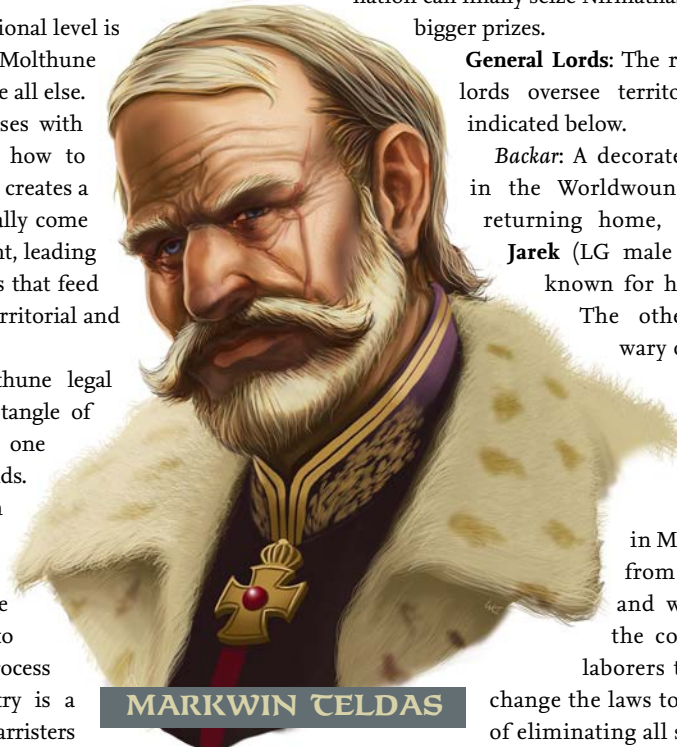
The other general lords are wary of Jarek, though, as the paladin is strongly against slavery and heartily disapproves of the reliance on indentured servitude in Molthune. Jarek operates from his seat in Tripolne, and while he acknowledges the comfortable lives of the laborers there, he still works to

change the laws toward his ultimate goal of eliminating all shades of slavery.

The Border: Of all her colleagues, General Lord **Resper Cyrno** (LE female old human cavalier^{APG} 12) has had the longest military career and the most battle experience. Though she does not lead troops herself, she conducts random inspections of battalions along the border to evaluate the army's readiness. She has a reputation as a cold, often cruel leader with an unmatched tactical mind. Though Cyrno spends little time there, she is officially based in Fort Ramgate, the territory's seat.

Duskshroud: From the walled city of Eranmas rules General Lord **Walder Resket** (LN male human expert 2/fighter 9), who also commands Molthune's powerful navy. Resket is a consummate sailor and maintains a private fleet in addition to performing his official duties. He is careful to keep naval actions directed only at Nirmathas, lest other nations on Lake Encarthan think themselves under attack.

Menador: From her seat in Cettigne, Molthune's relatively newly acquired city-state, General Lord **Irina Klim** (LN female human aristocrat 2/fighter [tactician^{UQ}] 8) strives to keep imperialist rule and the settlement's traditional leaders coexisting peacefully while balancing the whole territory's needs. It's a tall order, and as the youngest general lord ever appointed, Klim wonders whether her impossible duties are a test for something more. So far, Klim has passed that ostensible trial handily,



MARKWIN TELDAS

though she is almost at her wit's end in dealing with Cettigne's rebellious citizens.

Mindspin: General Lord **Katra Sebine** (LN female human investigator^{ACG} 9) maintains her seat in Braganza, though she pines for a more important post than the hardscrabble frontier stopover—indeed, she harbors strong ambitions to one day become Molthune's next imperial governor. As a result, Sebine travels to other territory seats more frequently than her colleagues under the guise of offering detailed status reports and procuring supplies her territory needs. In reality, she is quietly looking for ways to boost her own power.

The Plains: The brashest of her colleagues, General Lord **Harwyn Perren** (NG female human alchemist 9) made a name for herself constructing alchemical devices in the army. Her explosive devices have taken many a Nirmathi life, earning her great military prestige, but she prefers her station as general lord, ruling from Westsher. She finds it far more agreeable—and less morally ambiguous—to advise the rotating cast of troops headed to the Nirmathi front lines than to create explosions that often result in a great many casualties, sometimes on both sides.

Shrikewood: An outspoken advocate of Molthuni traditionalism, General Lord **Vernus Liocarcinus** (LG male human aristocrat 2/inquisitor^{APG} 9) enjoys great respect from the Molthuni elite, who often refer to him by the unofficial title of first general lord. Liocarcinus is known for his elaborate displays of power in his home and seat of Korholm, such as the enormous contingent of attending guards that march with him to the Hall of Governance every morning. Perhaps most impressive, though, is the secret that his loyal bodyguard Spravilvost is a bronze dragon in disguise.

Umbral Basin: Peerlessly subtle and cunning, General Lord **Francyne Magga** (N female human rogue 11) operates from her seat in Doommark, where she conducts a host of spy campaigns domestically and abroad. She keeps a careful eye on shadowy Nidal to the west, and is indeed the only general lord widely acknowledged to be up to that tricky task. Though they consider her talents invaluable, the other general lords fear Magga a bit, as they can never be certain of the exact nature of her campaigns, despite the fact that her office's paperwork is always flawless.

RELATIONS

Molthune maintains a number of official treaties with its neighbors, but its leaders undertake just as many quiet operations to further the nation's clandestine goals.

Molthune's history with Cheliox has left it full of bitterness toward its former ruler. Cheliox is a powerful neighbor, though, and so Molthune maintains peaceful relations with the nation, albeit somewhat frosty ones. Occasionally, Imperial Governor Teldas acquiesces to Chelish requests for military assistance, but never without

first securing a promise of platoons of bound devils to serve in Molthuni campaigns against Nirmathas.

To avoid provoking Cheliox, Molthune maintains a friendly relationship with Isgar and has several trade agreements in place, though roving Molthuni bandits and General Lord Magga's spies operate there liberally. Quietly, Molthune considers it a potential target, as it does Druma, though the latter is too strong a trade partner to be invaded anytime soon.

Freedom-loving Andoran is a Molthuni enemy, though the states are not engaged in outright warfare with each other. Andoran's committed antislavery program opposes Molthune's economic system, and the general lords have found evidence that Andoren freedom fighters are quietly supplying Nirmathi resistance.

In contrast, Molthune holds great respect for the nation of Lastwall. Molthune admires Lastwall's military forces and its legendary cavalry regiments. However, the two nations haven't formed any official relationships, as Lastwall doesn't wish to risk damaging its relations with neighboring Nirmathas.

The Molthuni distrust the shadow magic of the Nidalese and, thus far, Molthune hasn't developed any relationship with Nidal. Geographically speaking, Molthune faces great obstacles to outright war with Nidal, as the mountains between the nations make such a campaign untenable.

SOCIETY

Despite the class divide between Molthune's elite and its laborers, overall the nation's standard of living is high. Molthuni in general enjoy security and comfort, and this helps them appreciate the laws and regulations that structure their society. Core Molthuni values involve respecting the military, upholding law and order, acknowledging the importance of cooperation, maintaining personal honor, and investing in education.

Despite these collective values and this national pride, the nation remains deeply flawed. Molthune's brand of indentured servitude is an integral part of the economy. This system, which the Molthuni call writs of service, lays out the terms of indentured servitude, the protections that the state guarantees all laborers, and the legal processes laborers can follow to become citizens. Molthuni indentured servitude hinges on the contracts, or writs, that govern each laborer, many of whom must labor for life or follow a legal citizenship process to fulfill their terms. To outsiders, Molthuni writs of service are simply a fancy veneer for slavery, though most Molthuni protest this characterization vehemently. General Lord Jarek's outspoken opposition to indentured servitude and slavery of all kinds is also beginning to sway minds, and it's likely the general lords will have to decide in the near future whether to silence Jarek or join his cause.



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Feeding into this nascent societal undercurrent is the upper class's resentment of Imperial Governor Teldas's proclamations to allow laborers a more direct path to citizenship and provide immigrants with land in exchange for service. The moves are strategically clever, but the stubbornness of the elite combined with their immense political sway mean that the next few years will be vital indeed for Molthune's long-term future.

GAZETTEER

The following details describe key locations in Molthune.

Backar Forest: The people of Molthune live and work on the fringes of the forest, but keep out of the fey-claimed depths. More information on the Backar Forest can be found on page 37.

Braganza: Because General Lord Sebine spends most of her time traveling to further the interests of the Mindspin territory—as well as her own agendas—she is content to leave the city's day-to-day governance to Prince-Archbanker **Cole Ravnagask** (LN male human cleric of Abadar 5). In turn, the prince-archbanker leaves command of the settlement's militia to Terandar, the city's bailiff and Ravnagask's brother.

The prince-archbanker obeys the scripture of Abadar as he sees it by building more and more empty homes and businesses. He believes that by doing this he will attract Abadar's blessings of wealth and prosperity to his city, though so far no overwhelming influxes of money or citizens have occurred.

Most of the people who live in Braganza see the prince-archbanker's habit of constructing buildings, only to have them sit uninhabited, to be little more than a quirk of his devotion to Abadar. A growing minority, though, are wary of these districts full of "blind houses." Some even see them as wealth-draining blights on the city as opposed to a celebration of Abadar's teachings. Others believe that leaving so many buildings empty will invite unwelcome residents. Spirits, fairies, or demons could wander into the buildings, they believe, and bring disaster to the city. A few citizens even whisper that this has been the prince-

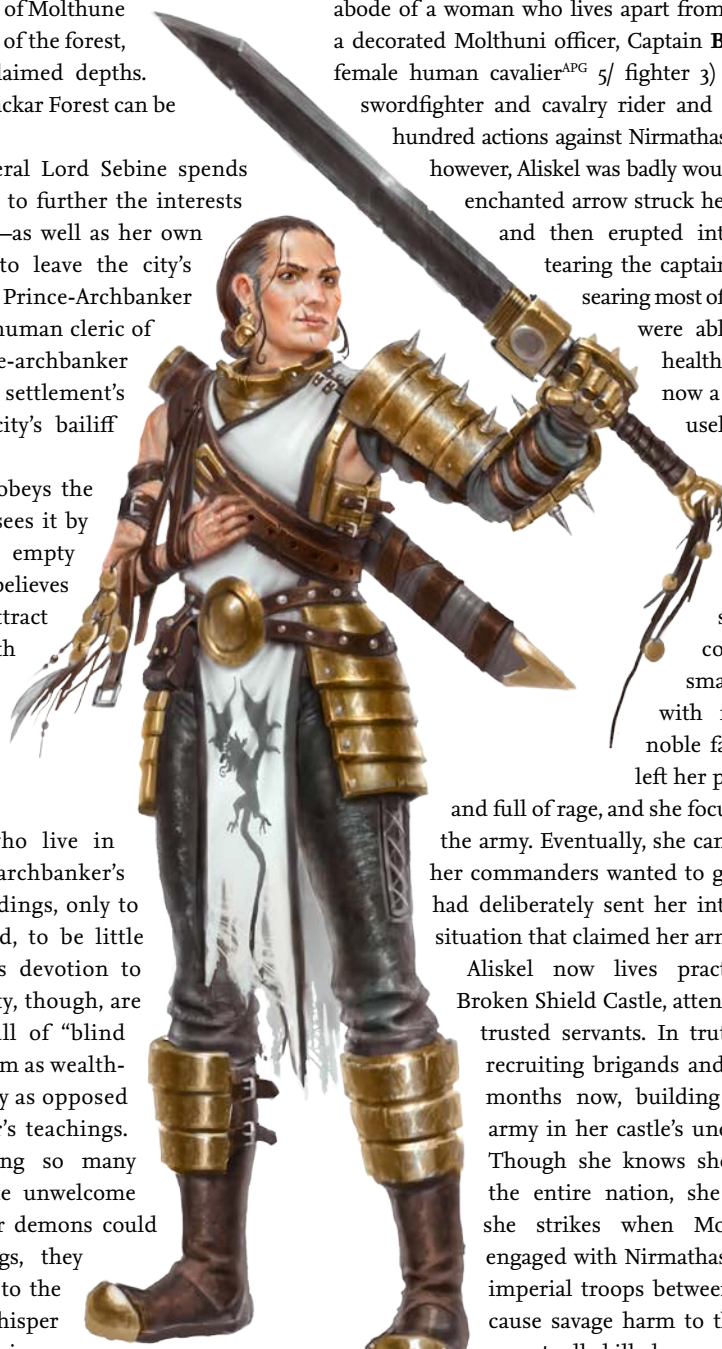
archbanker's plan all along, and that his betrayal of the people is only a matter of time.

For her part, General Lord Sebine has assured the imperial governor that she is keeping a close eye on the city's account books, and if the prince-archbanker begins causing damage to the city's coffers, Sebine will shut him down. Secretly, though, Sebine is giving the prince-archbanker as much rope as possible in hopes the man will hang himself.

Broken Shield Castle: Nestled within the peaks of the Mindspin Mountains in the Umbral Basin is the strange abode of a woman who lives apart from Molthune. Once a decorated Molthuni officer, Captain **Breanth Aliskel** (N female human cavalier^{APG} 5/ fighter 3) was an excellent swordfighter and cavalry rider and fought in over a hundred actions against Nirmathas. Three years ago, however, Aliskel was badly wounded in battle. An enchanted arrow struck her in the shoulder and then erupted into flames, nearly tearing the captain's arm apart and searing most of her flesh. Healers were able to restore her health but not her arm, now a weakened, nearly useless appendage.

In light of Aliskel's injury, her superiors insisted that she retire, so she did, starting construction of a small, isolated castle with funds from her noble family. Her injury left her paranoid, anxious, and full of rage, and she focused her anger on the army. Eventually, she came to believe that her commanders wanted to get rid of her and had deliberately sent her into the dangerous situation that claimed her arm.

Aliskel now lives practically alone in Broken Shield Castle, attended by only a few trusted servants. In truth, she has been recruiting brigands and mercenaries for months now, building her own small army in her castle's underground holds. Though she knows she can't challenge the entire nation, she believes that if she strikes when Molthune is fully engaged with Nirmathas, she can pin the imperial troops between two forces and cause savage harm to them before she's eventually killed.



BREANTH ALISKEL



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Canorate: The jewel and capital of Molthune, Canorate is a shining city filled with breathtaking architecture, public art works, lush garden promenades, and a population draped in the latest fashions. Even the laborers live in comfort here—though their residences are walled off from those of the rest of the populace—and the splendor of the wealthiest citizens in the pristine Sweet Orchard district is astonishing.

The dazzling spires, elegant manor houses, and tiled fountains of Canorate make it the most beautiful and impressive city in the nation. Travelers passing through Molthune often detour here just to take in the urban beauty. In Canorate, the best architects enjoy a measure of celebrity usually reserved elsewhere for popular performers, and guided tours from the capital's most esteemed architects are an outrageously expensive luxury. One particularly in-demand architect is Zoria Spirneff, an eccentric, excitable, and brilliant halfling woman who uses her arcane magic to bring her visions to life.

As the capital of Molthune, Canorate exemplifies the nation's ideals and underscores the regimented social structure that reigns in the region at large. The city's southeastern portion, euphemistically called Tradesfolk's Abode, contains laborers' housing, public parks, and utilitarian shops, and is accessible to all. Nearest the western gate, the Glittering Plaza contains more high-end shops, and a wide boulevard leads to the central High Market.

Those who want to venture deeper into the city must present a permit issued either from their lord governor or from the imperial governor's office. Visitors often apply for permission to travel the Promenade of Petals, a beautiful walkway that leads through the artisan's district and a verdant public park, and then opens into Unity Shipyard.

Some areas, including Sweet Orchard, the military-minded Eastern Shipyard, the renowned Imperial Academy, and the Imperial Castle, are heavily guarded day and night. Permits are rarely issued to visit these areas, and when they are, they are usually reserved for foreign dignitaries or important guests of the aristocracy. This is particularly true at the castle, where Imperial Castellan Volos is notoriously picky about whom he allows to enter the vaunted government building.

Over the last few months, a series of vexing events have plagued the Sweet Orchard district. Small trinkets have gone missing, valuable antiques have fallen from their pedestals to smash on the floor, and windows have been left open during rainstorms. The aristocratic residents believe that mischievous fey are involved, but the culprits are more mundane. A band of three Nirmathi spies came to Canorate over a year ago, with forged papers identifying them as trusted laborers. They have been living in Tradesfolk's Abode and working in noble houses ever since, gradually building their reputation until they

CANORATE

LN metropolis

Corruption +6; **Crime** +1; **Economy** +7; **Law** +9; **Lore** +7; **Society** +1

Qualities academic, prosperous, restricted access, rumormongering citizens, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population 27,450 (24,900 humans, 1,450 halflings, 500 half-elves, 350 elves, 250 other)

NOTABLE NPCs

Architect Zoria Spirneff (LG female halfling expert 3/wizard 5)

Imperial Castellan Volos (LN male human cavalier^{APG} [castellan] 6; *Pathfinder Player Companion: Melee Tactics Toolbox* 9)

Imperial Governor Markwin Teldas (LN male old human aristocrat 4/cavalier^{APG} 11)

Sorah Verdell (CG female half-elf rogue 4)

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 9th

Minor Items all; **Medium Items** 4d4; **Major Items** 3d4

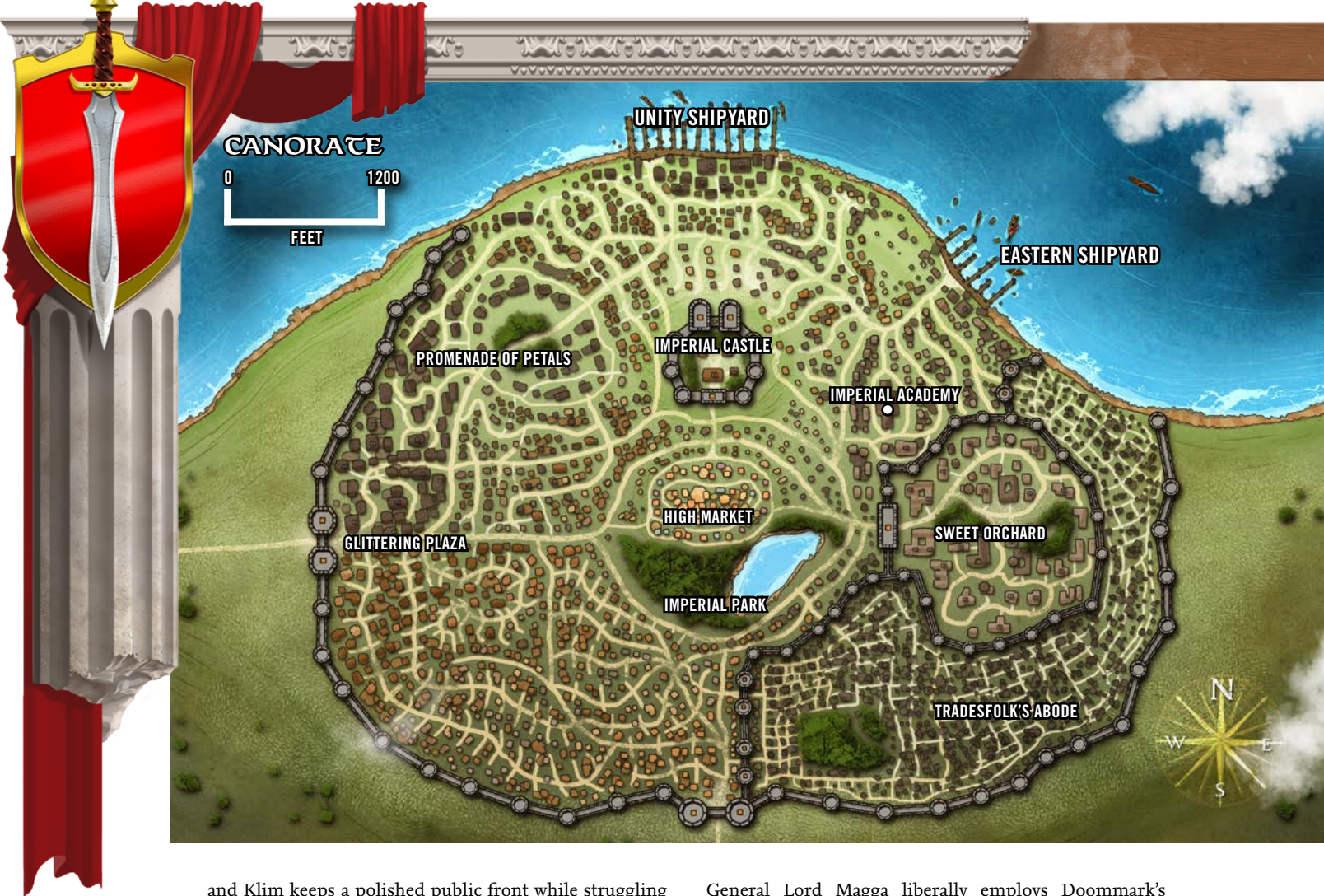
SPECIAL QUALITIES

Restricted Access Entering any area of Canorate other than its few public spaces requires special permits from appropriate high-ranking officials. Individuals who dare to trespass in restricted areas are almost always immediately identified and approached by officers of the law. This reduces crime, but it makes the chances of innocents' accidental arrest much higher. (*Crime* -1, *Law* +2)

finally finagled placement in Sweet Orchard. In their new positions, they've been copying sensitive communications to smuggle back to Nirmathas. Their leader, the half-elf Sorah Verdell, is biding her time until she receives orders from Nirmathas to escalate her acts of sabotage.

Cettigne: Cettigne, a city-state whose recent crop failures led to poverty and starvation, is a newer addition to Molthune. Cettigne's leaders, faced with catastrophe, had little choice but to accept Molthune's offer of aid in exchange for their loyalty. The people of Cettigne now live as citizens of Molthune, but inwardly they maintain their independent spirit.

The young general lord Irina Klim rules in Cettigne, both as the territorial governor of the Menador territory and as Molthune's installed ruler of the city. Because this strategic political move forced the settlement's traditional leaders into lesser roles, the populace's defiance grows,



and Klim keeps a polished public front while struggling behind the scenes to keep order as small demonstrations of rebellion are growing into full-fledged acts of sabotage and insubordination. Further, Klim has orders to send the traditional guard, the independent Free City Militia, to the front line against Nirmathas, and she wearies of the guard's delaying tactics.

After the last meeting at the Imperial Castle, Klim became convinced that harsh action was needed to quell Cettigne's unrest. After catching three of the city-state's highest-ranking officers in a seditious meeting discussing a plot to unseat her, Klim imprisoned them in the bowels of her governor's residence, and they remain there still. The prisoners include Guard-Captain **Xander Bretonne** (NG male human aristocrat 2/magus^{UM} 3), the charismatic son of Cettigne's powerful Bretonne political family. Despite the uproar it could cause, Klim toys with the idea of publicly executing the would-be rebels for treason. Meanwhile, she keeps the plan to herself, lest the other general lords try to influence her decision.

Doommark: The seat of Molthune's most shadowy—and arguably most backwater—territory, Doommark is a settlement of misfits and subterfuge. Perhaps due to its proximity to Nidal, Doommark is home to Molthune's only sizable population of fetchlings (*Pathfinder RPG Advanced Race Guide* 108). Along with the legions of trained, intelligent ravens for which she is widely known,

General Lord Magga liberally employs Doommark's fetchlings in her many domestic and international spy campaigns. Doommark's position at the end of the Nosam River also makes it a popular outpost for adventurers seeking one last civilized respite before heading into the harsh, mysterious lands of the Umbral Basin beyond.

Despite all the disparate interests converging in Doommark, the settlement is remarkably peaceful. The populace views General Lord Magga as a local hero and incomparable spymaster whose talents at subterfuge bring importance to a settlement that is otherwise neglected in the military-minded nation. For her part, Magga eschews this local public attention, though it's rumored that she's building an incendiary case against a network of Nirmathi spies living under the radar in strategic locations across Molthune. Whether or not this rumor is true, it's undeniable that Magga's trusted second-in-command—the unsettlingly stealthy **Maree Vonn** (N female fetchling^{B2} slayer^{ACG} 5)—is reaching out to adventurers across the Lake Encarthan region for some unknown upcoming campaign.

Duskshroud Forest: This ancient wood provides the majority of the lumber used in Eranmas's shipyards. Labor camps cluster around the edge of the forest like mushrooms, and loggers work hard and are paid well to feed the nation's need for lumber. As the Molthuni have established more and larger camps deeper in the forest,



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however, strange occurrences have hinted at unfriendly forces here. In recent months, deep-forest camps have experienced a rash of destruction during the day while workers toiled at their logging posts. The most recent incident resulted in the ruination of all the loggers' supplies, which some culprit managed to pile together and cover with mold, weaving the words "Get out!" on top of the mess in a strange, spiderweb-like silk. The workers have reported these incidents to General Lord Resket in Eranmas, but so far, no reply has come, and the loggers stew in worry.

Eranmas: The shipyard capital of Molthune, Eranmas is home to the finest vessels in the fleet. The flagship *Might of the Nation* leads most of the naval campaigns against Nirmathas, as it's a frigate that can outrun any warship on the lake. When General Lord Resket accompanies the navy—a rare occasion mostly reserved for political stunts—he usually captains the seasoned battleship *Hammer and Blade*. Though Resket is by law the authority over all aspects of Molthune's navy, he delegates many low-level tasks to Admiral **Keagan Fry** (LN male human expert 4/monk 3), a sycophantic but capable officer who harbors an intense desire to rise in political prominence.

The second-largest city in Molthune, Eranmas boasts massive wooden walls that isolate each of the city's districts, and tall watchtowers made of Duskskroud lumber stand against the outer wall. The outer wall is an engineering marvel, crafted of huge stone blocks that were quarried in the Menador Mountains, shipped in barges along the Hungry Maw River, poled down the Nosam River to Korholm, and then ferried along the coastline to Eranmas.

General Lord Resket is always cautious in how and where he deploys the Molthuni fleet. The other nations that border Lake Encarthan view the nation's navy with suspicion, worried that if Molthune grows prosperous and secure enough, it may turn its attention to its neighbors' lands.

Fort Ramgate: This settlement on the Nirmathas border comes under attack daily, but the troops and defenses at the fort have readily handled every assault thus far. More information on Fort Ramgate can be found on page 40.

Halidon: A small logging community halfway between Canorate and Braganza, Halidon is a frequent stopover for travelers and has an abundance of inns for its size. More information about Halidon can be found in *Pathfinder Tales: The Wizard's Mask*.

Imperial Prison: The Molthuni believe that those who break the law must be punished, but also that, if possible,

they should be rehabilitated and released as loyal citizens who have paid their dues. One of the largest yet most progressive prisons in the Inner Sea region, the Imperial Prison is an enormous, well-maintained building with austere, individual cells. It sits on the western bank of the Nosam River, halfway between Korholm and Canorate.

Well-trained guards run the prison, but academic tutors, clerics, and artisans are also on staff. Prisoners are organized into low-security and high-security areas. The low-security area of the Imperial Prison houses those convicted of assault, attempted bribery, blackmail, and forgery, while the high-security area contains the more dangerous criminals. Smaller jails in individual cities handle most petty crime; those convicted of treason are kept under the imperial governor's personal guard in a special prison in Canorate to await execution.

The Imperial Prison was designed as a modern, progressive method of dealing with crime, and to a



LORD MAGGA



large extent it works. Prisoners can learn a trade, receive counseling from the clergy of Abadar and Iomedae, improve their education, and eventually achieve release as provisional laborers sent to areas in need of extra hands. Their return to society is carefully monitored and guided, and often these prisoners who have served their sentences become the most loyal and law-abiding citizens in the nation.

The prison has a dark side, though. In recent years, Warden **Lonnox Rydel** (NE male human expert 2/wizard 2) has overspent to create facilities that impress the general lords, thereby receiving more funding for the prison and personal bonuses. Now his mismanagement of funds is catching up with the prison, and Rydel has begun falsifying accounts to cover up his guilt.

To make up for the missing money, Rydel has started to sell prisoners without nearby family or friends to duergar slave traders who have emerged from a nearby entrance into the Darklands. The duergar smuggle the prisoners away in the night and Rydel reports them as having died. It's only a matter of time until one of these enslaved prisoners is missed—and the wrath the general lords would visit on Rydel's head if his scheme were discovered would be incredible indeed.

Korholm: Canorate may be the capital of Molthune and its most beautiful city, but Korholm runs a close second. The famous Green Gate, a 20-foot-tall double arch made

of brick and framed in bronze, affords entry into the city. Near the center of the city stands the Hall of Governance, a grand marble hall among a complex of glittering buildings and topped with a hundred-foot spire, upon which stands a working clock and a gilded statue of the imperial governor.

General Lord Vernus Liocarcinus spends most of his time in Korholm, an easy boat ride away from both Canorate and Eranmas. Liocarcinus is known for his ostentatious displays of power, and his declarations of commitment to conservative Molthuni traditionalism have earned him an unparalleled reputation in the eyes of the Molthuni elite. It is Liocarcinus who has expressed the most vocal opposition to Imperial Governor Teldas's recent acts, fearing that chaos and even starvation could ensue if too many laborers abandoned their work to join the army. Some believe he is quietly gathering powerful allies to ensure that he ascends to Teldas's office when the ruler finally abdicates. Others believe he is so averse to compromise that he could never gather the political clout necessary for such a move, though his alliance with the disguised bronze dragon Spravilvost might indicate otherwise.

On the city's west side, Molthuni soldiers and officers train in the Arsenal District before their assignments. Most are sent to the Nirmathi border to wage the never-ending war against the rebels. Although it's not as prestigious as the Imperial Academy in Canorate, the Korholm Academy often attracts retired officers who train the new recruits.

Overseeing the military school is Battalion Trainer Fania Aron, who served in the army for over a decade before an arrow from a Nirmathi bow took out her left eye. Though she recovered, her sight was too damaged for her to continue to fight. Instead she accepted a position as trainer here, at the recommendation of General Lord Liocarcinus. Though the battalion trainer is a lukewarm supporter of Liocarcinus's politics, she frequently works with him to arrange public displays and troop marches in the Parade Ground north of the academy. Viewing such demonstrations is a popular pastime for citizens, who watch from the stands as the soldiers in shining armor and crisp tabards engage in mock battles.

The battalion trainer serves well in her position and takes pride in the quality of the recruits she sends to the Nirmathi border. In fact, she aspires to make the academy the most prestigious institution in the nation. To achieve that goal, over the last few months Aron has been quietly conversing with dwarven smiths from Kraggodan. She wants to buy high-quality dwarven weapons and armor for her top graduates. The dwarves are willing to negotiate, but transporting the goods to Korholm will be a dangerous prospect, as it adds the risk of riling Nirmathas to an already grueling journey.

Korholm Harbor holds some naval vessels not stationed at Eranmas, but most of the ships docked there are personal ships and pleasure crafts. An islet about 10 miles out once provided a convenient picnic spot as well as a marker for regattas, but over the last few months, the occasional sailor or picnicker has gone missing near the island. Though Harbor Master Greta Bloodsworn desperately seeks answers, no one has yet discovered that a rusalka (*Pathfinder RPG Bestiary* 3 232) recently claimed the islet as her own and is enjoying the number of victims who pass by.

Palace of Virtue: Few of Molthune's residents have even heard of this secluded monastery, though it predates the current political climate by several centuries. Founded when Tian pilgrims traveled over the Crown of the World and settled here, the monastery is a peaceful place. A low wall of stone encircles the outer courtyard, where a carefully tended rock garden promotes meditation. Carved wooden benches stand beneath mountain ash trees dotted with clusters of tiny white flowers. The monastery itself is a rectangular stone building with dragons carved at each corner, their serene faces staring out over the wall.

The monks of the Palace of Virtue welcome visitors. Though the monks seem to live open lives, one secret does linger in the halls. Several of the elder monks are bronze dragons disguised in human form, including the revered monk **Jingfei** (LN adult bronze dragon monk 6), though they prefer to advise the monastery's human leaders rather than take leadership themselves.

Some say that Spravilvost, the disguised bronze dragon who serves as General Lord Liocarcinus's bodyguard in

KORHOLM

LN small city
Corruption +3; **Crime** -1; **Economy** +3; **Law** +4; **Lore** +4; **Society** -2
Qualities academic, rumormongering citizens, strategic location, tourist attraction
Danger +5

DEMOGRAPHICS

Government overlord
Population 8,950 (8,350 humans, 250 halflings, 200 half-elves, 150 other)

NOTABLE NPCs

Battalion Trainer Fania Aron (LN female human fighter 5)
General Lord Vernus Liocarcinus (LG male human aristocrat 2/inquisitor^{APG} 9)
Harbor Master Greta Bloodsworn (NG female dwarf ranger 4)

MARKETPLACE

Base Value 5,200 gp; **Purchase Limit** 25,000 gp;
Spellcasting 7th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6



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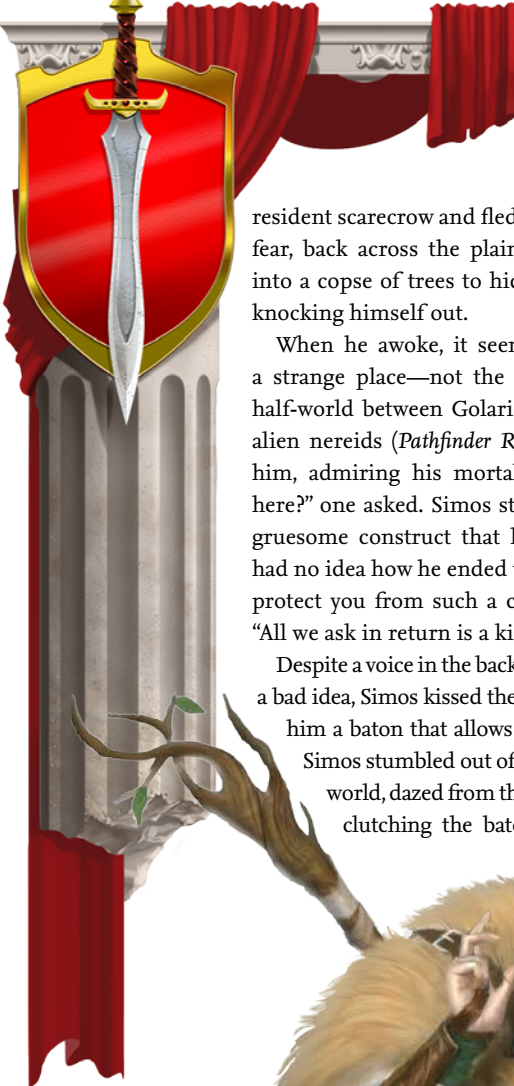
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Korholm, was once part of the monastery but remains estranged from and holds a grudge against the monks. Regardless, the bronze dragons within the monastery care little for human politics, and instead focus on guiding the monks to inner growth and enlightenment.

Plains of Molthune: The majority of the nation's farms dot these green and fertile plains, the lands around them groomed into neat squares of barley, beans, canola, flax, mustard, tobacco, and wheat. Many of the farms abut each other, which allows the farmers to communicate easily about the weather, animal predation, and other topics of importance, and neighbors typically help each other during disasters, such as a fire or bandit attack.

Molthune doesn't have enough farmers to till its land, though, and vast stretches of untamed plains stretch between these loose communities. Travelers crossing the plains can expect to encounter wild animals and bands of brigands. Pre-Earthfall ruins can be found on the plains as well, and occasionally explorers come here in search of crumbling elven structures or mysterious henges.

To defend their crops, farmers on the plains have a tradition of paying spellcasters to animate their scarecrows into scarecrow constructs. These enchanted items walk up and down the furrows, shaking their straw-stuffed arms at animals that would nibble on the crops and scaring away any humans other than their masters. Several months ago, a sneak thief named **Simos** (NE male human rogue [burglar^{APG}] 4) tried to rob a farmhouse on the plains. He was caught and terrified by the farm's



resident scarecrow and fled, out of his mind with magical fear, back across the plains. At some point, Simos ran into a copse of trees to hide, tripped on a root, and fell, knocking himself out.

When he awoke, it seemed to Simos like he was in a strange place—not the world he had left, but some half-world between Golarion and the First World. Wild, alien nereids (*Pathfinder RPG Bestiary 2* 198) sat around him, admiring his mortal beauty. “What brought you here?” one asked. Simos stammered out the story of the gruesome construct that had attacked him, though he had no idea how he ended up before the nereids. “We can protect you from such a creature,” another nereid said. “All we ask in return is a kiss.”

Despite a voice in the back of his head telling him this was a bad idea, Simos kissed the nereids. In exchange, they gave him a baton that allows him to control the scarecrows.

Simos stumbled out of the trees back into the real world, dazed from the nereids’ kisses and still clutching the baton. It didn’t take him

long to discover how to use it, and ever since he has been causing trouble with his newfound power.

So far, Simos has taken control of scarecrows for only a few minutes at a time, using the constructs to rush farmers or innocent farmhands and frighten them. His mind is starting to fragment, though, with some sort of hazy madness that began when he left the nereids and has gotten worse since. He’s becoming bolder with his scarecrow attacks and might soon begin to kill.

Shrikewood: The Shrikewood is one notable exception to Molthune’s lush natural resources. The loose, dry soil supports little growth, and the forest has a stunted look. Most of the trees are gnarled and missing patches of leaves, and have little undergrowth between them.

Though the Shrikewood is a poor place for farmers and loggers, it makes an excellent home for criminals. Bandits often lair within the Shrikewood, as do lawless creatures that prey on Molthuni travelers. Kobolds and mites are the most common monsters to lurk in the Shrikewood, but they are not the only ones. The Molthuni army is welcoming of unusual and non-human soldiers in its ranks, but occasionally an individual too evil, chaotic, or disturbing for the army is turned away. These failed recruits sometimes take refuge in the Shrikewood, plotting vengeance.

A few months ago, an ogre approached a troop of Molthuni soldiers on the road and asked to join them. The ogre, a powerful warrior named **Horol** (CE female ogre brawler^{ACG 5}), didn’t say why she wanted to join the army other than “to kill things.” The soldiers took Horol to their camp and a recruiter gave her a chance, but the ogre’s undisciplined ways and frightening bloodlust made her a poor fit. The recruiter turned her away, and the angered ogre smashed through the palisade, killing a soldier during her exit. Horol now camps in the Shrikewood, drawing other ogres to her with the promise that once there are enough of them, they will “smash the humans, but *good*.”

Tradecross: This collection of shabby farmhouses and a single inn would be unremarkable, save for its position where two trade roads intersect: one going from Braganza to Korholm, the other from Canorate to Fort Ramgate. Many travelers who stay in Tradecross seek the mysterious **Tradecross Peddler** (N female mercane rogue 2; *Bestiary 2* 188), who appears in town from time to time. The Tradecross Peddler is an unusually tall woman who hides her height by hunching next to her gnarled walking stick. A cloak with a deep hood swathes her form and shields her unremarkable features. No one knows the Tradecross Peddler’s name, but she’s known for the rare and unusual items



MENNELAS ROWENT

she carries for sale. Adventurers sometimes seek out the Tradecross Peddler to obtain magic weapons, enchanted cloaks, or necessary elixirs.

In reality a mercane, the Tradecross Peddler hides her true appearance with a *hat of disguise*. Unlike most of her kind, the mercane travels without bodyguards, and she conceals her identity due to a withering curse she suffers. Randomly and without her foreknowledge, some items the mercane sells spread the same curse to their new owners. She is shunned by her fellow mercanes for this reason and must travel from place to place, concealing her identity lest an angry customer attempt to obtain a refund.

Trilmsgitt Towers: These three towers were constructed by a trio of wizards, all brothers and each one a specialist in a different school of magic. More information on Trilmsgitt Towers can be found on page 43.

Tripolne: The seat of the Backar territory, in recent years Tripolne has developed a permeating zeitgeist of true egalitarianism—or at least as much as is possible in a city still steeped in Molthuni law and order. This is largely due to General Lord Garren Jarek, who abhors slavery and indentured servitude, and who actively works within the system to oppose them. As reports of Jarek standing up to the other general lords in Canorate have become more pervasive, the populace has seized upon this mentality. Its laborers have even begun the preliminary steps of unionizing into general groups that the people hope can demand concessions from the elite. So far, all of this political activity has remained remarkably polite. However, a band of wealthy merchants from well-known families have garnered the support of the city guard. Led by the bombastic **Eril Yerkis** (LE male human mesmerist^{OA} 3), they have tried to mobilize the disgruntled elite. The merchants argue that Jarek's policies will lead to societal upheavals that will decimate Tripolne—not to mention their own coffers—and it remains unclear how long the city will stay peaceful.

Umbral Basin: Shadowy creatures with fell powers haunt the pass between Nidal and Molthune. More information on the Umbral Basin is on page 44.

Westsher: An important military outpost between greater Molthune and the volatile border, Westsher is primarily a garrison for troops headed to or from the front lines. Although dirty and often overcrowded, Westsher is full of law-abiding soldiers, so little crime plagues its streets. However, a band of unpredictable alchemists called the Fever Brigade has recently arrived. They claim to be members of a platoon most thought was decommissioned years ago. Although no one can pin down the details of their story, the members of the Fever Brigade have taught Westsher's soldiers advanced alchemical techniques that have saved more than a few lives along the border. So far, General Lord Harwyn

Perren has allowed them to stay and instruct the troops, though privately she wonders whether the alchemists are somehow connected to her own explosive past—and whether they're here to extort her or otherwise undermine her leadership.

Windwatch Keep: This simple stone keep overlooks western Molthune from a plateau high in the Mindspin Mountains. The seers within are adherents of Gozreh and believe that the sounds and patterns of the wind in the peaks can prophesize the future. The Windwatchers, as the sect is known, spend their days listening to the wind, noting its hum and pitch, and recording their observations for interpretation. The Windwatchers currently believe the wind foretells a great cataclysm on the horizon, though they haven't shared this information outside of the keep's walls. The Windwatchers forbid the use of weather-altering magic, though such spells are usually common among worshipers of Gozreh. This prohibition has put the seers in direct conflict with explorers who use such spells to ease their journeys through the Mindspin Mountains. The soothsayers' leader, **Mennelas Rowent** (N male human oracle^{APG} 9), is rumored to capture the worst offenders who pass near the keep. It's said he keeps them imprisoned for unknown ends.

Witherbark Forest: Lumber from the Witherbark Forest, once known as the Harbor Forest, helped build many of the residences and ships in nearby Korholm. Logging camps once were common in the eastern side of the forest. Caravans brought wagons filled with lumber, pelts, dried meat, and herbs back to Korholm every week.

The logging continued until several years ago, when hunters noticed fungal growths overtaking the trees. Concerned that they might lose the bounty the forest provided, General Lord Liocarcinus sent druids to investigate. A party of three druids accompanied by a dozen hunters made their way to a thick grove in the center of the forest. There they discovered a colony of myceloids (*Pathfinder RPG Bestiary* 3 196), evil fungus-folk who enjoy torturing sentient prey before devouring it. Of the 13 people who ventured into the woods, only one returned: Forest-Caller **Kora Flaunders** (NG female half-elf druid 3). She stumbled from the woods covered in horrible, purple mushroom growths that left her weakened and scarred. In the ensuing years, Molthuni officials have tried to coax from the druid exactly what happened to her, but so far, she has refused to recount any details.

Ever since, Korholm has abandoned the deeper forest. Various types of fungus still inhabit the woods, now called Witherbark Forest. Soldiers and hired adventurers occasionally attempt to eliminate the myceloids, but somehow the monstrous plant creatures always return.

Wreath of Stars: A circle of eight stone monoliths stands on the edge of the Backar Forest, believed by most to be a shrine to Desna. For more information, see page 45.



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A LAND
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NIRMATHAS

“We have suffered through a long, dark night these past seven years. Daily our enemies rode against us. Daily they marched through our streets and burned our homes, all in the name of their empire. But we did not surrender. They could sear our flesh, but never could they kill our souls. Always we fought, and like the trees around us, we took root and refused to be moved. We held fast through every storm. We met our oppressors blade for blade and drove them back. We answered every arrow they fired with a hundred of our own.

“The price has been high, it’s true. We lost many along the way. Their bodies lie beneath us, nourishing the forest that has protected us all this time. We mourn their passing even as we celebrate our triumph. For today, we no longer face oppression. Today, we no longer bend beneath a chain. Today, we are free.”

—Irgal Nirmath on the day of Nirmathas’s independence, 4655 AR



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Nirmathas is a realm whose people value personal freedom more than anything, perhaps even more than life itself. Though its populace grudgingly and sporadically unites to work toward a vital cause—as it did to achieve independence from Molthune—Nirmathas is a single nation in name only. Far from simple obstructionists, the Nirmathi are a frontier people with no taste for anything that remotely resembles authoritarianism. This philosophy manifests in many forms, from towns that require the vote of every citizen for even the most mundane of tasks, to apprentices who shirk more than half their assigned duties, which their masters often view with pride.

The Nirmathi see this attitude not as an exercise in inefficiency, but as a celebration of the freedom they fought so hard to secure more than 60 years ago. From a history of occupation and foreign domination, the Nirmathi have built themselves a land where all citizens are masters of their individual kingdoms. Freedom is the ideal all Nirmathi embrace, and they each value their independence too highly to ever return to another prison, no matter how attractive it might seem.

The dangers of such an exaggerated love of freedom, though, are immense. Never was this more clear than on the night that the new nation achieved independence; no sooner had Irgal Nirmath, the rebels' leader, delivered his rousing victory speech than an assassin's blade took his life. Whether this was the bloody work of a Molthuni assassin, as most of the Nirmathi insist, or a rival rebel will likely never be known. But the moment Nirmath fell, the rebels fell into chaos, and to this day sees every person think and act as an independent sovereignty.

Luckily for the Nirmathi, the nation's natural resources facilitate this freedom-loving lifestyle. The Fangwood provides the Nirmathi with the resources they need for day-to-day survival, and it affords protection against their predatory neighbors. Father west, stretches of plains lead up to the forbidding Mindspin Mountains that divide the country from shadowy Nidal. To the east, the waters of Lake Encarthan stretch across central Avistan.

Though the Nirmathi desire for independence allowed the people to shake free of Molthune's rule, this same fierce spirit holds the country back from further growth. Each Nirmathi homestead is a castle unto itself, and organizing the nation's people to work toward any common goal is a nigh-impossible task. Only when no other option remains will a Nirmathi grudgingly take orders from another—and sometimes not even then.

GOVERNMENT

Nirmathas's government is best described as a lack thereof. Because defense of its hard-won national freedom is by far the most urgent issue facing the nation, its sole overarching authority is its forest marshal, who

coordinates the overall armed effort against Molthuni incursions. However, actual governance is left to each individual homestead, hamlet, town, or—on the rare occasion when a confederacy is required to decide regional issues—relevant collective.

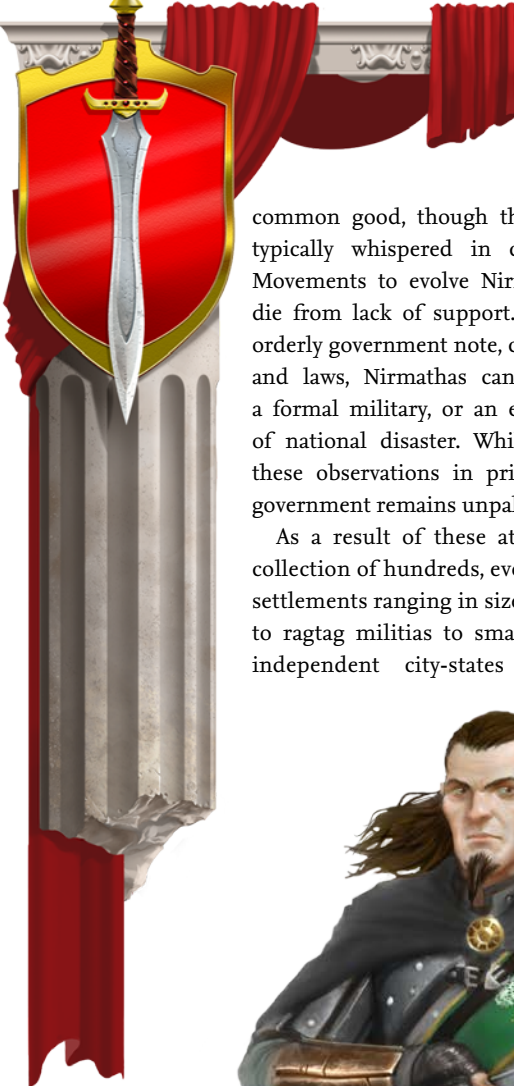
How each individual family or settlement is governed is largely left to its citizens to decide. True democracies are common, as are large councils and elected officials, who are typically village elders, exiled Molthuni nobles, wise men and women, or other charismatic individuals the people trust. As a result, there is no codified national law, and even local laws are constantly in flux to suit the populace's immediate needs. No court system exists; as dealing with criminality is entirely a local matter, statutes and punishments are so varied that it's impossible to know the penalties for anything from stealing bread to violent crimes in any given place. Despite this chaos, the Nirmathi people take pride in their culture of personal accountability and responsibility. They believe citizens know best how to live their own lives, and that they should be free to do so as long as they're not infringing on the rights, freedoms, or safety of others.

When it comes to the war effort, the Nirmathi—somewhat reluctantly—agree that a measure of unified leadership is needed. Though the Nirmathi work together to protect their lands from invaders, their militia is a loose organization made up of volunteers. The Nirmathi value their freedom so highly that almost every citizen has served at least some time in a militia, making the nation's martial resources robust but its leadership thin indeed.

To mitigate this lack of leadership, a congregation gathers in Tamran every 4 years, formed by anyone who carries a letter signed by about a dozen citizens or more stating the person's leadership over a group of homesteaders, a settlement, or a militia platoon. This disparate group elects a forest marshal to lead the national defense effort. For the past several terms, Nirmathas's leaders have agreed that Forest Marshal **Weslen Gavirk** (NG male human ranger 11), a brilliant tactician and a fair leader with an eye for the big picture, is the best person for that job.

The forest marshal oversees the deployment of the nation's militias to the front lines and prepares for Molthuni incursions. As a civil leader, though, the forest marshal is merely a figurehead. The people of Nirmathas don't pay taxes and won't respond to proclamations, leaving the forest marshal's role largely symbolic. Though Forest Marshal Gavirk aspires to more fully unite Nirmathas solely toward the end of a more secure independence, he holds no illusions that his office might wield any significant political power.

Some citizens wish for more a orderly government—not a tyrannical or autocratic rule, but an official who can organize Nirmathas's resources and people for the



common good, though this is an unpopular position typically whispered in corners, if vocalized at all. Movements to evolve Nirmathas's government quickly die from lack of support. Those who endorse a more orderly government note, correctly, that without taxation and laws, Nirmathas can't develop an infrastructure, a formal military, or an efficient response to any sort of national disaster. While many citizens agree with these observations in principle, actually organizing a government remains unpalatable to most.

As a result of these attitudes, Nirmathas acts as a collection of hundreds, even thousands, of independent settlements ranging in size from individual homesteads to ragtag militias to small cities. In addition, several independent city-states exist within Nirmathas's

borders, politically unconnected to the nation, but acting as sources of trade or alliances. Glimmerhold and Kraggodan are two examples: dwarven Sky Citadels that remain neutral in the conflict between Nirmathas and Molthune, but are willing to trade with their neighbors.

Fey enclaves still exist within the Fangwood, as well. Many homesteads in the woods have learned how to coexist with the fey, and what might seem like superstitions to outsiders are actually rituals learned through experience. The secretive, druidic town of Crystalhurst, in particular, is nestled in the Fangwood and is deeply connected to the fey. Generally closed to outsiders, Crystalhurst maintains a council of druids who support Nirmathas in its battles.

Although the Nirmathi are content with their individual lives, there are a few regional organizations that fill the need for law enforcement and regional defense. Some of these groups are informal, such as volunteer-staffed town guards or community councils. Others are more structured, as described in the Organizations section below.

Though these small organizations work well for the communities they serve, they lack the order and oversight of official groups. Communities in Nirmathas sometimes take their brands of justice too far, sentencing and punishing people based on incomplete evidence. Mob justice is not unknown, and innocent people have lost their lives because of confused witnesses and circumstantial evidence.

ORGANIZATIONS

Although Nirmathas has nothing that resembles organized local, state, or national governments, a few organizations perform key leadership roles or serve functions relevant to the national interest.

Chernasardo Rangers: In the southern portion of the Fangwood, the most devoted of Nirmathas's defenders live within the region known as Chernasardo. These hunters, survivalists, trackers, and trappers see themselves as an independent force, but nonetheless risk their lives to regularly defend the nation's sovereignty from Molthuni incursions. The region's rangers, in particular, are consummate woodland fighters. The Molthuni historically underestimate them; there are 10 times as many Chernasardo Rangers as anyone outside the forest thinks, and they'll stop at nothing to defend Nirmathas from imperialist foes.

Irgal's Axe: The band of skilled fighters who supported Irgal Nirmath proudly wore the name Irgal's Axe, and its numbers swelled as the nation moved toward eventual independence. The group disbanded shortly after it achieved its goal, and Irgal's Axe no longer exists as it



WESLEN GAVIRK

once did. In recent years, though, a new band of fighters has united under the name. These rebels orchestrate sustained guerrilla warfare against Molthune, conducting raids and sabotaging supply lines, and then disappearing afterward without a trace. The group clandestinely recruits the most promising guerrilla fighters from homesteads and small settlements, though no one quite knows where the group is even based—let alone who all makes up its roster.

Foxclaws: The Foxclaws are another organization that bands warriors of Nirmathas together. They operate in the far south, disrupting caravans from Molthune and seizing their supplies. These supplies are then sent up the Marideth River to supply Nirmathi forces. Molthune is becoming weary of these raids, and has begun seeding caravans with sabotaged supplies—rations that will make the eater violently ill, vials of poison labeled as healing potions, and weapons and armor designed to break apart when used.

RELATIONS

It's difficult for Nirmathas as a whole to establish relations with other nations. The forest marshal's lack of authority makes it impossible for him to forge national alliances or authorize trade agreements with foreign countries, simply because there's no way to ensure the people of Nirmathas will support or honor such deals. The constant warfare with Molthune also takes up so much of Nirmathas's attention that little energy remains to court alliances with other nations.

Lastwall, to the north, has a political ideology that differs substantially from Nirmathas's, but the proximity of the two nations brings them together. Towns in northern Nirmathas, including Kassen and Crossfen, have informal agreements to trade with caravans from Lastwall. The northern nation also offers bounties and goodwill to Nirmathi who capture prisoners trying to escape Lastwall. Some Nirmathi work to collect these bounties not because of the gold or their desire to see criminals punished, but because they don't want bandits and ruffians gathering in the Fangwood. These citizens believe that Nirmathas has enough troubles without fighting against enemies within.

Andoran is one of the few foreign allies on which Nirmathas counts. The nations are well aligned politically, and forest marshal Gavirk is on friendly terms with General Reginald Cormoth of the Eagle Knights. The two have corresponded for years and consider each other friends. Andoran has been quietly shipping weapons, armor, and supplies to Nirmathas through Druma and across Lake Encarthan for some time, an arrangement Molthune strongly suspects but has yet to prove.

The Nirmathi despise the nation of Nidal. The servitor state stands for everything Nirmathas is against, and if the war with Molthune ever ends, Nidal will stand as

Nirmathas's most hated enemy. For the moment, the Mindspin Mountains offer enough protection against Nidal that Nirmathas can ignore the nation, though citizens on Nirmathas's western edge itch to travel the Gjurn River and liberate Nidalese slaves.

SOCIETY

The Nirmathi take pride in their ability to provide for their own needs. Though they are largely compassionate and willing to lend a hand to their neighbors when necessary, few citizens ask for such help. Most Nirmathi believe that the sign of a mature adult and a good citizen is keeping one's problems private and turning to others only in times of direst need.

Nirmathi have a reputation for being confident to the point of arrogance, but this springs from their objective capability. Most Nirmathi know how to build a house, gather and trap their own food, preserve supplies, make their own clothes, and tend to injuries. They appreciate comfortable homes but aren't attached to worldly goods. If they must leave their homes, they do so without a backward look. When Molthuni soldiers raid a village, its people simply disappear into the woods, knowing they can survive on their own for as long as necessary.

The Nirmathi people enjoy their self-sufficiency, and their lifestyle is sustainable thanks to the vast natural resources their country provides, coupled with the nation's low population. A homestead in the Fangwood, for example, might not have any neighbors within 10 miles, leaving the land's bounty to sustain its inhabitants and no one else. A smaller, more heavily populated country couldn't afford its citizens such a level of privacy, nor could its resources so abundantly provide for their needs. Though the Nirmathi appreciate their land, they also give more credit to their own skills than their fortunate situation. They look down on residents of large cities who must purchase their clothes and food, without acknowledging that such people live in far different circumstances.

Though the Fangwood covers only a third of the nation's territory, many Nirmathi consider the forest synonymous with their country. The Fangwood provided shelter and supplies during the rebellion and is still one of the most critical defenses against Molthune. Further, though traditional religions are certainly represented, forest-based faiths as well as a general reverence for woodland nature are both popular here. The Fangwood holds an almost mystical place in Nirmathi lore as a protector, a guardian, and a friend.

The most commonly worshiped deities in Nirmathas are Erastil and Iomedae, both of whom value law and order. Erastil, though, is god of hunting and farming, and many Nirmathi see him as a god of self-sufficiency and living off the land. Nirmathas is home to many



LANDS OF CONFLICT

A LAND
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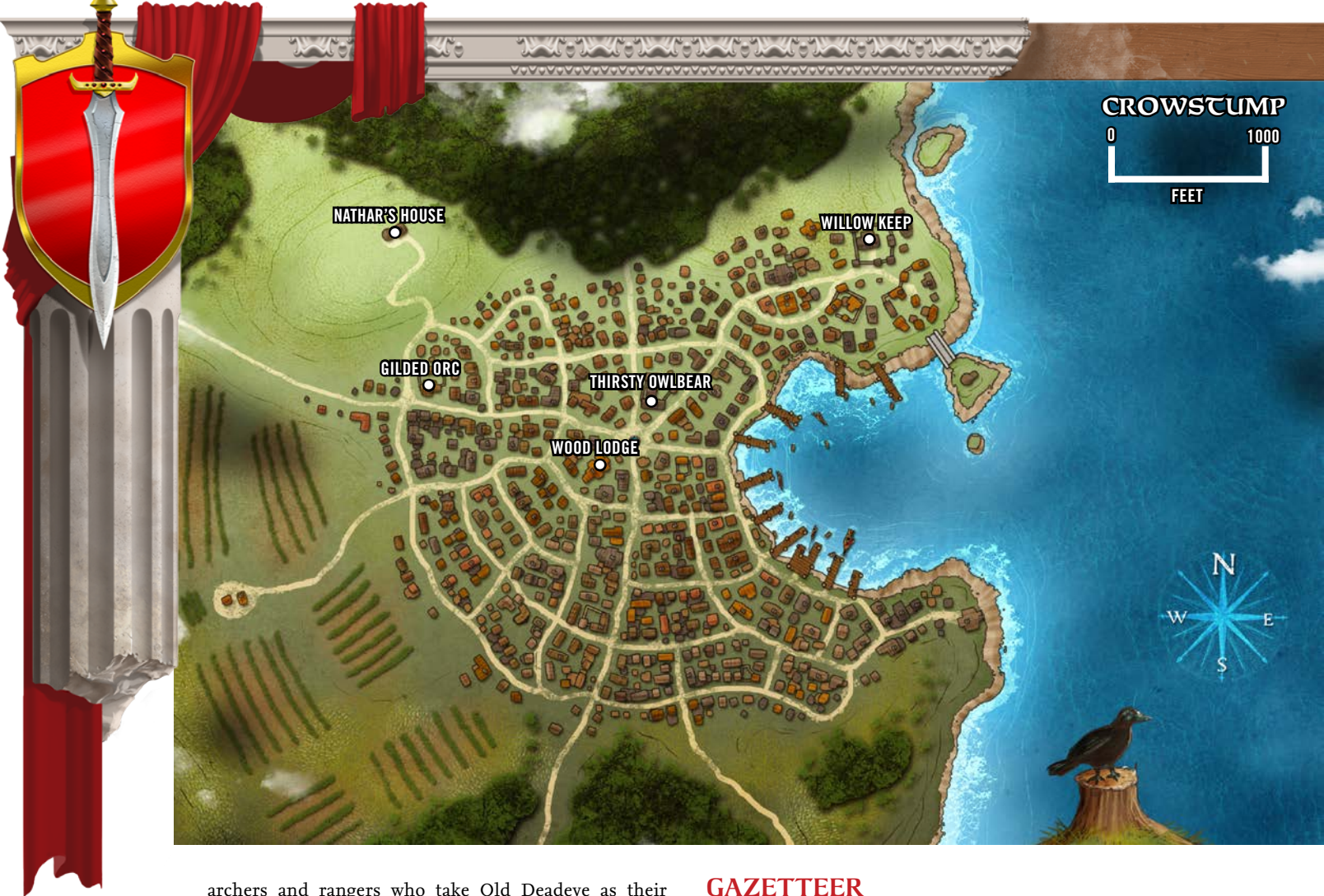
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archers and rangers who take Old Deadeye as their patron. Iomedae, on the other hand, is the goddess of rulership and valor, aspects that are more commonly worshiped in Lastwall to the north. The people of Nirmathas see her as a goddess of justice and self-rule who assists them in fighting against unjust conquerors. Residents of Lastwall who moved south to Nirmathas, often retired soldiers, have brought their worship of Iomedae with them over the years.

Some of Nirmathas's most martial-minded citizens—particularly those in hard-pressed border towns—revere Gorum, the god of strength, battle and weapons. These residents look to the god for strength in the virtually unending incursions and invasions they suffer. Other Nirmathi residents revere Milani, although she is less prominently worshiped. These citizens believe that the Everbloom blessed the nation's uprising and eventual freedom, and that she supports it still in its struggle against oppressive Molthune.

Travelers in Nirmathas find that its people are friendly, but only to a limited degree. Most small communities are willing to speak or trade with visitors, but homesteaders are more likely to order strangers away. All Nirmathi value their right to protect their homes, and if they suspect that a traveler might bring trouble or works for Molthune, they won't hesitate to use force. Visitors to Nirmathas do best sticking to the main roads and the nation's larger towns.

GAZETTEER

The following details describe locations in Nirmathas.

Acorn's Rest: This small community sits in the southernmost section of the Fangwood, just a short journey from Deadeye's Haunt. Most of its residents are druids who work to undo the damage done to the forest by the constant attacks from Molthune. The druids of Acorn's Rest enjoy their isolation, but unlike those in Crystalhurst to the north, they make no special effort to hide their existence. They are friendly to travelers looking for shelter or trade, so long as visitors respect the forest and its creatures.

The leader of Acorn's Rest is a peculiar druid named **Duskwater** (N female half-elf druid 8) who believes the Eye of Abendego—the permanent hurricane off the western coast of Garund—is the literal child of Gozreh. The other druids in the community don't share Duskwater's belief, but they respect her experience and wisdom. The druids of Acorn's Rest instead focus on finding a cure for the blight afflicting the Dark Grove across the Marideth River. One of the druids, a woman named **Androssana** (CN female human druid 7), believes that Abyssal powers may be at work in the grove.

Bloodsworn Vale: The vale is the site of a bloody conflict between Chelish forces and Shoanti tribes during the Everwar. More information on Bloodsworn Vale can be found on page 38.



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Chernasardo: This woodland region is home to Nirmathas's hardiest defenders: a sizeable group of hunters, survivalists, trackers, and trappers who call themselves the Chernasardo Rangers. The exact borders of Chernasardo are not defined in any map or book, but the Rangers who live in the region know how far their influence extends. They're famous in Nirmathas and surrounding nations as a group of skilled hunters and survivalists who know everything about their home. No tree is unfamiliar to them; no animal is strange. Some Chernasardo Rangers are born, live, and die in the woods without ever having left it.

Though the Rangers work alongside the rest of Nirmathas to defend their home against Molthune invaders, they see their region as independent; when push comes to shove, they care for their own freedom the most. The Rangers are not evil or coldhearted, though—they are simply practical.

Recently, a hunter named **Taig** (N male human ranger 3) was out at night when he spotted a magnificent white stag. He pursued it for hours, finally bringing it down with a well-placed shot, but when he went to claim the carcass, he found the stag had vanished. In its place was an ebony longbow with a silver string.

Taig believed the bow was a reward from Erastil for taking down such a prize. He has used the bow ever since, but hasn't realized the weapon is cursed. Slowly, Taig has begun to see his fellow Rangers as prey, and it won't be long before he stalks them as he stalked the stag.

For more information about the Chernasardo Rangers, see *Pathfinder Adventure Path #116: Fangs of War*.

Crossfen: Named for its proximity to a wetland that stretches over a mile wide, this settlement sits in a large, lightly forested area of the Fangwood where sedge and reeds grow thickly. It is one of the few settlements in the Fangwood to keep significant numbers of livestock, as the sedge makes good feed for the small, shaggy native cows.

Will-o'-wisps and boggards live in the fen, and the villagers warn travelers not to try to cross the wetland at night. Every year, there are always a few who try to make the journey in the dark, only to fall victim to the fen's perils. Their exact fates are unknown, as the bodies of those who die in the fen at night are never found.

Crowstump: The town of Crowstump has roots going back to the Shining Crusade. Founded as a supply town for troops making their way north to fight against the Whispering Tyrant, the first settlers felled a large copse of trees to build their stockade. The crows that lived there perched on the stumps of their trees and cawed madly at the intruders—a habit that the crows there continue to this day and that led to the town's name.

The town is now a vital port of trade for the barges making their way up and down the waterways, traveling from Skelt to Tamran and beyond. Being far away from

CROWSTUMP

NG large town
Corruption +0; **Crime** +0; **Economy** +2; **Law** +0; **Lore** +2;
Society +1
Qualities academic, prosperous, strategic location
Danger +5

DEMOGRAPHICS

Government autocracy
Population 3,200 (2,700 humans, 200 elves, 100 dwarves, 100 halflings, 100 other)

NOTABLE NPCs

Captain Tamin Westiron (LN male human fighter 8)
Mayor Samar Tyn (NG male human aristocrat 6/ranger 3)
Nathar Arod (NG male venerable human expert 14)
Sister Gorma Narrin (LG female human cleric of Erastil 11)

MARKETPLACE

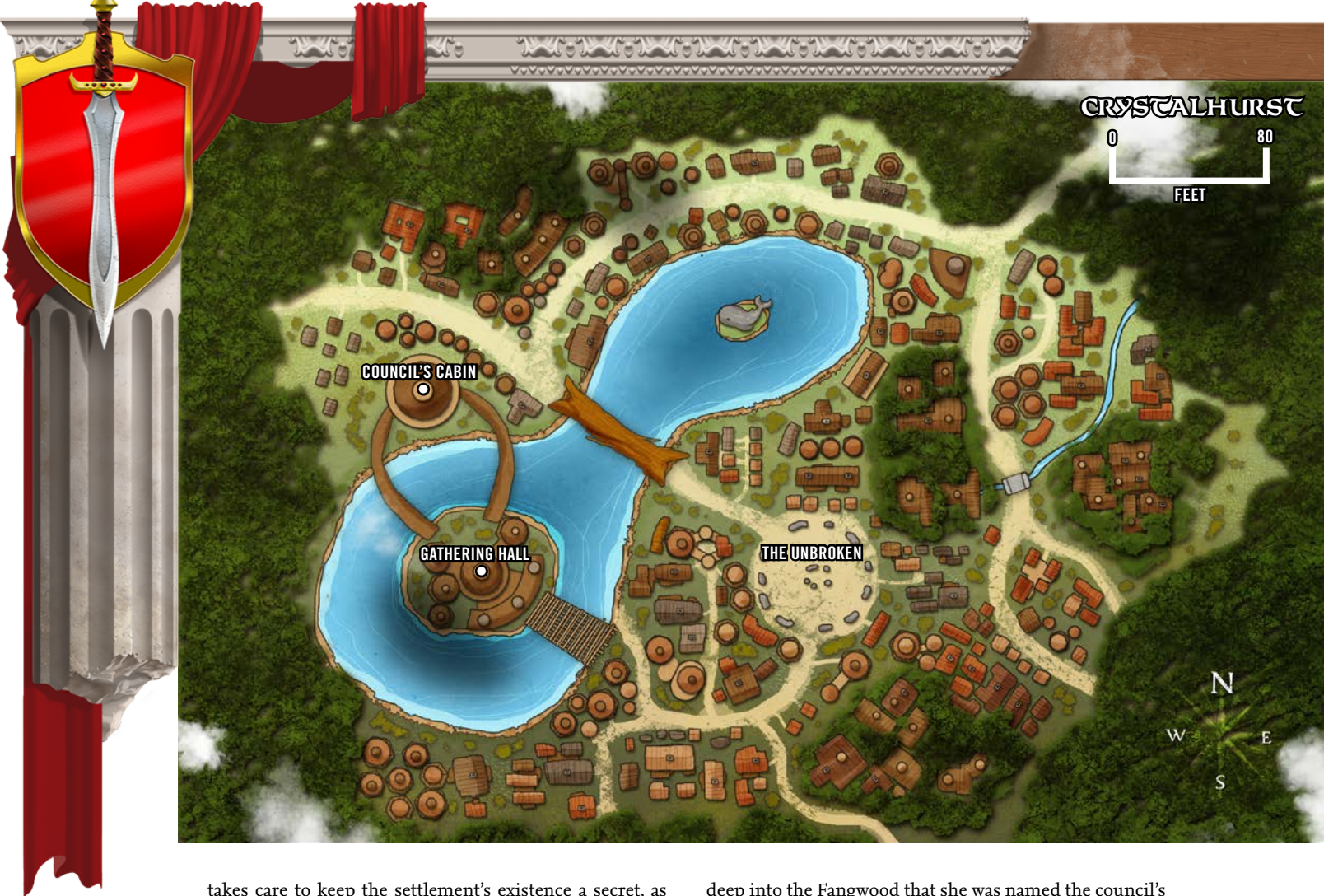
Base Value 2,800 gp; **Purchase Limit** 15,000 gp;
Spellcasting 6th
Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

the conflicts in the south makes this one of the safer routes for traders in the region. Mayor Tyn was elected by the town elders, most of whom are members of the various trade and craft guilds, on a platform of increased trade and cooperation with neighbors to the north and all around Lake Encarthan.

Aside from trade, the town's deep port makes it an ideal stopping point for barges and ships sailing the lake. Captain Westiron, who is technically a representative of Lastwall, is stationed here to help keep the peace when crusaders en route to Mendev use the town and its many fine taverns as a place to get in one last wild celebration before their years of service. The aging captain often spends his nights in the Gilded Orc or the Thirsty Owlbear, waiting for trouble to break out.

Despite its focus on trade, Crowstump prides itself on being a center of learning. A small academy has opened on the edge of town, specializing in teaching the art of magic. The town also boasts one of the most learned scholars in the region as one of its own. The venerable Nathar Arod is an expert on the Lake Encarthan region, with a particular focus on the events and effects of the Shining Crusade. Some even joke that if he were any older, and his recountings any more vivid, folk might be excused for thinking that he lived through those times, despite them happening almost a thousand years ago.

Crystalhurst: One of the strangest settlements in the Fangwood, Crystalhurst is unknown to most people—even Nirmathi. The druid council that runs Crystalhurst



takes care to keep the settlement's existence a secret, as they believe outsiders disrupt the natural balance of the place. Occasionally, travelers accidentally stumble into Crystalhurst, but unless such trespassers quickly prove themselves worthy, the druids firmly turn them away.

Crystalhurst has one of the most diverse populations of any settlement in Nirmathas. Druids of all races and ethnicities coexist peacefully in the village, including a few centaurs, gathlains (*Pathfinder RPG Bestiary 4 122*), and ghorans (*Pathfinder RPG Bestiary 5 119*). Wild animals also live in Crystalhurst, wandering the streets freely. Some are animal companions of the druids, while others are untamed creatures that have accepted the druids as part of the forest.

The druids of Crystalhurst support Nirmathas in its war against Molthune, mainly because they fear what Molthuni armies would do to the Fangwood should the invaders prove victorious. The druids envision huge swaths of the forest razed for lumber to build ships and fortresses, and they are determined to prevent that future from coming to pass. The druids' more pressing concern, however, is the Darkblight that threatens the Fangwood.

Following a long tradition, a council of the town's eldest and wisest druids governs Crystalhurst. Head of the council is Archdruid Aspen Zora, a young human woman born and raised in Crystalhurst. As she grew, Zora displayed an innate connection with the natural world, but it wasn't until she returned from a 6-month venture

deep into the Fangwood that she was named the council's head. Zora declines to discuss what she experienced during her journey. Upon her return, though, she radiated an inner serenity, intricate sky-blue tattoos covered her face and hands, her voice resonated with an otherworldly calm, and she exhibited practical wisdom and leadership skills that far exceeded her years. Since her return, the forest's goodly fey have been more willing to work with Crystalhurst's residents. Almost everyone in Crystalhurst agreed that despite her age, Zora had the wisdom and wide array of allies that would make her a consummate council leader, and she has since proven as much.

Hallkeeper Ceroneth, a half-elf who has lived in Crystalhurst for decades, maintains records of important natural events and historical moments. He also maintains the Gathering Hall, a large wooden structure used for festivals, meetings, and rituals. Although well past middle age, Ceroneth retains the appearance and vigor of a much younger person. He attributes his unusual longevity to the pure natural energies of the settlement.

Visitors are sometimes permitted in Crystalhurst, but only in exceptional circumstances. Those who require aid from the druids can make their case from the edge of the settlement—if they can find it—and the druid council decides whether to hear them.

Deadeye's Haunt: The slaughter at Deadeye's Haunt has become legend among the people of Molthune and

Nirmathas. More information on Deadeye's Haunt can be found on page 39.

The Fangwood: In many ways, this wood is the heart of Nirmathas. The forest provides shelter and resources, as well as cover for the fighters who keep Nirmathas free. Not all Nirmathi feel a bond with the Fangwood, but even those who don't make their home there respect the woods.

Some Nirmathi claim that in the deepest parts of the Fangwood, the trees are actually awake. This is partially true; a group of treants lives near the center of the Fangwood, where elven wizards once controlled breaches to the First World. The treants remain above mortal affairs and rarely reveal themselves to travelers, though they have been known to assist lone, good-hearted travelers in dire need.

Stories of intelligent animals are also told over the hearths of the Nirmathi, but most of these are mere fables. The one exception is a clan of natural werebears (*Pathfinder RPG Bestiary 2* 181) who recently settled near Crystalhurst. The werebears are the druids' allies, and they work together to combat significant threats that manifest in the Fangwood. The werebears keep away from other settlements; in the past, the werebears lived closer to humans, but after a bear accidentally infected a local with lycanthropy while defending herself, the clan moved farther into the woods.

Ancient ruins and monuments from pre-Earthfall days still stand in the forest. Most of these are just heaps of scattered stones with a few runic inscriptions to hint at their original purpose, but some are more complete. The most intact ruins are underground, and travelers sometimes stumble on hidden passages leading into the earth, where great elven temples or fey palaces can be found.

For the past several centuries, a pall has fallen on the Fangwood's innermost depths. The Darkblight, the demonic disease cultivated by the blighted dryad Arlantia, is increasingly spreading decay and rot throughout the primeval forest. More information about the Darkblight is in *Pathfinder Adventure Path #119: Prisoners of the Blight*.

Fangwood Keep: This fortress near the border with Molthune was built on top of an elven wizard's ancient tower. Fangwood Keep is further detailed in *Pathfinder Module: Fangwood Keep*.

Fort Nunder: Despite its name, this structure is more storehouse than fortress. Built into the side of a steep hill, the fort is so inhospitable that it serves only as a brief stop for weary travelers to rest and resupply. There is just a small barrack available, as the bulk of the fort is dedicated to storage space. Fort Nunder also houses a vault constructed by a pair of competitive and perhaps overzealous trapsmiths. The vault is said to store specialized weaponry meant for emergencies. Due to the heinous traps that protect it, the vault hasn't been accessed in decades and has gone largely forgotten.

CRYSTALHURST

NG small town

Corruption +0; **Crime** -1; **Economy** +0; **Law** -1; **Lore** -1; **Society** +5

Qualities insular, secret druidic enclave

Danger +0

DEMOGRAPHICS

Government council

Population 1,182 (600 humans, 250 half-elves, 150 gnomes, 50 elves, 50 half-orcs, 82 other)

NOTABLE NPCs

Archdruid Aspen Zora (NG female human druid [feyspeaker] 7; *Pathfinder RPG Ultimate Intrigue* 26)

Hallkeeper Ceroneth (N male half-elf druid 4)

Protector Orada (N female centaur druid 2/ranger 3)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

SPECIAL QUALITIES

Secret Druidic Enclave A font of druidic knowledge exists in Crystalhurst for those who can earn the residents' trust. If one or more members of the town's druidic council has an attitude of friendly or helpful toward a creature, that creature treats Crystalhurst's Lore modifier as 5 higher when attempting Diplomacy checks to gather information and Knowledge (nature) checks using its collections of druidic texts.

Fort Ozem: One of several small hideouts in the Fangwood, Fort Ozem was once used as a staging post in the war against the Whispering Tyrant. Some say the fort was briefly home to Iomedae herself. While the interior is still in a serviceable state, the worn outer walls are overgrown with vegetation. Unlike other forts in the area, its outside appearance has been deliberately neglected to indicate that there is nothing inside worth investigating. However, the Chernasardo Rangers use it liberally, and the surrounding area is littered with alarms. The fort can be evacuated at a moment's notice, leaving nothing of value and an indefensible position for any attackers foolish enough to claim the fort for themselves.

Fort Ristin: Among the oldest and most impressive structures in Nirmathas, Fort Ristin has sturdy walls and high towers that make it a formidable stronghold. Its location near the edge of Chernasardo territory makes it ideal for border patrols. While the architecture is distinctly Chelish, the Nirmathi have gone to great lengths to scour the fort of any sign of its previous owners. Still, they're happy to take advantage of its more opulent features.

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Fort Trevalay: This is the only true stronghold that the Chernasardo Rangers built entirely themselves. Other bases may boast impressive architecture, but none adequately meet the rebels' needs. This fortress, constructed atop a massive stone column in the center of a wide gorge, is accessible only via collapsible rope bridges. It is built of the same stone that it stands upon, rendering it nearly indistinguishable at a distance from the natural rock formations.

Glimmerhold: One of two dwarven cities within Nirmathas's borders, Glimmerhold sits within the Gjurn River, a pentagonal fortress that juts over 500 feet above the waterline. Ideologically, Glimmerhold is opposed to Nirmathas. The dwarves within are a sadistic, evil bunch who see the Nirmathi as disruptive, unpredictable children driven by foolish ideals.



**CRYSTALHURST
DRUID**

Glimmerhold is further detailed in *Pathfinder Module: Clash of the Kingslayers*.

Graybanks: Before Nirmathas achieved independence, combat between the rangers and the Molthuni army accidentally overran this village and the citizens within were forced to flee. The battling forces cut off access to the forest, so most of the villagers tried to swim or boat across the river. Tragically, a spring melt had rendered the waters fast and treacherous, and over a dozen people drowned trying to escape. The village now stands empty, and the buildings destroyed during the conflict were never rebuilt. Some say the town is haunted; though nearly 7 decades have passed since they were inhabited, the buildings remain pristine and yards and trails appear well maintained, as if ghostly forces still cared for them.

Greenglade: Greenglade is a convenient stopping point en route to Tamran. Most of the time, Greenglade is a simple hamlet with a large inn for travelers and not much else. Once a month, though, Greenglade hosts a market where nearly anything can be traded. Adventurers sometimes visit the market to deal in artifacts, magic items, and treasures found in the ruins of the Fangwood. More commonly, smugglers use Greenglade to sell weapons and supplies to Nirmathi forces and to trade intelligence about Molthune. The enigmatic authority behind the market is known only as The Blade; none—not even Greenglade's residents—are sure whether this moniker refers to an individual, a cabal, or some other sort of force. Molthune has heard rumors about a black market where spies and smugglers gather; the general lords haven't discovered its location, though spies strive ardently to do so.

Growling Skald: This ridge, just southeast of Bloodsworn Vale, is one of the few areas of volcanic activity in the Mindspin Mountains. Geological activity beneath the ridge results in a low rumbling that can be heard clearly from nearby mountain trails, leading to stories of a giant's spirit that rests within the mountain.

Hollow Hills: This rugged stretch of land between the Fangwood and the Mindspin Mountains is named for its natural caverns and abandoned mines—many dating back to the Age of Anguish and still haunted by bygone horrors. Local settlements support themselves by mining veins of copper, gold, iron, and quartz, as well as through subsistence farming; the rough terrain generally protects them from Molthuni incursions.

On the other hand, this relative isolation leaves the people of the Hollow Hills more vulnerable to bandit activity and monstrous predators like the bulettes, harpies, and wyverns that call the region home. Thus, the towns of the Hollow Hills are some of the few settlements in Nirmathas whose inhabitants rely on walls for defense rather than fleeing into the hostile wilderness.



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Hurlandrun: The ruins of this small village stand near the headwaters of the Deepcut River. Unlike many of the ruins in Nirmathas, this one was not destroyed due to the war. A powerful wizard named Mahalagris once lived in Hurlandrun, keeping out of the war entirely so he might research his magic in the relative quiet of the village. When the wizard was murdered, though, he rose as a vile, undead creature and threatened his former neighbors' safety. A thief who had come to rob Mahalagris's tomb provoked the undead mage, and the resulting conflagration leveled the town. Lesser undead creatures still haunt the place, and the fate of Mahalagris himself remains unknown. For more information about Hurlandrun and Mahalagris, see *Pathfinder Tales: The Wizard's Mask*.

Kassen: Though this community is small, it often sees visitors traveling along the river, and so it maintains a large inn called the Seven Silvers. Kassen's main industry is logging, and most of the townsfolk live on smallholdings in the woods rather than within the community's walls. Under the guidance of their mayor, **Jornak Uptal** (NG male human aristocrat 3), the people of Kassen make a comfortable living selling lumber and wooden goods.

Kassen is further detailed in *Pathfinder Module: Crypt of the Everflame* and *Pathfinder Module: Masks of the Living God*.

Kraggodan: This Sky Citadel is one of the best known of the dwarven cities. Its prince, **Gorm Greathammer** (LN male dwarf bard 7/Pathfinder chronicler 2), is a genial and outgoing monarch interested in learning about other lands and cultures, and is also a well-known Pathfinder. Kraggodan is further detailed in *Pathfinder Adventure Path #118: Siege of Stone*.

Longshadow: Longshadow is a settlement catering to the various mines in the nearby Hollow Hills, with foundries and smelters constantly churning out goods—not to mention a healthy billow of smog. Longshadow is further detailed in *Pathfinder Adventure Path #117: Assault on Longshadow*.

Lost Mines: The Lost Mines were a network of tunnels leading down into the roots of the ore-rich Mindspin Mountains, until they vanished along with all their workers. More information on the Lost Mines can be found on page 41.

Marching Springs: This strip of land between the Mindspin Mountains and the Fangwood boasts one of Nirmathas's most unusual features. A series of water sprays, not unlike natural geysers, erupt from the ground one after another in a slow progression. This trail winds throughout a 30-square-mile area before looping back on itself.

No one has yet found the cause for this phenomenon. Explorers report numerous water elementals and oozes in the region, which may hint at a hidden portal to the Plane of Water. Recently, travelers in the area have remarked on a marid traveling from spray to spray.

The marid, named **Kareenna** (CN female marid sorcerer 2), lived in Lake Encarthan until she began experiencing intense visions of the Marching Springs. She can sense a large body of water beneath the ground, one that calls to her. Kareenna believes the pattern of the water sprays holds the key to reaching this subterranean lake and finding whatever lives within it—a powerful creature, certainly, for it to have sent its visions to her.

Nature's Glass: In a hidden hollow in the Fangwood lies a still, glassy pond of pure, clean water. Legend tells that all who behold their reflection in the pond see their true natures reflected back. A brutish, destructive person might see a slaving boar, while a kind but unreliable person might see a frightened rabbit. It's also said that the pool cures any compulsions, curses, or other afflictions that might be plaguing the viewer.

Whatever the pool's magical properties, a swan maiden (*Pathfinder RPG Bestiary 4* 257) named **Leeta** (CG female swan maiden swashbuckler^{ACG} 4) stands guard over it. Legend claims that Leeta and an invisible fey army at her beck and call drown any who attempt to defile the pool, and the fey reportedly use strange powers to forever tether the victims' souls to the pool's powerful divination magic.



SKELT MINER



Nesmian Plains: A food-rich but poorly defended corner of Nirmathas, the Nesmian Plains stretches from the Marideth River south to the prairies around Kraggodan. Molthune frequently invades this region, and the area's infamous monster hordes are also regular threats. Nesmian natives simply fall back in the face of these attacks, often burning their homes and crops when they see enemies approach, and then return in spring after the area's bitterly cold winters drive out ill-supplied foreigners. The jagged gullies and ravines that crisscross the plains provide ample hiding places for anyone who knows them, and a number of monstrous races—especially goblinoids and troglodytes—use these features to their own advantage, preying upon human farms and then retreating to easily defended hideaways. The Nesmian Plains is further detailed in *Pathfinder Adventure Path #115: Trail of the Hunted*.

Phaendar: This small town situated in the Nesmian Plains is one of the largest settlements in southern Nirmathas. Nearly all of its residents (fewer than 400 in all) are talented leatherworkers, weavers, or woodcarvers, and most Nirmathi homes from Tamran to Skelt eventually feature a few sturdy furnishings born in a Phaendari workshop.

Like many similar communities across the nation, Phaendar runs with little codified oversight. The town is still known for its strong personalities, though, including

the foul-mouthed priestess and former Chernasardo Ranger **Aubrin the Green** (CG female human cleric of Cayden Cailean 3/ranger 3).

Phaendar is further detailed in *Pathfinder Adventure Path #115: Trail of the Hunted*.

Purt: Situated on the Eldress River, Purt is a hamlet home to the finest cabbage farms in Nirmathas. Their vulnerable location made them the target of Molthuni raids for years, and as the crops mainly feed the farmers and their families, the raids were devastating. Led by First Farmer **Jansa** (N female human expert 4), the people of Purt approached the druids of Acorn's Rest and asked for protection. After some negotiation, the druids coaxed a living thorn wall to sprout and protect the hamlet. The residents of Purt can travel through the thorn wall through hidden passages, but they do not share these secret routes with outsiders.

Skelt: The city of Skelt on the Shining River is a wonder of dwarven engineering. The city is built into a bluff, making it inaccessible save by wooden ramps fitted strategically with drawbridges, or by lifts powered by enormous water wheels. Travelers looking across the river at Skelt can see the lifts trundling up and down, carrying loads of workers and supplies, while lines of citizens scurry along the ramps.

Skelt's primary industry is mining, and the city's water wheels allow it to run advanced mining equipment and ore-crushing machines. Kraggodan is by far Skelt's biggest



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trading partner, purchasing the bulk of its stone and ore. Skelt also conducts trade with smaller settlements toward the Fangwood as well, but only when necessary, as the amount of business these partners generates is barely enough to make trade worthwhile.

The people of Skelt have a serious interest in reclaiming Bloodsworn Vale, as the city would profit greatly if it could begin trading with Korvosa and other large Varisian cities. Skelt's council of dwarven elders—including the charismatic Highforger **Bromm Helmsplitter** (NG male dwarf expert 4/fighter 5)—is preparing to take advantage of that potential eventuality.

Spiral of Bones: This funnel-shaped pit is the final resting place of 333 Nirmathi rebels killed in battle. It also conceals the entrance to an ancient underground structure. More information on the Spiral of Bones can be found on page 42.

Tamran: The ramshackle appearance of Nirmathas's capital reflects the rugged nation's political structure and ideology. The city is a mishmash of wooden buildings scattered atop piers and wharves, divided by murky marshland and connected by bridges, coracles, and skiffs.

High wooden walls once surrounded Tamran, but the Nirmathi tore them down during the Freedom War. Since the Molthuni army could easily overpower the city's defenses with their superior arms, the walls trapped citizens within Tamran and made them easy targets. Dismantling the walls allowed the Nirmathi to flee into the Fangwood and the marshlands during attacks, where they lived well through their survival skills and prepared their retaliations.

As a result, Molthune has captured Tamran five times, but has never been able to hold the open city. On the final occasion of Molthune's occupation, the army burned Tamran to the ground in frustration. The Nirmathi rebuilt the city in a year, however, and residents take great pride in their small, defiant city, which they see as a testament to their people's cunning and tenacity.

Although Forest Marshal Weslen Gavirk is based in Tamran, he has little to do with the city's government. Instead, like much of the rest of Nirmathas, Tamran has minimal formal oversight. A loose council is all that serves to unite Tamran's interests and handle stickier matters, typically issues of land use or squabbles between rival merchants and artisans. Three "speakers," as the people call them, sit on this council, which meets irregularly according to need. Although all three are military veterans, they each have vastly different perspectives—yet their conciliatory natures and good-faith attitudes ensure that most disputes are resolved without larger consequences. In recent years, however, Speaker of the Bark Ollis Tamain has been acting strangely, showing up late to council meetings or missing some altogether, leading some to believe that he struggles with a problem he's concealing from his colleagues.

TAMRAN

CG small city

Corruption -1; **Crime** +1; **Economy** +2; **Law** +0; **Lore** -1; **Society** +8

Qualities holy site (Erastil), insular, scrappy, strategic location

Danger +5

DEMOGRAPHICS

Government council

Population 9,730 (7,600 humans, 1,500 half-elves, 450 halflings, 180 other)

NOTABLE NPCs

Forest Marshal Weslen Gavirk (NG male human ranger 11)

Speaker of the Bark Ollis Tamain (NG male human fighter 5/ranger 4)

Speaker of the Heart Aromina Yasgon (NG female half-elf aristocrat 4/bard 3)

Speaker of the Leaves Mayslen Torgun (CG male human aristocrat 6)

MARKETPLACE

Base Value 4,400 gp; **Purchase Limit** 25,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

SPECIAL QUALITIES

Scrappy The people of Tamran are a hardy bunch of survivors. They know that Molthune could invade their city at any time, and so while they are happy to chat with the myriad travelers who flow through their city, they know that any moment could bring another siege—and they are prepared to defend themselves or flee at a moment's notice. (*Society* +2)

In the years since Nirmathas claimed independence, Tamran has constructed several buildings made to be more permanent than the flimsy shacks the residents built during the Freedom War. The Forest Bounty, for example, is a feast hall where citizens gather to celebrate successes against Molthune as well as weddings and holy days.

A druidic shrine stands near the Forest Bounty, maintained by an enigmatic half-elf who gives her name only as the **Emerald Bough** (CG female half-elf shaman^{ACG} 7). She came to Tamran several years ago and constructed the shrine, an impressive structure of living trees coaxed to intertwine and form the main hall. The Emerald Bough provides healing services and has a wealth of knowledge on the Fangwood and the natural world, though she is suspiciously silent about her past.

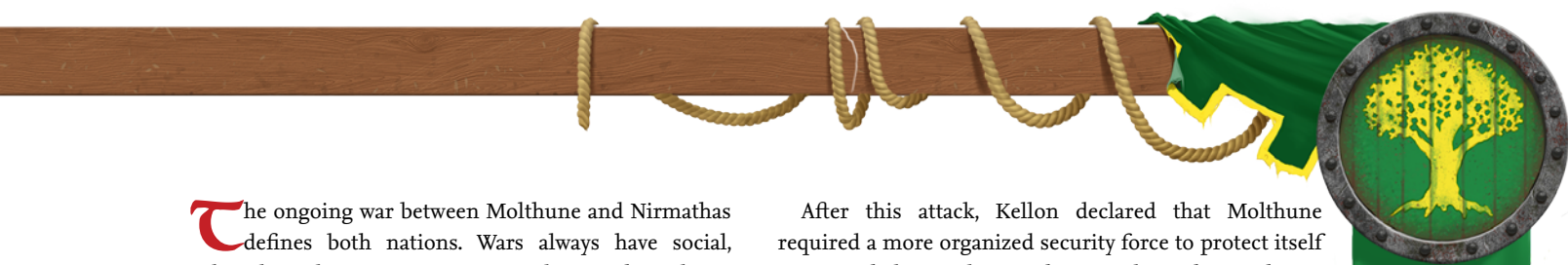
Tamran is further detailed in *Pathfinder Module: Masks of the Living God*.



THE CONFLICT

The storm clouds of war have rumbled over Molthune and Nirmathas for most citizens' entire lifetimes. For many, the conflict is a never-ending struggle, a static truth that will never cease to be. The reason the war has continued for so long, though, is not because the countries are so evenly matched, nor is it because each nation believes it fights for survival. The war continues because each nation wants what the other cannot bear to give. Molthune wants Nirmathas to bow to it, to admit its freedom is a failure, and to rejoin its former parent. Nirmathas wants Molthune to leave it be, and to recognize the nation as an independent state with the right to govern itself. For one nation to grant the other its desire would be to give up its very identity. The countries would rather destroy each other in war than destroy themselves in peace.

—Historian Rutha Osper, *Nations at War*



The ongoing war between Molthune and Nirmathas defines both nations. Wars always have social, political, and economic impacts, but such a long-running conflict as this one has unique ramifications. The Nirmathi have built a national identity as a free people, resisting the constant attempts of their former oppressors to recapture their country. The Molthuni have likewise constructed their narrative as a unified nation where all citizens work together to ensure prosperity and survival. Neither nation can back away from the conflict without damaging its own self-image, so neither nation does. They remain embroiled in a conflict that, in many ways, has become a large part of their identities.

There are practical reasons why the conflict continues other than inertia and self-image. Molthune desperately seeks to soothe the wound inflicted on its identity when the Nirmathi dared to declare themselves independent. The Nirmathi yearn for a form of stable sovereignty that would forestall predation from its neighbors. If neither country gains a serious advantage over the other, it seems likely that their conflict will stretch on endlessly.

HISTORY OF THE WAR

Molthune and Nirmathas began as one nation with a common enemy. At that time, the country was called Molthune and was a Chelish colony exploited by its master. Cheliox had seized a number of smaller territories in the north and united them under the name Molthune, and the country's resources streamed southward in a never-ending flow. The imperial residents struggled to survive, living in poverty while the food they grew was shipped to Cheliox.

In 4606 AR, Aroden died, and his passing was felt across the world. Cheliox, one of the most powerful nations on Golarion, fell apart, and its vassals seized their opportunity to secede. Governor Nedwin Kellon, a grizzled army veteran and disgruntled Chelish appointee who was perhaps the loudest voice in the push for independence, organized the Molthuni into resistance groups that tracked down Chelish agents still in the country, banishing or executing them. The resistance groups also took control of the shipping companies that had been sending their largesse to Cheliox. Goods waiting for shipment were taken to Canorate, where Governor Kellon oversaw their distribution to the people of the land.

It took years for Molthune to solidify its independence. Though Governor Kellon declared Molthune a free nation in 4632 AR, Cheliox was not so quick to release its hold on its states. Chelish agents infiltrated the country and attempted to assassinate Kellon several times. In 4636 AR, an assassin almost succeeded, slipping into the Imperial Palace at night and stabbing Kellon in his sleep. While badly wounded, Kellon managed to retaliate, slay his attacker, and survive.

After this attack, Kellon declared that Molthune required a more organized security force to protect itself against Cheliox and any other invaders who might try to overwhelm the fledgling nation. He organized the resistance groups into a formal Molthuni army, which was officially mustered in 4637 AR.

With the supply lines to Cheliox severed, Molthune could finally benefit from its own bounty of resources. Citizens happily stocked their cellars with provisions—but with this new wealth came dissent. Laborers argued over who had rights to fields that had been owned by Chelish nobles. Neighbors fought over fishing rights. People became paranoid, believing invaders might come to seize their goods at any moment.

With the aid of a council of aristocrats, economists, and politicians, Kellon began laying out a new code of laws to control the harvest and distribution of national resources. These laws would keep the citizens' properties distinct and protected, while also assigning a percentage of harvests to provision the army. The council codified the rights of laborers at this time, legalizing a strict system of indentured servitude under carefully regulated laws. The army's general lords were deemed the most fit for rule, and so Governor Kellon divided the new nation into territories, assigning responsibility for each to the general lord most suited to the task. Back then, there were 11 territories and 11 general lords—12 counting Nedwin Kellon himself.

At first, the new laws seemed to serve the populace acceptably. By 4645 AR, Molthune had built up its economy and laid in significant reserves to carry the land through any potential famine or drought. Many of the citizens of the country prospered. However, unrest still brewed.

Rather than further developing farmland in southern Molthune to fuel expansion, the government leaned heavily on the fishers, trappers, and loggers of the Fangwood to provide needed goods to Canorate and to the army. The people of the Fangwood began to think they had traded one oppressor for another as they watched the fruits of their labor flow out of the woods to the southern cities, with little benefit to themselves.

Citizens protested the government's policies, only to be told that their sacrifice was required for the nation's good. Frustrated, the people retaliated by concealing resources and sabotaging shipments to Canorate. Fangwood rebels snuck into lumber camps to break tools and steal supplies.

In 4646 AR, a shipment of tainted meat—deliberately poisoned by the hunters in the Fangwood—reached Canorate. Though no one died, enough were sickened to create panic in the capital as rumors spread of a plague. It took months for the general lords to calm the populace and uncover the cause of the illness. The government retaliated by sending troops into the Fangwood, thinking they would quickly squash the rebellion.



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But the people of the Fangwood saw the troops' arrival as a declaration of war. At the end of 4646 AR, the Molthuni army reached Tamran and found a militia waiting for them. A skirmish erupted, with dozens on both sides killed in a battle known as the First Offense. The rebel northerners retreated into the woods as the army seized control of Tamran.

Three months later, Tamran's citizens, working with sympathizers inside the city, regained control of their home and tore down the city walls (which proved an intelligent move later on). In 4647 AR, Molthune seized the city again, but this time the people were ready. They faded into the marsh and woods to organize return strikes against Molthune, and reclaimed the city in a week.

Over the next few years, groups of rebels skirmished with the Molthuni army, and the acts of sabotage increased.

In 4648 AR, Fangwood rebels led by Irgal Nirmath set fire to Sharpfang Camp, the largest logging camp in

the area. A devastating forest fire raged for weeks, killing 18 loggers and wiping out 3 square miles of woodland. Molthune sent three units of soldiers to take Tamran, and the city was seized for the third time, though Nirmath's victory united even more rebels under the banner of Irgal's Axe, as he had named his force.

The Molthuni army controlled Tamran for over 6 months this time, until a conflict in Deadeye's Gulch called away half its troops. The northerners struck, retaking their city. Meanwhile the battle of Deadeye's Gulch raged for a week, leaving scores dead and both forces broken.

Molthune's next major assault came in 4651 AR, when the general lords decreed they would take Tamran permanently. A massive army seized the city and routed the people within, as it had before, but this time the troops continued to push down the Marideth River. The army brought loggers to hew the trees on either side of the bank, clearing a swath of land almost to Crystalhurst.

There, they clashed with the rebels' druid allies as forest creatures of all sorts erupted from the trees, coordinating their attacks with the rebels. The army was beaten back past Tamran in a 3-day battle known as the Battle of Bloody Teeth. The fighting continued over the next year, and Irgal Nirmath's tactics and egalitarian command led the rebels to victory after victory.

Finally, in 4655 AR, after winning nearly a dozen small battles in a row, the rebels declared victory. Molthune, stinging from the incredible losses of troops and resources it had suffered over the years, grudgingly admitted defeat. Irgal Nirmath declared the rebel nation independent, and drew its border from Tamran down to the southern Mindspin Mountains; Molthune tacitly recognized the new nation.

However, on the very night of this triumph, an assassin felled the rebels' charismatic leader. Though the identity and loyalty of the assassin remains unknown, the fact remains that Molthune rescinded its admission of defeat.

The rebels held firm, however, and named their nation in their fallen leader's honor. Since then Nirmathas and Molthune have remained at war.

In the ensuing 62 years, the nations have continued the conflict almost without rest. Most engagements have remained small in scale—with one exception. In 4686 AR, the particularly overzealous Imperial Governor Kaleb





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Vinsohn decided to use sheer brute force to cow the Nirmathi. Working with the general lords, Vinsohn sent warships across the lake to bombard Tamran with ballista bolts and fire magic. Many citizens died during the Night of Raining Fire, and when the Molthuni army came ashore, they had only the burning shell of a city left to claim. Claim it they did, though, tearing down the remaining structures and setting them aflame. Molthune left Tamran a smoking ruin, but the Nirmathi fighters' spirits could not be broken. They returned and rebuilt Tamran, restoring the city by the spring of 4687 AR.

Molthune's ill-conceived plan to recapture Tamran breathed new life into the conflict that, for many, had faded into the background. A whole generation of residents—including young Weslen Gavirk, who is now Nirmathas's forest marshal—seethed with anger at the cruel, bull-headed imperialists. The Molthuni, particularly the elite, were reminded anew of the insult of Nirmathas's existence. These rekindled attitudes persist today, and it's safe to say that they aren't in danger of waning anytime soon.

TACTICS AND CAMPAIGNING

Molthune and Nirmathas each have unique wartime tactics, as described below.

MOLTHUNE

Molthune's strength lies in its order. Its soldiers train hard and value discipline, obedience, and honor. Combatants sent to the border have been trained well and outfitted with quality equipment (usually a suit of chainmail, a longsword, and a light steel shield). More experienced soldiers and officers sometimes wear heavier armor, but most find it too bulky for missions in the marshland coast near Tamran or in the thickets of the Fangwood.

The Molthuni army makes extensive use of scouts, both to determine enemy movements and to evaluate terrain—though these scouts' skills pale in comparison to the woodland knowledge of the Nirmathi. Nirmathi militias gain an advantage from their knowledge of the land, and the Molthuni army tries to negate that advantage. Most Molthuni scouts are themselves rangers or rogues, though some are urban spies trained by General Lord Magga. On the front lines, the scouts report to Master Scout **Deran Gale** (LN male half-elf ranger 5), the unacknowledged bastard son of General Lord Liocarcinus.

Using the scouts' reports, the generals on the frontline plan their assaults. The Molthuni army strikes hard, but with precision. The army always has a target in mind; it never attacks simply because an opportunity has opened up. All attacks must be coordinated by the upper ranks before soldiers enter battle.

The Molthuni army prefers to attack during the day, as night gives the enemy another advantage. If the army

does make a rare nighttime offensive, it uses alchemical flares shot from ballistae to light up the battlefield. The glowing flares fill the field with orange light and hazy smoke, and they simultaneously take a psychological toll on enemy forces.

Infantry soldiers charge first, using their shields to block incoming ranged attacks until they can reach the enemy lines and turn the fight into a melee. Spellcasters support the troops with wide-area spells fired past the line of infantry into the disorganized mass of enemies. Spellmarkers—bright flags atop polearms—signal targets for the casters.

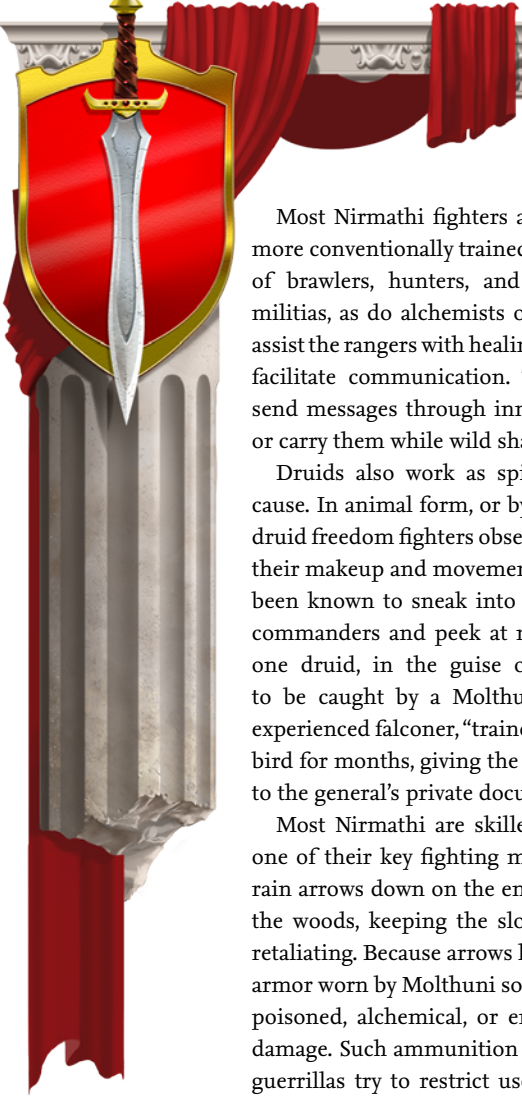
Corporal **Essa Evail** (LG female human wizard 4) devises the colors and sigils used for the spellmarkers and for relief banners. A severe but quietly moral woman, she also oversees the training of Molthune's battle casters. Likewise, she organizes the priests of Iomedae and Erastil who wait behind the infantry line to provide healing as needed. Evail's banners are used to let injured troops know where to retreat for healing. The corporal rotates their patterns frequently to ensure Nirmathi forces can't anticipate troop movements or send false signals. Evail also places dummy banners among the troops to confuse the enemy.

Once the army has secured its target, be it a village, a landmark, a waterway, or another strategic location, it holds the target until the soldiers are needed elsewhere. Molthune generally finds it too expensive to seize locations for long, but while they have one, it's used as a base for their scouts. They map the surrounding area, paying special attention to potential sites of hidden bases, and claim any resources they can. In villages, they strip abandoned houses of rations, tools, and weapons.

The army doesn't interfere with Nirmathi civilians. The soldiers obey a strict military law that prevents them from harassing, assaulting, or robbing noncombatants. They do try to capture potentially valuable civilians, however, such as town leaders, seers, or sages, though it can be difficult to identify such leaders, given the Nirmathi's antipathy for structure. Regardless, prisoners of war are treated well and quickly moved to a permanent base for interrogation. Once their knowledge has been obtained, they are ransomed back to the Nirmathi—who are sometimes willing to pay, but more often arrange daring rescues.

NIRMATHAS

Nirmathas's strength lies in its flexibility. Without ordered regiments or a complex hierarchy, the Nirmathi militias and guerrillas can strike when and where they please. They move quickly to attack Molthuni incursions and violations of their borders, doing significant damage in a blitz before disappearing back into the forest. Molthune often seizes Nirmathi targets, but it cannot hold them long, and soon enough the Nirmathi have reclaimed every inch of land taken.



Most Nirmathi fighters are rangers, though some are more conventionally trained combatants. A good number of brawlers, hunters, and shamans pepper Nirmathi militias, as do alchemists of varying disciplines. Druids assist the rangers with healing and support spells, and also facilitate communication. The druid freedom fighters send messages through innocent animals of the woods, or carry them while wild shaped into animal forms.

Druids also work as spies to support the Nirmathi cause. In animal form, or by using their woodland skills, druid freedom fighters observe Molthuni troops, learning their makeup and movements. Especially bold spies have been known to sneak into Molthuni camps to listen to commanders and peek at maps. The Nirmathi tell how one druid, in the guise of a falcon, allowed himself to be caught by a Molthuni general. The general, an experienced falconer, “trained” his new catch as a hunting bird for months, giving the druid spy unrestricted access to the general’s private documents.

Most Nirmathi are skilled with bows, and archery is one of their key fighting methods. Units of archers can rain arrows down on the enemy and then melt back into the woods, keeping the slower Molthuni soldiers from retaliating. Because arrows have difficulty puncturing the armor worn by Molthuni soldiers, the Nirmathi often use poisoned, alchemical, or enchanted arrows to do extra damage. Such ammunition is expensive, though, and the guerrillas try to restrict use of these special arrows for especially important offensives. The Nirmathi are always looking for fletchers and enchanters willing to supply ammunition. Chernasardo Ranger **Pell Darter** (CG female human ranger 5) is known for her exceptional fletching skills and her knowledge of common forest toxins that can incapacitate the enemy.

The Nirmathi have no desire to expand their borders, but they know that unless they can quash Molthune once and for all, they will forever have to fight to defend their land. Thus, they always seek ways to give their people a little extra breathing room. Because the Nirmathi confine their attacks to military targets, they don’t often come into conflict with civilians.

During a battle, the Nirmathi assume anyone on the field is supposed to be there and is therefore fair game. The civilians who work inside Fort Ramgate don’t receive special status as noncombatants. In the Nirmathi’s minds, the civilians assumed certain dangers when they chose to work in a military base. **Erdrie Hone** (CN female human fighter 3/rogue 3) is an experienced archer and trapper with one of the highest body counts among the Nirmathi forces. She’s fought against the Molthuni for over a decade and her skill with a bow is unparalleled. Hone has a reputation for indiscriminate slaughter in the heat of battle, and while she leads her troops to victory in almost every conflict, the bodies she leaves behind disturb even her allies.

THE FRONT LINES

The Molthuni and Nirmathi have vastly different experiences on the war’s front lines, as described below.

MOLTHUNE

Soldiers in the Molthuni army enjoy a structured, orderly life, even while they’re on active duty on the front lines. For many recruits who are heading into battle for the first time, this structure can provide great comfort. Soldiers have set schedules for training, eating, sleeping, and even socializing, which helps them feel like they are part of a team. For soldiers who are solitary or less acclimated to a regimented life, their time in the army can feel confining or claustrophobic. Such soldiers usually wind up being poor performers and may have disciplinary issues.

Commanders faced with underperforming soldiers either chastise them or dismiss them from service—a shameful occurrence. Occasionally, misfit soldiers can band together and form a team willing to take on higher risk missions. As long as these irregular teams deliver results, commanders are willing to overlook their unorthodox methods.

When the Molthuni army takes a permanent position in the field, its soldiers can create a bivouac in only a few hours. For a more permanent location, the camp expands to fill the area enclosed by the palisade and workers build a thicker defensive wall. Soldiers assist in raising at least one watchtower. The workers replace command tents with wooden shacks, and they raise a pavilion for shade and special events. These fortifications can be ready within a month and are used for up to a year.

On the front lines, camps are much larger and lack perimeter walls. Instead, a single wall of sharpened poles stands between the rows of tents and the front. Heavy patrols remain constantly alert, and scouts hide in the darkness just past the perimeter.

Molthuni troops are most commonly seen on the Plains of Molthune, stretching down to the Mindspin Mountains. Farmers in the region are used to seeing soldiers in formation marching west, careful to not disturb the nation’s valuable crops. The farmers also see wounded units moving back to Korholm, smaller in size than when they departed, their soldiers battered and solemn.

Laborers who seek imperial citizenship must serve in the army for 5 years, which means many soldiers marching west across the Plains of Molthune once worked in those same fields. Farmers watching the passing troops may recognize familiar faces—or the absence of them. It is in this environment that Molthune’s military practicality is on full display, as the army easily absorbs foreigners and even monstrous troops. Hobgoblins, centaurs, lawful lycanthropes, and even a few nagas serve in small but highly specialized units; more than a few times, these



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troops have incited minor panic among the field workers they pass on their way into battle.

Some Molthuni work as scavengers, picking over battlefields for anything of value that might be salvageable. If the battle was recent, these scavengers happily collect and return the bodies of the dead to their respective sides for a fee. The Molthuni army also pays for items salvaged from Nirmathi troops, including armor and weapons. They don't pay for salvaged Molthuni equipment, though, claiming it already belongs to them. Most scavengers go along with this, but those who want a higher price for their obtained goods sometimes sneak their merchandise to black markets such as Greenglade in Nirmathas.

NIRMATHAS

Nirmathi combatants self-organize into units based on where they live, their talents, and who they know. It's common for relatives to fight alongside each other—uncles next to nieces, sisters next to brothers, and even parents next to children. Guerrillas with a natural ability for hiding their tracks and moving silently through thick underbrush often form covert units. Almost all Nirmathi have some talent with archery, but the most gifted join dedicated sniper units that can take out an entire patrol of Molthuni soldiers without revealing their location.

The Nirmathi are adept at keeping a quick pace through the woods, scavenging and foraging what they need to survive and sleeping as little as possible. They rarely create camps, preferring to stay on the move. When preparing for a significant assault, though, they may establish small temporary bases in the forest. They select a location with access to fresh water and sturdy cover, and gather their forces in the camp until they're ready to strike.

Each Nirmathi fighter is unique, but they all are experts in quick skirmishes, attacking from camouflaged strike points, engaging in brief melee combat, and then retreating into the safety of the Fangwood. When a situation requires more complicated tactics, the most experienced militia members meet in secret camps that are scattered throughout the forest. These camps typically change

location every month or two, and provide a spot where scouts and spies can compare notes and share gathered intelligence. The Nirmathi also use these hidden camps to distribute ammunition and other supplies to those who need them. The locations of these secret camps are spread by word of mouth, and when a location shifts, druids often use animal messengers to communicate the change to combatants in the area.

The Nirmathi also resupply at the various settlements and communities throughout the Fangwood. Though most Nirmathi citizens support the war against Molthune, they are an independent people unwilling to simply surrender their possessions to the fighters. The guerrillas don't expect anything for free and offer trade goods or their services in exchange for hospitality and needed supplies.

In the deep western and northern reaches of the Fangwood, Nirmathi combatants are almost never seen. People know there's fighting to the southeast, but only in an abstract way.

People who live on the eastern and southern fringes of the Fangwood, however, see the fighting personally. Most have needed to repeatedly abandon their homes during their lifetimes. When this happens, they scavenge in the Fangwood until it's safe to return to their communities. Traders and fishers along the Marideth River are more willing than homesteaders to supply Nirmathi fighters with goods, given their proximity to the fighting. They still ask for coin or trade, but they are more than willing to cut generous deals.

If any unit were ever to be in severe need, of course, no Nirmathi citizen would turn it away. A civilian is likely to provide shelter, healing, or supplies to a desperate fighter without expecting repayment. Most Nirmathi combatants who are helped in such a fashion, however, make it a point of pride to compensate their benefactors as soon as they are able.





ADVENTURES IN MOLTHUNE AND NIRMATHAS

“Beware when traveling these treacherous lands. Just because you’re avoiding the forest’s depths doesn’t mean you won’t find lurking dangers. In southern Molthune, you might find your weary feet leading you past three blissfully peaceful-looking towers, each within about a mile of the other. They’re abandoned, well-built, and therefore a perfect refuge for a stopover, right? Wrong. Don’t trust anything you stumble across—not the ruins of lost mines, or a long-abandoned battlefield, and especially not a trio of empty towers. At best, you’ll find yourself face-to-face with horrors that likely far predate even this never-ending war, and you’ll barely escape with your life. At worst, well... some threats reach beyond death itself.”

—Lesedi Linn, Pathfinder and explorer of Molthune and Nirmathas



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INTRODUCTION

Although Molthune is known for its glittering urban centers and Nirmathas for its rugged woodland settlements, the geographical and ecological makeup of the region is far more complex than this simple dichotomy. Though intrigue abounds in the streets and alleys of the region's diverse settlements, a wilder and more unpredictable sort of adventure awaits those brave enough to explore the fringes. The ongoing war's constant tit-for-tat fighting often colors adventures in Molthune and Nirmathas, but such threats are far from the only challenges PCs will find in the area. Below is just a sample of some of the adventure sites in the area.

BACKAR FOREST

Woodland Territory of Mysterious Fey

Location southwestern Molthune

Master Fengala (CN female nymph enchanter 6)

Inhabitants atomies⁸³, grigs⁸², nymphs, satyrs, sprites⁸³, twigjacks⁸²

Features preternaturally giant trees, ruined elven buildings, underground caverns with hidden entrances

Molthuni settlements dot the fringes of Backar Forest—including Tripolne, the territory's seat, as well as Halidon—but the people who live here instinctively know not to venture into its depths. "No sun, time to run," is a rhyme children chant while foraging near their homes—if they've gone so far into the woods that the thick canopy obscures the sun, they know it's time to turn back.

The deepest part of this tangled wood houses fey from the First World and their many descendants. Like the Fangwood in Nirmathas, Backar was once home to dozens of breaches between the worlds, and prior to Earthfall the fey flowed through these portals freely. The breaches closed after Earthfall, though, leaving the Backar fey to their own devices. Unlike the Fangwood fey, these mysterious forest dwellers did not form courts or forge alliances with their neighbors. Instead, these fey inhabitants clung to their primal natures, recognizing only the authority of Fengala, an ancient and powerful nymph who ventured into the forest just before Earthfall.

Backar could provide Molthune with significant natural resources if Fengala were ever willing to push for relations between the humans and fey. However, she holds no trust or love for neighbors who, to her mind, are only out to slaughter each other. The nymph assumes the fey would simply become another target to the Molthuni should she ever give them the chance.

The fey who live within the woods are not evil or malicious, but they distrust outsiders. Fey forest guardians sternly turn away children, lost travelers, and other such trespassers, but do not harm them unless the intruders cause offense. Woodcutters, foragers, or military troops

entering the woods face trickery, harassment, or outright attacks. The Backar fey lead such trespassers into bogs or pitfalls, create frightening illusions, manipulate powerful forest dwellers into attacking unwanted visitors, or even take over mortal minds with their magic. Stories tell of mad woodcutters cutting apart their friends or even their own bodies in the frenzied belief that they are striking evil trees. Some who venture here simply never return, though rumors claim they have met gruesome fates indeed.

Three years ago, the Molthuni army attempted to clear the fey from Backar Forest with a force of a hundred soldiers. Over a quarter died or disappeared. The rest were withdrawn and reassigned, and General Lord Jarek issued an official warning of danger to any Molthuni who might dare to enter the forest's depths.

The soldiers who survived the debacle tell harrowing stories of hundreds of vicious satyr guardians, and even more smaller, flying fey whose mental attacks made the Molthuni question their own identities. Stranger yet, most of the survivors had separate stories of meeting a powerful nymph—Fengala, presumably. However, in each story the nymph's appearance significantly differs. Descriptions include everything from a towering stature to a miniscule build, to hair made of living vines, or golden eyes, or a cacophonous voice. Based on their reports, General Lord Jarek has decided that taking Backar Forest from the fey would be more trouble than it's worth.

Within the wood, Fengala has worked for centuries to recreate the primal beauty of her First World home, and the forest is a wondrous tableau of ancient trees coaxed into verdant growth. Soft green moss covers their trunks and their branches are filled with glimmering sprites and darting atomies. Grigs sing while satyrs dance around Fengala's grove, a silent place of perpetual twilight where feathery ferns grow beside a crystal-clear pool.

Fengala worries that her fey cannot hold off the humans indefinitely. In recent years, she has begun researching a way to bring a powerful guardian to the forest. Fengala is convinced that she labors to summon a vine-bodied veranallia from Elysium (*Pathfinder Campaign Setting: Chronicle of the Righteous* 45), but her subjects are concerned that a warped force might be tempting their leader. Reinforcing this is the fact that whenever Fengala speaks at length about her project, her pupils glow red and tiny horns peek from her forehead. Multiple surviving Molthuni soldiers' descriptions also detail this phenomenon.

Regardless, the Backar fey trust their leader implicitly, so they help Fengala locate ingredients for her ritual outside the forest's borders. When trespassers fall afoul of her fey, Fengala sometimes tasks the travelers with bringing her a rare component, promising them her eternal enmity should they refuse. Of course, if Fengala unknowingly treats with heinous forces, the entire Backar Forest—and its surrounding Molthuni communities—might be at risk.



BLOODSWORN VALE

Graveyard of Fallen Soldiers

Location border of Nirmathas and Varisia

Master Gyrad Tolgrith (NG male human fighter 4/ranger 2)

Inhabitants bugbears, lizardfolk, shadowy spellcasters, wicked and undead fey (ghost redcaps^{B2}, vampire quicklings^{B2}, zombie gremlins^{B2})

Features abandoned homesteads, fey-infested woods, graveyards, hidden bugbear and lizardfolk lairs, war monuments

During the Everwar, Cheliox decided to secure an overland trade road to its northern holdings. In 4396 AR, Chelish troops marched into a pass through the Mindspin Mountains that connected Varisia and what would become Nirmathas. Field Marshal Jakhthion Korvosa expected an easy conquest of the native Shoanti in the vale, but the battle was one of the bloodiest in history. It later became known as the Battle of Bloodsworn Vale.

The Shoanti were unwilling to give up their land to foreign invaders, and the Chelish troops were unprepared for such a canny and dedicated enemy. The invaders lost ground immediately and tried to make up for it with brute force, which only led to vicious retaliation from the Shoanti. The battle raged for weeks, leaving hundreds dead on both sides. When the dust cleared, bodies littered the pass as far as the eye could see. Since then, massive

fields of roses have grown in the valley, fed by the corpses of soldiers buried in the blood-soaked earth.

Eventually, Cheliox secured the pass and used it to move goods from what was then the vassal holding of Molthune to their Varisian forts. After Aroden died and the Chelish Civil War began, though, Molthune declared its independence and forbade the transport of goods through the pass to the northern Chelish holdings.

Without heavily guarded trade caravans constantly moving through the pass, Bloodsworn Vale became an attractive place for tribes of goblinoids and other monsters to settle. Bugbears were the first to move into the region, claiming many of the small caverns and tunnels that wound through the surrounding peaks. Some bugbears and other goblinoids tried to settle in the wooded areas of the vale, but encountered vicious fey within. These twisted creatures, shunned by their more even-tempered kin in the Fangwood, were drawn to the vale by the subtle aura of death left by its bloody history; some are even undead, as the place's foul energies and their violent deaths at the hands of the goblinoids ensured they found no rest in the afterlife. With the wicked fey in the woods, lizardfolk and bugbears in the mountains and wild creatures wandering freely through the vale, the pass became a treacherous road.

In 4707 AR, Korvosa took the initiative to clear the vale for passage once more. Fort Thorn was established under the purview of Gyrad Tolgrith, and the road is now largely passable, but the vale still holds many dangers for travelers. The bugbears are the most organized of these threats, often banding together to attack small groups of travelers. A particularly vicious chieftain, **Aug Splitgum** (CE male bugbear fighter 4), is known to isolate and kidnap travelers and offer to ransom them back to their parties—though half of the time such instances still end in the victims' deaths. Try as they might, Tolgrith and the meager garrison stationed at Fort Thorn can't seem to pinpoint where Splitgum and his goons are based.

Further, in recent years, mysterious bands of roving spellcasters have occasionally cropped up in the vale. Calling themselves the Bloodsworn Roses, these groups often target soldiers and merchants who travel the pass. However, instead of perpetuating violence against the travelers, the Roses simply incapacitate the parties and make off with one or two prisoners. Eyewitnesses to these attacks report that the Bloodsworn Roses speak of vengeance against the Chelish, but no one knows where they're based, or what they might want or do with their victims.

Gyrad Tolgrith has begun discretely looking for adventurers to investigate this mystery, which has become more urgent now that a scout from Fort Thorn has reported that the Roses have begun meeting with contingents of bugbears.



BLOODSWORN ROSE

DEADEYE'S HAUNT

Vale of Restless Dead

Location border of Molthune and Nirmathas

Master Jet Rivenwood (NE female human graveknight⁶³ druid 6)

Inhabitants carrion feeders, corporeal and incorporeal undead (skeletal champions, skeletons, wights, wraiths, zombies)

Features decaying siege engines, desecrated shrines, graveyards, haunts, tunnels with hidden entrances

This narrow valley was once called Deadeye's Gulch. A small circle of druids made their home here, overseeing the balance of nature and offering healing and shelter to the hunters and woodcutters in the area. The druids lived in a moss-covered enclave on the southern end of the valley that also served as a shrine to Erastil, and they maintained smaller monuments and shrines throughout the area.

Around 4648 AR, the Molthuni army chose Deadeye's Gulch as a staging ground for an attack against Nirmathas, and it spelled doom for the druids. They tried to maintain their neutrality during the conflict, offering healing to any who came inside the shrine, but the horrors of the prolonged battle soon overwhelmed the druids, who remained holed up in their enclave, terrified and sure of their impending doom. For days, Nirmathi forces struck hard and fast against the highly trained Molthuni troops, and losses piled up on both sides.

One hazy night, while piles of bodies burned and the screams of the dying echoed through the valley, the druids abandoned their shrine and fled for the sanctity of the deep forest. A group of Nirmathi archers mistook the druids for a Molthuni strike team and riddled them with arrows. The druids' corpses were added to the pile of the dead with no one the wiser.

In time, the Molthuni army retreated and the Nirmathi returned to their homes. The dead lay rotting in the gulch, their spirits restless with anguish and pain. The leader of the druid circle, in life a gentle human woman, rose

as a terrifying, unique graveknight with an endless hatred for the living. In undeath, all of Jet Rivenwood's love for life and nature had been transformed into an insatiable hunger for pain and suffering.

Others rose, as well—soldiers from both sides and innocents caught in the vicious melee—but Rivenwood remains the strongest of the undead. She has found a hunger for power in undeath that far eclipses any ambition she held in life, and as the years pass, she works toward uniting the gulch's undead into some semblance of an organized army. Her ultimate aim is unknown, though she hates Molthuni and Nirmathi with equal vengeance. The determined graveknight is known for proudly displaying the trophies she has taken from the dead of both sides, wearing green and red flags alike, all covered in the blood of the soldiers Rivenwood so despises.

Heroes have attempted to clear the valley of undead, but with every foul corpse that is destroyed, another three seem to rise. The druids' once-peaceful shrine to Erastil now stands abandoned and desecrated, its walls painted with dried gore and its holy symbols defaced. Disintegrating ballistae and catapults sit in the gorge among piles of broken weapons and grinning skulls. Shambling undead wander the length of the valley, moaning and wailing, attacking any living creature that dares approach. The bulk of the horde is made up of ordinary skeletons and zombies, but more powerful undead often hide among packs of their mindless kin in order to conceal their presence, and Rivenwood hopes these savvy horrors will help her build her army.

So many undead now exist that they are beginning to push beyond the borders of Deadeye's Gulch. Neither Nirmathas nor Molthune currently has the resources to confront the growing undead menace, but soon, no one will be able to ignore the threat.



JET RIVENWOOD



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FORT RAMGATE

Besieged Fort under Constant Attack

Location border of Molthune and Nirmathas

Master General Hakar (LN male human barbarian 5/ fighter 4)

Inhabitants clerics of Iomedae, craftspeople (woodworkers, stonemasons, weapon and armor forgers), Molthuni soldiers and spellcasters

Features chaotic military action, frontline espionage, state-of-the-art training facilities

Fort Ramgate is the largest Molthuni fortification on the border and was intended to be a permanent settlement. Early in the war they call the Northern Rebellion, the general lords believed that with a burgeoning city on the front, they could more easily distribute supplies and move troops. In 4699 AR, during a season of victory for the army, Molthune placed a troop encampment on the site that would become Fort Ramgate and began construction of a walled city with a central, castle-like fortification.

Construction was long and difficult. The Molthuni army had to hold the land indefinitely, fighting Nirmathi rebels and dealing with supply line sabotage. It wasn't until 4711 AR that the permanent fortifications were complete. By then, the general lords had begun to strategize about which officers to place in charge of the keep.

They quickly determined that Fort Ramgate would become the official seat of the Border territory. As the military hub of the front lines, it should also be home to the most battle-hardened general lord, who could more easily oversee the fighting from here. However, after much political maneuvering, the general lords also determined that a leader needed to manage the day-to-day operations of the fort. For that job, they chose General Hakar.

The announcement surprised many; Hakar, though a seasoned officer, was a Kellid born among barbarians. He had come to Molthune as a mercenary, but after repeatedly distinguishing himself in battle, he was given a rare field promotion. Since then, he had risen up the ranks. Still, he never quite shook the label of "outsider," especially given his unwillingness to explain why he left his tribe and his refusal to accept an official surname.

Once Hakar took command of Fort Ramgate, though, the people of Molthune followed. Soldiers and artisans came to live in the settlement with their families. The large central fortress housed hundreds of troops. Regular caravans from Braganza, Canorate, and Korholm supplied the city with everything it needed. In just a few months, the population swelled to more than 2,000.

The Molthuni army had little time to celebrate the fort's completion, though. Within weeks, Nirmathi rangers had begun scouting the fort's defenses and conducting attacks against it. Skirmishes occurred almost every night, with the rebels using alchemical arrows and the magic of their

druidic allies to blast holes in the walls and set buildings on fire. The Molthuni soldiers retaliated, but could not risk opening the gates at night lest the Nirmathi rush the city. They fired back from the battlements instead, doing little damage to their enemies.

For years, the Nirmathi continued their attacks on the fort. Spies worked on both sides—Molthuni scouts ventured into the western woods to track and report on Nirmathi movement, while Nirmathi spies infiltrated the fort to sabotage operations from within. The fort was in constant need of repair and received nonstop brick and lumber shipments from the cities it was meant to defend.

Hakar crafted increasingly elaborate strategies to deal with the attacks, in careful consultation with the roving General Lord Cyrno. Eventually, Hakar began hiring mercenaries to camp outside and repel Nirmathi attacks, paying them well for the dangerous assignment.

Just a few years ago, Hakar learned of a band of nearby hobgoblin mercenaries. The company, called Fortune's Blood, had a reputation for brutality and efficiency. Hakar sent word to the company and, after difficult negotiations, hired all 34 of the hobgoblins to guard the keep.

Fortune's Blood stayed at Fort Ramgate for the next several months. They drove off every Nirmathi assault and defeated rebels who strayed too close. Then, as summer drew near, the Nirmathi mounted a full-scale assault on the mercenaries. Sixty Nirmathi attacked under cover of night, sending clouds of arrows into the mercenary camps.

One of the fort's spies had learned of the attack, though, and warned the hobgoblins—the rebels attacked empty tents. Fortune's Blood then swept in, cutting down the Nirmathi without mercy. They killed 55 and lost only six hobgoblins, and when the Nirmathi were dead or fleeing, the hobgoblins turned on their civilian supporters in the woods. They ran down and slaughtered the fletchers, healers, and scouts the rebels had brought with them. The Nirmathi still refer to this as the Ramgate Massacre.

Since that day, the attacks on Fort Ramgate have slowed. Sensing the opportunity to strengthen its position, Canorate has pumped gold into improving the training facilities there for new and seasoned Ramgate soldiers alike. Unfortunately for General Hakar, however, the general lords have faced backlash over the actions of Fortune's Blood, though Cyrno privately praises her second-in-command for his decision's success. Molthune has strict laws on dealing with civilians on a battlefield, and Molthuni citizens were horrified by the tales they heard from the front. Hakar reluctantly dismissed Fortune's Blood, and the Nirmathi rangers are already preparing to resume their attacks. Fort Ramgate is scrambling to complete as many repairs as possible before the fighting breaks out again, while assiduously searching for any spies who might have slipped behind their walls after the massacre.

LOST MINES

Draconic Demiplane of Unimaginable Proportions

Location half a mile beneath the Mindspin Mountains on the Astral Plane

Master Vorathadyn (CE male wyrm red dragon)

Inhabitants dragon wyrmlings, dragon-worshipping cultists (duergar and kobolds), dwarven miners

Features magma pools and rivers, thousands of traps, vaults and caverns, wealth and riches beyond compare

For more than 200 years, scholars have agonized over what might have happened to the complex of wide, twisting tunnels and deep shafts where hundreds of dwarven miners once toiled in western Nirmathas. It seems that the mines and all their inhabitants simply vanished—though the truth is somewhat murkier, and far more terrifying for those affected. To understand the story of the Lost Mines, one must begin with the red dragon Vorathadyn, who has lived for more than a thousand years.

Uninterested in the brief lives of the humanoid “insects” that crawl on the face of Golarion, the dragon has spent almost all his life prowling through the alien chambers of Orv. He made many enemies and gained much wealth through this, carting priceless artifacts and mountains of gold back to his lair beneath the Mindspin Mountains.

Several hundred years ago, Vorathadyn’s sanity began to fray. Centuries of tangling with the twisted creatures of Orv had fragmented his mind; he became convinced that one of his countless enemies would slay him and, worse, steal his hoard. He confined himself to his lair, plotting ways to keep himself and his treasure safe. Vorathadyn particularly feared the dwarven mines that churned just a few miles away, as he believed that an upstart miner might use the tunnels to eventually access his lair.

Then a thief did come to Vorathadyn’s lair—but it wasn’t one of the miners or his former foes. Instead, it was an arrogant adventurer who had stumbled upon an *efreeti bottle* in her travels. Earlier, the adventurer had released the efreeti, who promised three *wish* spells. The adventurer used her first wish to equip herself with the finest weapons and armor. She used her second wish for “a room full of priceless treasures.” The sadistic efreeti granted the adventurer’s wish by transporting her to Vorathadyn’s lair.

The great red dragon promptly devoured the trespasser, and the efreeti’s amusement quickly turned to dismay as the dragon seized the *efreeti bottle*. The efreeti hastily explained that he had only one wish left to bestow, but that it belonged to the magnificent dragon before him.

Vorathadyn saw his opportunity. “I wish,” he said, “for immortal servants who will never tire, thirst, or suffer in any fashion, until they have built me a magnificent, impenetrable vault full of traps to keep my treasures safe.”

The efreeti was dismayed by the magnitude of the wish but had no choice but to obey. He reached toward the nearest

workable complex—the dwarven Mindspin mines—and carried the bustling tunnels and all their dwarven excavators, stonemasons, and architects down to Vorathadyn’s lair. Since the dragon had required an impenetrable vault, the efreeti encased Vorathadyn’s lair in a demiplane. He placed the mine next to it, intact in every way and still peopled with living, extremely confused, and terrified dwarves.

The efreeti managed to get one last mean-spirited act in before he vanished. “Behold,” he proclaimed to the dragon, “your workers. As you commanded, they shall never tire, nor thirst, nor succumb to any form of harm until they are finished building your vault.” With that, he vanished.

Vorathadyn roared, filling his chamber with flame. The dwarves threw themselves on the ground before their new master. “Begin work at once,” Vorathadyn commanded, “and see that you build me the finest vault ever created!”

The dwarves went to work, but they quickly understood the ramifications of Vorathadyn’s wish. As long as the vault remained unfinished, the dragon could do no harm to them. So the dwarves took their time about it—after all, the dragon had demanded the finest vault ever made.

For the last 200 years, the dwarves of the Lost Mines have worked on Vorathadyn’s vault. The original mines form the center of a maze filled with deadly traps. Iron doors with the most complicated locks in existence shut away dozens of chambers filled with the dragon’s treasure.

Of course, along with the workers, the efreeti transported all of the other creatures that lurked in the mines’ most disused corners. Delvers (*Pathfinder Campaign Setting: Misfit Monsters Redeemed* 10) cruise the halls, driven by the dwarves on occasion to carve out passages where they want to expand. Tribes of kobolds and duergar that lurked in abandoned caverns have since started worshipping Vorathadyn as if he were a god and consider the risk of the dragon growing irritated and eating one of them to be worth the opportunity to bask in his presence.

Vorathadyn has long since lost patience with the dwarves, but remains bound by his own conditions. The dwarves know the moment they finish the vault, the dragon will devour them. And so they continue to delay, hoping someone will somehow find them, slay the dragon, and free them from their labor.

On the surface, the legend of the Lost Mines has grown and spread. Investigators and researchers have visited the former site of the mine many times since its disappearance, but none have found any hint of what happened to the dwarves. The efreeti’s *wish* spell left no trace of the tunnels or the dwarves.

Arcane researchers know that only powerful divination magic could potentially reveal what happened to the Lost Mines. Recently, a group of determined investigators have been seeking devotees of Benorus, the guardian of subterranean creatures and of mines, hoping that one of his followers could beseech the empyreal lord for knowledge.



LANDS OF CONFLICT

A LAND
Divided

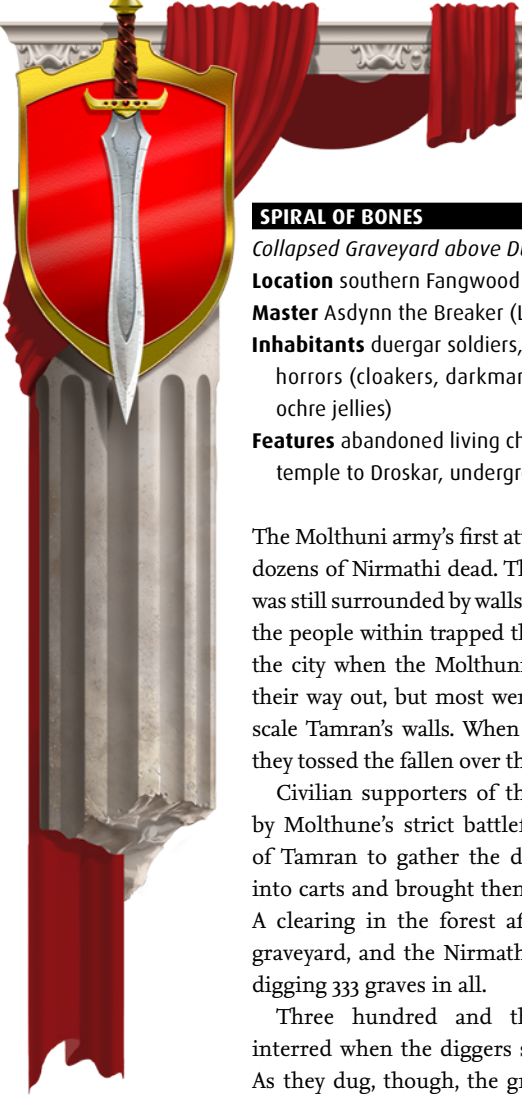
Moithune

Nirmathas

THE CONFLICT

ADVENTURES IN
MOITHUNE AND
NIRMATHAS

CAMPAIGNS
AND
CONFLICTS



SPIRAL OF BONES

Collapsed Graveyard above Duergar Ruins

Location southern Fangwood

Master Asdynn the Breaker (LE female duergar brawler^{ACG 8})

Inhabitants duergar soldiers, sentient fungi, underground horrors (cloakers, darkmantles, destrachans^{B2}, ochre jellies)

Features abandoned living chambers, Darklands tunnels, temple to Droskar, underground great hall

The Molthuni army's first attack on Tamran in 4646 AR left dozens of Nirmathi dead. The assault came when Tamran was still surrounded by walls, but the walls meant to protect the people within trapped them instead. Rebel fighters in the city when the Molthuni army attacked tried to fight their way out, but most were killed as they attempted to scale Tamran's walls. When the army had taken the city, they tossed the fallen over the walls for collection.

Civilian supporters of the Nirmathi rebels, protected by Molthune's strict battlefield code, crept to the walls of Tamran to gather the dead. They loaded the bodies into carts and brought them to the Fangwood for burial. A clearing in the forest afforded a suitable spot for a graveyard, and the Nirmathi went to work with shovels, digging 333 graves in all.

Three hundred and thirty-two bodies had been interred when the diggers set to work on the last grave. As they dug, though, the ground began to tremble. The workers dropped their shovels and ran, escaping the clearing moments before it collapsed in a giant sinkhole. Clouds of dust spewed into the air as dirt and bodies slid down into a chamber 20 feet below the forest floor.

One digger reported seeing masonry walls, as if the great hall of a castle lay beneath the ground. The collapse had buried the hall entirely, though, and left a funnel-shaped pit behind. The workers notified the rebel forces of what had happened, but reclaiming Tamran took greater precedence. The Nirmathi focused their time and resources on retaking their city, planning on excavating the grave once their capitol was secured.

By the time Tamran was once again under Nirmathi control, though, many other threats had become constant distractions, and the Nirmathi never had the time to prioritize excavating the pit now known as the Spiral of Bones. Most Nirmathi simply avoided the area, spinning tales about a haunted underground cavern filled with the restless spirits of the slain rebels. Stories of a Lonely Ranger also spread—the three hundred and thirty-third body that was meant to be buried with his comrades, now seeking a way into the Spiral of Bones to rejoin them.

In truth, the underground chamber is not a haunted ruin, and the bodies of the 333 rebels sleep peacefully—even the so-called Lonely Ranger. The gravediggers accidentally chose a site above an old duergar settlement,

abandoned over a century ago. The duergar who once lived here constructed an impressive underground citadel, complete with a temple to Droskar, the god known as the Dark Smith, and a large forge. The ore- and mineral-rich stone they had come to mine ran out, though, and the citadel was abandoned after a decade.

Recently, thanks to extensive research, a duergar prospector discovered the existence of a secondary vein of gold that the initial inhabitants failed to exploit. A group of duergar warriors was dispatched to clear out the citadel and get the forges running again. Led by a fearsomely skilled warrior named Asdynn the Breaker, this band has found retaking the citadel to be a complicated and dangerous task.

Underground creatures have made lairs in the citadel chambers over the years. Some, like the colonies of darkmantles that infest the halls, the duergar can deal with easily. Others, though, prove more of a threat. A particularly vicious destrachan has been hunting the duergar, picking off individuals when it can. It has murdered two duergar so far, and Asdynn is determined to kill the beast herself.

Though most of the duergar dwelling here when the citadel was originally abandoned took their belongings away with them, some items were forgotten or too heavy to carry. Caches of duergar equipment are stashed around the citadel, and the forge still holds high-quality anvils and tools. The Darklands creatures that have inhabited the citadel over the years also have small hoards of treasure, making it both profitable and strategic for the duergar to reclaim the place.

A second level of the citadel exists beneath the main one, but Asdynn and her duergar have not yet found the secret passages that conceal stairs leading down. The lower level consists of prison cells, a small armory, and a huge cavern for holding unrefined materials. Tunnels snake away from the cavern, connecting with Nar-Voth and eventually with Sekamina. The duergar bricked up these tunnels for safety, but most of the barriers have crumbled—or been knocked down by Darklands creatures.

Even with the destrachan's predations, Asdynn's excavations have proceeded apace. However, as the duergar make more progress, they have become bolder in their aboveground movements. Though they can access parts of the ruined citadel from the Darklands, other parts are accessible only through surface caves, and so patrols of duergar have moved aboveground as needed. As a result, scouts from Crystalhurst have reported more duergar sightings in the vicinity in recent months.

Given the place's spooky reputation, few have gone to investigate the situation, but it's only a matter of time before a druid or a hired scout gets wind of the duergar's plans. How Asdynn might react to the Nirmathi or any other forest dwellers interfering with her ancestral citadel or her mission is anyone's guess, but it's safe to say that her response will likely be decisive and violent.



Lands of Conflict

A Land Divided

Molthune

Nirmathas

The Conflict

ADVENTURES IN
MOLTHUNE AND
NIRMATHAS

CAMPAIGNS
AND
CONFLICTS

TRILMSGITT TOWERS

Arcane Laboratories Overrun with Undead

Location southwestern Molthune

Master Morgua Neverest (LE female lich necromancer 13)

Inhabitants animated objects, undead minions (ghasts, ghouls, skeletal mages, wights)

Features arcane experiments, bizarre libraries, malfunctioning teleporters, summoning circles

Three wizard brothers came to Molthune years ago, looking for a suitable place to build a set of towers. They found an appealing stretch of land in southern Molthune and, after securing permission from the general lords, broke ground. **Nyl Trilmsgitt** (NG male human diviner 9) constructed a tower of rose stone streaked with gray. **Fedge Trilmsgitt** (NG male human illusionist 9) constructed his tower of blue-green slate. **Ciuq Trilmsgitt** (NG male human transmuter 9), built his hexagonal tower of yellow gneiss.

The three brothers used mundane laborers to raise the towers instead of magic, and the construction took over a year. Locals were happy for the work and the brothers paid well. In some cases, artisans even traveled all the way from Cettigne to work for the Trilmsgitts, and the brothers' reputation as fair and genial employers grew. During the construction, the brothers also laid the magical groundwork for building a series of teleporters, so they could travel easily between their towers.

When the towers were complete, the brothers thanked their laborers with a lavish feast. They allowed the workers and their families to tour the towers and admire their work, while quaffing fine wine and ale imported from Canorate. After the feast, the brothers settled in their towers to begin their research and experiments, while the laborers returned to their homes.

A whole month passed before the nearest townspeople realized that none of the brothers had been seen since the night of the feast, and that no one local had received any

correspondence from them, either. Visitors to the towers went ignored, and there were no doors on the lower levels to break down. The brothers seemed to have vanished, and the people who had come to see them as benevolent but eccentric benefactors grew worried.

In truth, when the brothers connected their teleporters, they found that Ciuq had made an error in one of his formulas. The teleportation network accidentally joined with one maintained by a lich, Morgua Neverest, who lived miles away in a desolate lair beneath the Menador Mountains. The lich captured the three brothers and has been using them as subjects for her vile necromantic experiments. Using the magic she is forcing the brothers to research, Morgua hopes to empower and multiply her minions so that she can carve out a true realm of her own.

In the meantime, the lich has sent some of her undead servants, led by **Fangjaw** (CE male ghost fighter 3), to take over the brothers' towers.

The undead have been looting the valuables and sending them back to their mistress's lair, though they have to work slowly because of all the magical traps and locks the brothers used to guard their possessions.

Morgua hasn't been able to shut off the teleporters yet, so she leaves Fangjaw and the other undead in the tower to guard against intruders. She keeps her most powerful servants in her lair, though, for her security. Splitting her minions like this makes her more vulnerable, which is why she is focused on figuring out how to deactivate the teleporters. If she can't do it on her own, she'll find a way to motivate one of the brothers to do it for her.

Even though their wills weaken daily and their spirits sag under the countless horrors they've seen, the brothers are still hoping to be rescued. Nyl, the eldest and previously most gregarious brother, subverts Morgua's commands at every possible opportunity. Though unsure how much longer his brothers can endure their torment, Nyl knows that he's tantalizingly close to discovering a way to contact outside help.



NYL TRILMSGITT



UMBRAL BASIN

Shadowy Border Crossing

Location southwestern Molthune near the border with Nidal

Master Kiashach, the Living Darkness (LE male shadow giant brawler^{ACG} 4; *Pathfinder Campaign Setting: Inner Sea Bestiary* 15)

Inhabitants shadow giants, mad cultists (fetchlings^{B2} and humans), exiled Nidalese spellcasters, shadowy monsters

Features crumbling ruins, portal to the Plane of Shadows, temples to mysterious gods

Molthune has a cautious relationship with Nidal, as the general lords distrust Nidalese shadow magic and know that the nation is still a servitor state of Cheliah. That doesn't stop Molthuni merchants from trading with their shadowy neighbor, however, and some caravans brave the sinister and dangerous Umbral Basin to do so. This narrow mountain pass is always shrouded in darkness, as if the place existed constantly on the edge of night. More unsettling than even the place's perpetual shroud are the reports of the terrible creatures that lurk here.

A portal to the Plane of Shadow is the source of most of the threats in the Umbral Basin. The portal is difficult to find; it opens and closes at random and moves around the basin. Regardless of where the portal roams, a great storm of black fog always churns around it, looking like a roving plague of death. The portal is powerful and could transport an entire caravan—or even a small town—to the Plane of Shadow. There's no pattern to the portal's movement, and it can disappear for days or weeks. The portal always stays within the basin, though, and when it reappears, it often brings bizarre creatures or ruined buildings from the Plane of Shadow. It's unclear whether any sinister force actually controls the portal. Most scholars believe that it is simply as unpredictable as shadow itself, though they disagree about whether the portal arose spontaneously or did so at some powerful spellcaster's behest.

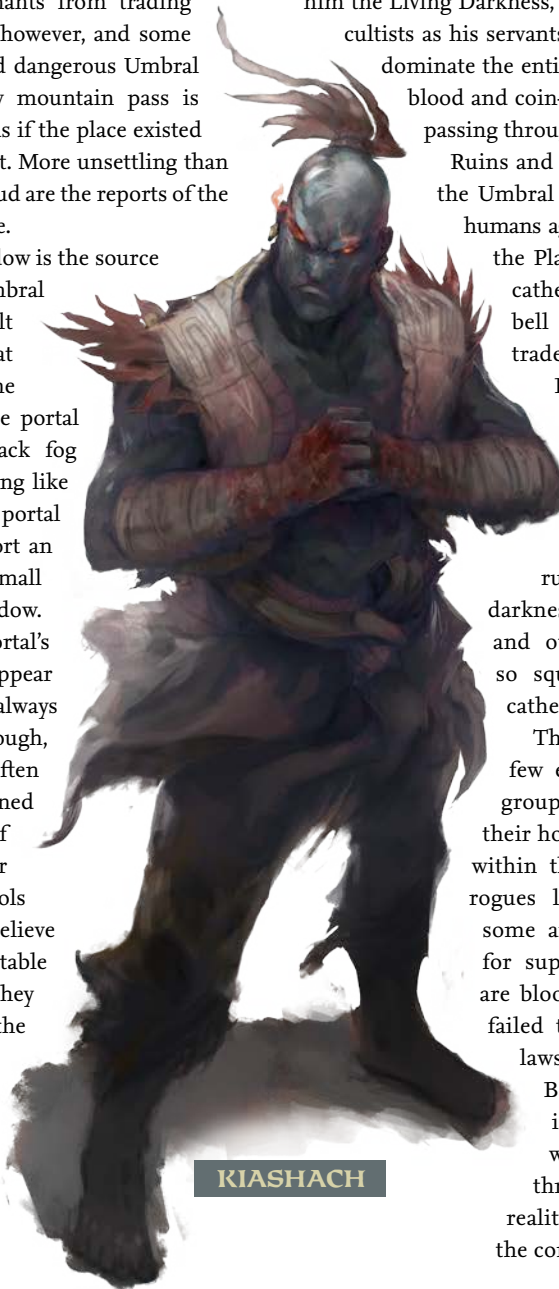
The various wagon trains traveling through the pass bring legions of mercenaries, hired guards, and adventurers

looking for a quick, if exceedingly risky, payday. It's common for 500 guards and mercenaries or more to accompany mile-long wagon trains on the journey to or from Nidal. Many of the basin's formidable threats are manageable, but some exceptionally dangerous creatures dwell in the area, and merchants cannot be too cautious, given the terrible fates that befall insufficiently defended caravans.

The most notorious of this area's dangerous creatures are the shadow giants, powerful warriors that stand 14 feet tall and can cloak themselves in a shroud of blurring shadows. Recently, a powerful shadow giant named Kiashach arrived in the basin and has been gathering other giants to his side. A group of mad fetchling and human cultists have begun worshiping Kiashach, calling him the Living Darkness, and the giant has accepted the cultists as his servants. Kiashach's current plan is to dominate the entire basin and claim tribute—in blood and coin—from any merchant caravans passing through.

Ruins and mysterious temples also litter the Umbral Basin, some built by elves or humans ages ago, some transported from the Plane of Shadows. A monolithic cathedral topped with a crumbling bell tower is a landmark on the trade route, called the Hollow Bell by traders. Murderous gangs sometimes use the Hollow Bell as a base from which to conduct attacks on foolish lone travelers. However, the ruin attracts shadows, callers in darkness (*Pathfinder RPG Bestiary* 548), and other such shadow creatures, so squatters don't survive in the cathedral for long.

The Umbral Basin contains few established communities, but groups of creatures sometimes make their homes in the mountain caves or within the ruins. Bands of fetchling rogues live in the area, and while some are civil and willing to trade for supplies or information, others are bloodthirsty killers. Wizards who failed to abide by Nidal's stringent laws sometimes flee to the Umbral Basin, finding relative safety in its shadows—but those who survive the basin's many threats often lose touch with reality, their sanity ebbing away in the constant twilight.



KIASHACH

WREATH OF STARS

Hidden Palace of Degenerate Fey

Location northwestern edge of Backar Forest

Master Edani, the Hollowburning (LE male advanced ankou^{B4})

Inhabitants dungeon dwellers (ghorazaghs^{B3}, ropers, vemeraks^{B2}), evil fey servants, gnome and human cultists

Features camped cultists, decaying underground palace, lost fey treasures

A circle of stone menhirs stands just outside the Backar Forest. Eight menhirs form the circle, each one nearly 10 feet tall and made of smooth, green stone. Ancient star maps cover each monolith. The star maps show the night sky in astonishing detail and highlight isolated constellations, and astronomers and fortune-tellers sometimes travel to the Wreath of Stars to study these maps. Scholars generally believe that the Wreath of Stars was once a shrine to Desna, forgotten in the dark centuries after Earthfall and rediscovered during Chelixa's rule.

In truth, the monoliths are an ancient fey gathering place, dating to the pre-Earthfall days when breaches to the First World in this area were common. A fey prince—Allarik, the ward of a mysterious Eldest—made his court nearby in a gem-studded underground palace. The prince constructed the Wreath of Stars to serve as a passage between his palace below and the surface.

In its prime, the palace was a sprawling complex of ballrooms, feast halls, and richly appointed private chambers. The palace also abutted a number of large, natural stone caverns. These grottoes held pools of glimmering water, some heated by underground vents, some brisk and cool. Pads of soft moss grew on the rims of the pools for bathers to lounge upon.

When Allarik still reigned here, in the light of the full moon, the Wreath of Stars' ground opened to reveal the palace below. Guests would flit between the ballrooms and the stones, dancing and drinking, luring in anyone foolish enough to dance with them. The events were truly sumptuous and sybaritic, just like Allarik himself.

Allarik died during Earthfall, and most of his enchantments died with him. The palace, now locked underground, became a dreary tomb, its chambers filled with rotting furniture. Most of the prince's court died as well, or fled the ruins—but one stayed.

Edani, an ankou who went by the name of Hollowburning in court, had held a position as the dead prince's executioner. In truth, the prince cared more about displaying the fearsome creature he had in his power than he did about executing his enemies. To show off his prize servant, Allarik had covered the ankou in abjurations and layers of magical armor; thanks to these protections, as well as a strange twist of fate, Edani survived Earthfall. Once the catastrophe was over and the

dust had settled, the ankou found himself alone in the decaying palace. With no orders to follow and no way back to the First World, the ankou entombed himself in the palace, where he slumbered for thousands of years.

The enchantments on the menhirs have mostly faded, but a passage to the palace does open during certain lunar eclipses. Centuries ago, on this rare occurrence, a curious mortal discovered the passage and crept down to explore the palace below. The Hollowburning awoke, stirred by the presence of life, and killed the intruder out of instinct. The mortal blood on his claws awakened a hunger in the ankou, and he has stayed awake ever since, occasionally tearing forth from his home to wreak destruction.

Over the years, the legend of the Wreath of Stars grew, drawing a cadre of supplicants. These deranged cultists now surround the ankou's underground lair, camping aboveground in a strange, small settlement. Most of the cultists—primarily mad gnomes and humans—have convinced themselves that the Hollowburning is the herald of a primordial First World entity they call the Prophet. Others believe that the ankou is a chosen creature of Groetus, the god of the End Times. The cultists are forever researching and enacting rituals that revolve around lunar eclipses, hoping to hasten Edani's supposed plans.

Regardless of the significance ascribed to him, the ankou is mostly content to live in darkness and silence beneath the ground, ignoring the gathered cultists. He rises to the surface during certain lunar eclipses, delighting in dragging sacrifices down into his lair or simply rampaging through the unfortunate cultists.

Since the Hollowburning's awakening, evil fey have taken over the caverns that abut the forgotten palace. Surprisingly powerful gremlins (*Pathfinder RPG Bestiary* 2 141) cultivate deadly molds and fungi in the palace, and bogeymen and nuckelavees (*Pathfinder RPG Bestiary* 4 42, 203) drag woodcutters and peasants back to the watery caverns. A pair of twin svartalifar (*Pathfinder RPG Bestiary* 4 256) assassins also lives in the palace, rising to the surface when the Hollowburning leaves his tomb to seek an outlet for their own murderous impulses. Sometimes they hire out their services to the cultists, embarking on whatever twisted missions the fanatics wish.

Because most of the court was killed during Earthfall, the palace's treasure remains in place. Some of this bounty has been collected by the dark fey to decorate their chosen chambers. Some of it—notably, the prince's enchanted sword—remains hidden in alcoves around the palace.

The fey of the Wreath of Stars know little about the human nations in the area, though that may soon change. Recently, one of the svartalifar twins entertained a Molthuni scout prisoner. The scout babbled about the war with Nirmathas before the evil fey ended his life. When she shared the information, the evil fey realized that a battlefield would be the perfect place to hunt.



LANDS OF CONFLICT

A LAND
DIVIDED

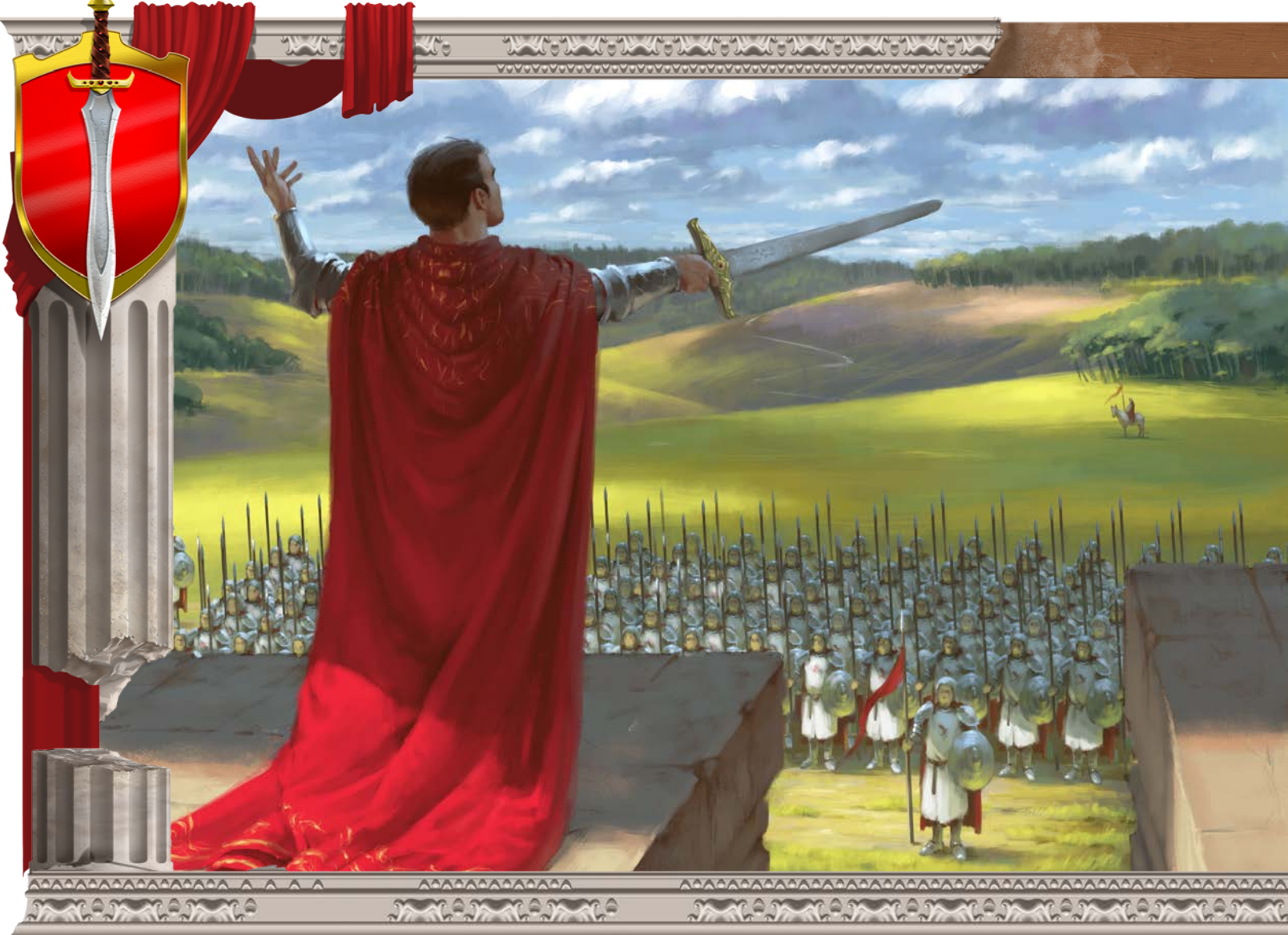
MOLTHUNE

NIRMATHAS

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ADVENTURES IN
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CAMPAIGNS AND CONFLICTS

“AROUND the barracks, in line at the mess halls, ON the training fields—I’ve heard what you’ve been saying, soldiers. You scoff at the rebels. You think they’re a joke, that their weapons AND techniques are inferior. Some of you brag that you’ll single-handedly bring an end to the Northern Rebellion. I’m telling you, you’re wrong. These Nirmathi know the woods beyond these gates better than you know the lines ON the back of your own hands. They move like lightning, they strike with fury, AND if given the chance they’ll cut you down before you can even draw your swords. You have much ON your side, soldiers, it’s true. AND with the guidance of your superiors AND the support of your comrades, I truly believe your unit will do well. But I’ll tell you one thing: UNDERESTIMATE the enemy at your own peril. A cocky Mothuni is surely a dead one.”

—General Hakar to Fort Ramgate’s newest recruits

Part of the fundamental schism that separates Molthune and Nirmathas involves the way they acquire and train combatants to fight their never-ending war. To that end, each nation has its own sharply distinct methods for training and deploying troops.

If any practice unites the two enemies, it's the use of mercenaries and adventurers to supplement their units and perform specialized missions. Molthune and Nirmathas alike make copious use of hired swords to fill specific needs. In the former, shrewd commanders look for talented monstrous troops to fill roles ranging from brute enforcers to stealthy strikers, and they hire adventurers for woodland scouting, reconnaissance, and other specific missions. In Nirmathas, mercenaries round out militias' weaknesses, provide specialized weapon expertise or spellcasting, and develop strategies when such experts may not be at hand locally. It's common knowledge that hired swords looking for quick coin, regardless of the particular services they provide, can usually find work in either Molthune or Nirmathas.

The nations often employ mercenaries on long-term contracts, but they also hire discreet groups for one-off missions, such as liberating prisoners of war, helping to capture or retake strategic locations, or handling outside threats such as dangerous monsters roaming an area. No matter the task at hand, mercenary adventurers work outside the confines of any official martial hierarchies—though in Molthune, they are still typically expected to respect the nation's battlefield codes.

FIGHTING FOR HIRE

The following sections describe common types of adventurers each nation typically seeks to hire.

Molthune: Because most members of their military forces have spent their lives in the city, Molthune looks to hire non-monstrous druids, hunters, rangers, and other mercenaries with extensive woodland experience to scout the Fangwood. By sending mercenaries to map the wilderness, the general lords don't risk having their agents captured and forced to reveal sensitive information. Similarly, Molthune actively seeks out individuals skilled in stealth—such as rogues and slayers—to serve in small strike teams that can gather intelligence without attracting too much attention. Of course, the Nirmathi are always wary of any traveler who seems too interested in the Fangwood or asks too many questions at taverns, adding a wrinkle for characters who serve as mercenary Molthuni spies.

Nirmathas: Ever cautious of outsiders, the Nirmathi nonetheless often hire clerics, warpriests, and other healers who can tend to the injured. Nirmathi troops rely heavily on their own skills to treat the wounded, sometimes supplemented with druidic healing, but they cannot match Molthune's spellpower. Beyond this critical need, the Nirmathi often look for battle-hardened martial adventurers

USING THE MILITIA AND TROOPS RULES

The rules presented in this chapter are designed to facilitate the PCs commanding or fighting Nirmathi forces, including Nirmathi skirmisher troops and forest guardian troops, or Molthuni units, including imperial infantry troops and imperial phalanx troops. The militia system is geared toward allowing PCs to create and control a specialized militia of teams that can focus on performing espionage, gathering intelligence, outfitting freedom fighters, or bringing pure military might to bear.

The new troops presented are intended to help GMs flesh out battles between the two nations. However, with some tweaks of flavor or special abilities, these new troops could be used in many other nations. The militia system could similarly be applied in other areas of Golarion where cobbled-together forces need competent PC leaders.

For example, Mendev is known to recruit adventurers who have performed notable deeds in Nirmathas or Molthune, and such adventurers might find themselves involved in a battle in which demons fight against crusaders. In this situation, the imperial infantry troop on page 60 could easily be tweaked to consist of crusaders seeking to present an organized front against demonic threats.

Another place where these rules could be used is Brevoy, where the seven noble houses employ militias and troops to fortify their political power. The PCs might command or oppose local versions of any of the Molthuni troops for these houses, and could deploy them against any of the region's many threats.

Though engaged in a cold war, Andoran and Chelias may look for PCs to command small strike forces to conduct clandestine operations for their causes, and mercenaries occasionally receive offers of employment from one nation or the other after cutting their teeth in Nirmathas or Molthune. Andoran, as a secret ally of Nirmathas, communicates frequently with the forested nation, and Andoran agents might send word that clever and skilled adventurers can find work in their nation performing acts of sabotage and espionage against Chelias. Meanwhile, any adventurers who are talented and focused enough to be of help to Molthune, a former Chelish vassal state, can find work in Chelias, taking subtle actions against Andoran.

to help round out their militias' weak points. Heavily armored fighters and paladins are popular, as long as they can keep up with the nimble Nirmathi, as are barbarians and bloodragers. In militias with little spellpower, sorcerers, wizards, and even witches are welcome, especially if they bring arcane repertoires that can surprise the enemy.



Lands Of Conflict

A Land
Divided

Molthune

Nirmathas

The Conflict

Adventures in
Molthune and
Nirmathas

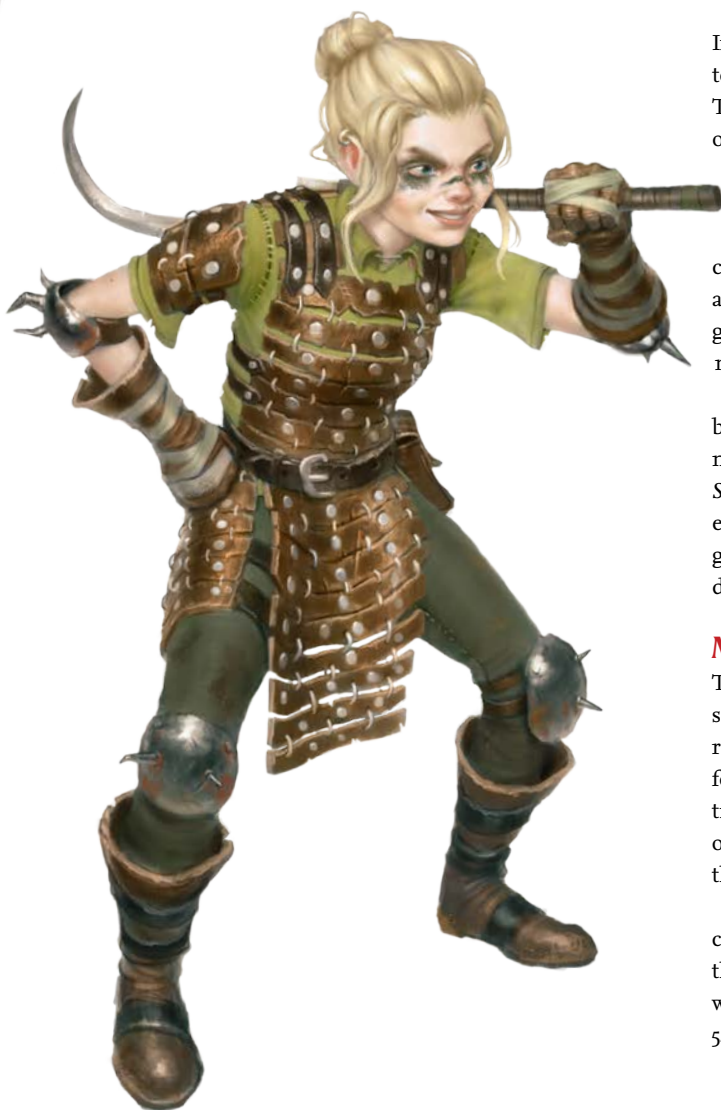
Campaigns
and
Conflicts



BUILDING A MILITIA

When playing in a campaign that involves directly opposing a powerful organization or force—such as the Ironfang Invasion Adventure Path, in which the PCs face the formidable hobgoblins of the Ironfang Legion—the players may wish to build a substantial militia that can help them in their cause. To that end, the militia rules presented below allow players to create, customize, and track their own band of like-minded supporters.

Although these rules are focused on the general concept of training a growing militia, they are flexible enough to allow players to form bands focused on anything from performing espionage to gathering intelligence to displaying outright martial might. However, these militia rules are not meant to simulate mass combat. For games in which players wish to act as leaders of kingdoms and armies, see the mass combat rules in *Pathfinder RPG Ultimate Campaign*.



The militia rules that follow are a modified version of the rebellion rules that appear in the *Hell's Rebels Player's Guide*. Some key things about that system have changed here—particularly the customization of teams, as well as the way a militia increases in rank—so even GMs familiar with the rebellion rules should read this section carefully before embarking on a campaign in which the PCs run a militia.

MILITIAS IN IRONFANG INVASION

These rules are particularly appropriate for the Ironfang Invasion Adventure Path. Each volume in that path includes a sidebar at the end of its adventure providing detailed instructions for using these militia rules while the players progress through the story. Additionally, the *Ironfang Invasion Player's Guide*, available for free at paizo.com, includes a Militia Sheet that GMs or players can use to track the PCs' militia during that campaign.

Keep in mind that over the course of the Ironfang Invasion Adventure Path, the PCs' militia can never rise to a rank higher than the most experienced PC's level. This means the PCs' militia cannot rise above rank 4 over the course of *Trail of the Hunted*, rank 7 in *Fangs of War*, rank 10 in *Assault on Longshadow*, rank 13 in *Siege of Stone*, rank 15 in *Prisoners of the Blight*, and rank 17 by the Adventure Path's conclusion. Other specific conditions (such as the lack of a secure home) may impose additional limitations on the militia's rank. Bonus teams gained as an adventure reward do not count against a militia's maximum number of teams.

Throughout the Adventure Path, the PCs are likely to befriend several NPCs who might serve as officers in their militia (see the Officers section on page 51). During *Siege of Stone* and *Prisoners of the Blight* in particular, GMs should encourage PCs to assign trusted NPCs as proxy officers, given that the nature of those adventures may make it difficult for the PCs to execute those roles themselves.

MILITIA TERMINOLOGY

The PCs' militia has attributes that define its growth, strengths, and weaknesses. The terminology used to represent the militia's attributes is described on the following pages. Either the players or the GM should track these on a sheet of paper, like a character's statistics on a character sheet, or they can use the Militia Sheet in the *Ironfang Invasion Player's Guide* for this purpose.

At the end of every week that passes during the campaign in which these rules are used, the PCs have the chance to improve their militia while outside forces work against it. (See the Militias in Play section on page 54 for details on exactly how this works.) Essentially, the



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PCs must attempt upkeep checks for the week and then decide how to allocate the militia's available actions, but this is all assumed to happen during the characters' free time and can occur without direct PC interaction. Now and then, the GM might require the PCs to interact directly with their militia, but for the most part, the group's development happens on a weekly basis.

Rank: The militia starts at rank 1 and can progress all the way to rank 20. A militia's rank affects many of its properties, including the number of special teams the PCs can keep trained at any one time and the number of actions it can take during the Activity phase. The militia's rank can even confer special gifts and boons to the PCs (see the PC Boons section on page 51).

A militia's rank increases as its training score increases. The second column of Table 6–1 shows the minimum training score (see Training below) required to qualify for each rank. A militia's rank never decreases; if the militia's training score falls below the minimum amount needed to achieve a rank, the militia takes no penalties other than simply needing to train even more to achieve the next rank.

Maximum Rank: The militia's rank can never exceed the level of the most experienced PC.

Organization Checks: The militia's ability to get things done and its likelihood of withstanding setbacks are governed by its three organization checks: Loyalty, Secrecy, and Security. Loyalty represents the ability to be diplomatic and recover from effects such as low morale; Loyalty checks are also used for the Drill Militia action

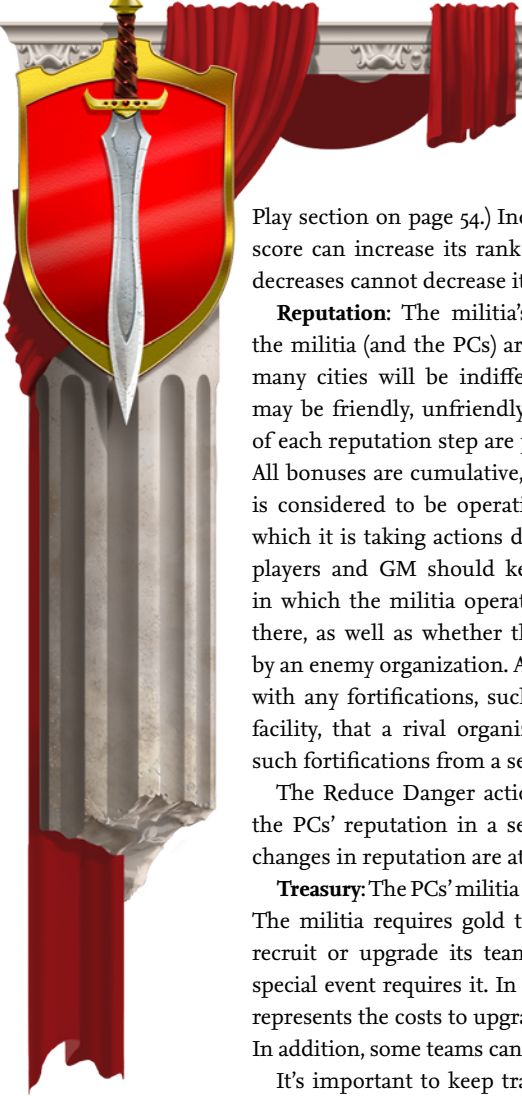
(see page 55), which increases the militia's training score (see Training below). Secrecy represents the ability to trick enemies and accomplish tasks unnoticed. Security represents the ability to intimidate and recover from things such as sickness or battle. A militia's base bonus for each check is determined by the militia's rank and whether or not it is the militia's focused check or a secondary check (see Focus below). Each check is further modified by bonuses granted by currently active officers (see the Officers section on page 51).

Focus: When the PCs create a militia, the party members as a group must decide which organization check they want their organization to concentrate on. Their bonuses for that organization check will increase more quickly than for their organization's other two checks, which are considered their secondary checks (see Table 6–1). If they'd like to focus on their militia's reputation and influence in various settlements, they should choose Loyalty. If they prefer to concentrate on espionage and subverting their enemies, they should pick Secrecy. They should choose Security if they want to prioritize martial force and keeping militia members safe.

Training: The militia's training score is an abstraction of the amount of training it has received and the action it has seen. The militia starts with a training score of 0. The primary way to increase the militia's training score is the Drill Militia action (see page 55). Beyond this, several factors can affect the militia's training score in a single week, including attrition during the Upkeep phase and special events. (For more information, see the Militias in

TABLE 6–1: MILITIA ADVANCEMENT

Rank	Minimum Training	Focused Check	Secondary Checks	Max Actions	Max Teams	PC Boon
1	—	+2	+0	1	2	—
2	10	+3	+0	2	2	Skilled
3	15	+3	+1	2	3	Gift (potion)
4	20	+4	+1	2	3	Title (Director)
5	30	+4	+1	2	4	1,200 XP
6	40	+5	+2	2	4	Gift (750 gp)
7	55	+5	+2	3	4	Skilled
8	75	+6	+2	3	5	Gift (armor or wand)
9	105	+6	+3	3	5	Title (Captain)
10	160	+7	+3	3	5	3,200 XP
11	235	+7	+3	4	6	Gift (3,000 gp)
12	330	+8	+4	4	6	Skilled
13	475	+8	+4	4	6	Gift (wand or weapon)
14	665	+9	+4	4	6	Title (Commander)
15	855	+9	+5	5	7	6,400 XP
16	1,350	+10	+5	5	7	Gift (8,000 gp)
17	1,900	+10	+5	5	7	Skilled
18	2,700	+11	+6	5	7	Gift (magic item)
19	3,850	+11	+6	6	7	Title (Champion)
20	5,350	+12	+6	6	8	25,600 XP



Play section on page 54.) Increasing the militia's training score can increase its rank (as shown in Table 6–1), but decreases cannot decrease its rank.

Reputation: The militia's reputation represents how the militia (and the PCs) are viewed in different cities—many cities will be indifferent toward it, while others may be friendly, unfriendly, or even hostile. The effects of each reputation step are presented in Table 6–2 below. All bonuses are cumulative, as are all penalties. A militia is considered to be operating out of any settlement in which it is taking actions during the Activity phase. The players and GM should keep track of any settlements in which the militia operates and record its reputation there, as well as whether those settlements are secured by an enemy organization. A secured settlement is a town with any fortifications, such as a barracks or a training facility, that a rival organization uses. How to remove such fortifications from a settlement is up to the GM.

The Reduce Danger action (see page 56) can improve the PCs' reputation in a secured settlement; otherwise, changes in reputation are at the GM's discretion.

Treasury: The PCs' militia starts with 10 gp in its treasury. The militia requires gold to perform certain actions, to recruit or upgrade its teams, or occasionally because a special event requires it. In many cases, gold expenditure represents the costs to upgrade or outfit individual teams. In addition, some teams can earn gold for the militia.

It's important to keep track of the amount of gold in the militia's treasury. The PCs can add or remove gold at the end of the Upkeep phase.

Minimum Treasury: This value is the minimum amount of gold reserves needed for a militia to support its training needs, and is equal to the militia's rank \times 10 gp. If the funds in the treasury drop below the minimum required amount, the militia's members may get nervous and slack off, reducing the militia's training score.

Notoriety: The militia's Notoriety score is a measure of how well it and its actions are known throughout the cities and regions in which it operates. The militia's Notoriety score can range from 0 to 100. During the course of a week, the militia is likely to have experiences that can cause its Notoriety score to fluctuate (such as rolling poorly when using the Dismiss Team or Drill Militia actions; see page 55).

A high Notoriety score can cause varied consequences. For instance, at the end of the weekly Event phase, the GM rolls percentile dice opposed by the militia's Notoriety score to determine whether an event occurs (see page 57). The event could result in a boon, but it could also mean an opposing organization has made an aggressive move against the militia. GMs are encouraged to use circumstance modifiers to increase a militia's Notoriety score when it or the PCs engage in tasks that might make them more visible to rivals.

Militia Actions: Every week, the militia can take actions like drilling and sabotaging foes. Its maximum number of actions per week depends on its rank (see Table 6–1). This number can be increased by bonuses from officers, unique allies, and certain events, so track it carefully.

Available Actions: As the PCs' militia progresses and it adds and upgrades teams, it can access more actions. See the Activity Phase section on page 54 for a complete list of actions and which teams are needed to take those actions.

Event Chance: At the end of every week, events can occur to aid or endanger the militia. The chance that an event occurs is directly tied to the militia's Notoriety score. During the Event phase, the GM rolls percentile dice. If the result is lower than the militia's Notoriety score, an event takes place, and the GM must roll on Table 6–3: Militia Events to determine which event occurs.

There is a minimum 10% chance an event occurs each week, even if the militia's Notoriety score is 10 or less.

TABLE 6–2: REPUTATION

Reputation	Advantages and Disadvantages
Hostile	The militia is disliked. If the PCs or militia team members are seen here publicly, the citizens inform the local authorities of their presence in 1d4 days. Any items purchased here cost 5% more than normal. The DCs of Bluff, Diplomacy, and Intimidate checks in a hostile settlement increase by 5. (This is cumulative with the base DCs for Diplomacy checks to influence an NPC's attitude.)
Unfriendly	People are unhelpful and don't easily trust the PCs or others in their militia. The DCs for Bluff, Diplomacy, and Intimidate checks increase by 2. (This is cumulative with the base DCs for Diplomacy checks to influence an NPC's attitude.) If the militia is operating out of an unfriendly settlement, the GM adds 5 to the result when rolling to determine whether an event occurs during the Event phase.
Indifferent	None.
Friendly	The militia has a benevolent reputation in this settlement, and the DCs of any Bluff, Diplomacy, and Intimidate checks attempted here decrease by 2. If the militia is operating out of a friendly settlement, during the Event phase, the GM subtracts 5 from the percentile roll to determine whether an event occurs.
Helpful	The PCs' militia is very well known and most people here agree with its ideals. Any items purchased here cost 5% less than normal. During the Activity phase, while the militia is operating out of a helpful settlement, the PCs can add a +2 bonus to one Loyalty, Secrecy, or Security check.



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The GM should note when no event occurs during an Event phase. During the following week's Event phase, the chance of an event increases by an amount equal to the militia's rank (i.e., the GM adds the militia's rank to its Notoriety score when determining whether an event occurs).

Active Events: Many events have effects that extend throughout the week and can affect both the PCs and their militia. Record all active events, and erase them when they're resolved. If an event is persistent, place a mark to the left of it. The players and GM should keep track of it and follow up during the next appropriate phase (see Persistent Events on page 59).

Officers: Several officer roles are available to PCs and designated NPCs (see the Officers section below for more information). Record the name of the PC (or a proxy ally) who serves in each officer role, and record any bonuses granted as appropriate.

Teams: Teams are groups of skilled NPCs that the militia can recruit. Keep track of the specific teams that the militia currently supports and their managers (if any). The maximum number of teams a PC or an officer NPC can be in charge of is equal to her Charisma modifier (minimum 1); a non-officer can manage only one team. When taking a militia action, a team gains a bonus equal to its manager's Charisma bonus on required organization checks. If, during the course of play, a team becomes disabled or goes missing (see page 53), note that next to the team's entry.

Maximum Teams: The militia can support a limited number of teams based on its rank (see Table 6-1). Bonus teams earned through play, or that the GM awards outside of a scripted campaign, generally do not count against this maximum.

Allies: As the PCs adventure, they may meet important allies who can help their militia in various ways. The GM is encouraged to give such allies special abilities they can contribute to teams as NPC managers.

PC BOONS

Each time the militia gains a rank (with the exception of rank 1), all associated PCs gain a boon (see Table 6-1). These boons are applied immediately and are permanent increases to the PCs involved. Only PCs gain these boons; NPC officers (including cohorts) do not.

Skilled: At rank 2, and again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents know-how the PC has gained through association with the militia's skilled members. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; a PC can never have more ranks in any one skill than she has Hit Dice.

Gift: At rank 3, and again at ranks 6, 8, 11, 13, 16, and 18, admirers supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Such wands are fully charged and cost the appropriate amount. At rank 18, the gift is any magic item worth 10,000 gp or less.

Title: At rank 4, and again at ranks 9, 14, and 19, the PCs earn a title. The title is largely just an honorific, but it coincides with the acquisition of a bonus feat or other benefit each PC earned with training and self-confidence.

Director (Rank 4): Each PC gains one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Stealthy.

Captain (Rank 9): Each PC gains one of the following as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes.

Commander (Rank 14): Each PC gains one of the following as a bonus feat: Fleet, Improved Initiative, or Toughness.

Champion (Rank 19): Each PC gains any one feat for which she qualifies as a bonus feat.

These title names are just suggestions; the GM can freely adjust them to be more appropriate for the kind of militia that the PCs wish to run.

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. Divide the XP awarded equally among all PCs in the party.

OFFICERS

The roles of officers are generally filled by PCs, though proxy NPCs can suffice. It is up to the GM to determine which NPCs might make appropriate militia officers.

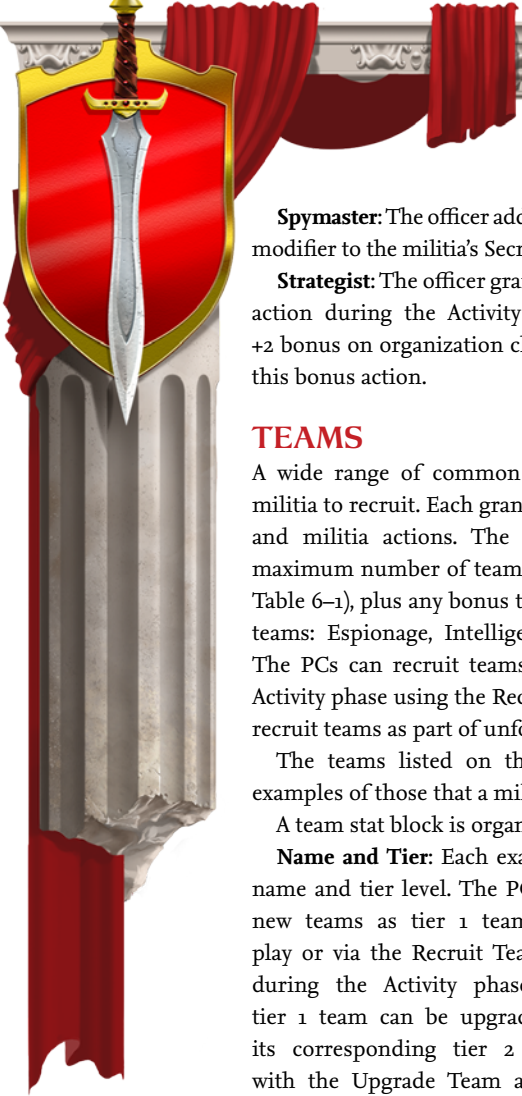
There are six different officer roles available to be filled. Multiple officers can fill the same roles, but the bonuses granted by such officers don't stack (with the exception of the commandant).

Ambassador: This officer adds her Constitution or Charisma modifier to the militia's Loyalty checks.

Commandant: A commandant helps direct training. Whenever the PCs succeed at a Loyalty check with the Drill Militia action (see page 55), the amount of training the militia gains increases by a number equal to the commandant's Hit Dice.

Marshal: This officer adds her Strength or Wisdom modifier to the militia's Security checks.

Overseer: The overseer grants a +1 bonus to the militia's two secondary organization checks and can help a team with its organization checks for one event during the Event phase. The overseer can add her Charisma or Constitution modifier to a Loyalty check, her Strength or Wisdom modifier to a Security check, or her Dexterity or Intelligence modifier to a Secrecy check attempted during this event's resolution.



Spymaster: The officer adds her Dexterity or Intelligence modifier to the militia's Secrecy checks.

Strategist: The officer grants the militia a bonus militia action during the Activity phase. The militia gains a +2 bonus on organization checks to resolve the effects of this bonus action.

TEAMS

A wide range of common teams are available for the militia to recruit. Each grants different abilities, bonuses, and militia actions. The PCs' militia can support a maximum number of teams determined by its rank (see Table 6–1), plus any bonus teams. There are four types of teams: Espionage, Intelligence, Military, and Treasury. The PCs can recruit teams to their militia during the Activity phase using the Recruit Team action, or they can recruit teams as part of unfolding campaign events.

The teams listed on the pages that follow are examples of those that a militia might recruit.

A team stat block is organized as follows.

Name and Tier: Each example team has a name and tier level. The PCs must recruit new teams as tier 1 teams either in play or via the Recruit Team action during the Activity phase. Each tier 1 team can be upgraded to its corresponding tier 2 team with the Upgrade Team action for a cost listed in the team's stat block. Each tier 2 team can further specialize into one of two tier 3 teams. Upgraded teams retain access to any previously granted actions and may have some actions further enhanced.

Recruitment or Cost: When recruiting a tier 1 team, the PCs must succeed at the listed organization check to add it to the militia's roster. A newly recruited team can take an action immediately if the militia has actions left during the Activity phase.

For tier 2 and tier 3, this line gives the cost in gold to upgrade this team using the Upgrade Team action. A newly upgraded team cannot take any actions during the Activity phase in which it was upgraded.

Granted Actions: This lists the actions a team can take during the Activity phase. Each team can take one action per Activity phase as long as the militia has actions left.

Size: This is how many people form the team. The exact number of people who make up the militia has no mechanical effect, but knowing this number can help for roleplaying purposes, particularly if the GM comes up with names and personalities for team members.

Upgrade: As a helpful reference, tier 1 teams include which team they upgrade to and tier 2 and tier 3 teams show from which teams they were upgraded.

Description: Finally, a short description is given of the team's general role in a militia.

ESPIONAGE

Espionage teams help undermine and infiltrate enemies.

MOLES (TIER 1 ESPIONAGE)

Recruitment Secrecy DC 15

Granted Actions Secure Cache

Size three people

Upgrades To propagandists

A team of moles can place minor caches of equipment for later use (see page 59).

PROPAGANDISTS (TIER 2 ESPIONAGE)

Cost 250 gp

Granted Actions Secure Cache, Spread Propaganda

Size three people

Upgrades From moles

Propagandists can spread the militia's message to other towns and cities. They can also place intermediate caches.

SABOTEURS (TIER 3 ESPIONAGE)

Cost 1,000 gp

Granted Actions Sabotage, Secure Cache, Spread Propaganda

Size three people

Upgrades From propagandists

Saboteurs can undermine the actions of opposing governments. They can also place major caches.

SPIES (TIER 3 ESPIONAGE)

Cost 1,000 gp

Granted Actions Covert Action, Secure Cache, Spread Propaganda



Size three people

Upgrade From propagandists

Spies can orchestrate covert actions and are capable of stashing and retrieving major caches.

INTELLIGENCE

The militia's intelligence branch can find information about enemies and safe places to lie low in hostile areas.

INFORMANTS (TIER 1 INTELLIGENCE)

Recruitment Loyalty DC 10

Granted Actions Gather Information

Size six people

Upgrades To conspirators

Informants help your militia easily find information about things happening nearby.

CONSPIRATORS (TIER 2 INTELLIGENCE)

Cost 250 gp

Granted Actions Activate Refuge, Gather Information

Size six people

Upgrades From informants

Conspirators can help you find contacts and secure a refuge for your militia and allies who are in trouble.

SCHOLARS (TIER 3 INTELLIGENCE)

Cost 1,000 gp

Granted Actions Activate Refuge, Gather Information, Knowledge Check

Size six people

Upgrades From conspirators

Scholars can find the information the militia needs as well as identify any items it comes across.

SPELLCASTERS (TIER 3 INTELLIGENCE)

Cost 1,000 gp

Granted Actions Activate Refuge, Gather Information, Restore Character

Size six people

Upgrades From conspirators

Spellcasters can help restore a dead character to life, given the proper resources.

MILITARY

Military teams can ward off threats and place themselves between the PCs and their enemies.

DEFENDERS (TIER 1 MILITARY)

Recruitment Security DC 15

Granted Actions Reduce Danger

Size six people

Upgrades To infiltrators

Defenders help to keep the militia members and its assets safe and can distract enemy organizations.

TEAM CONDITIONS

Teams can, through events or game play, gain one of two debilitating conditions: disabled or missing. These conditions are described below.

Disabled: When some of a team's members are compromised through injury, low morale, sickness, or other effects, the team becomes disabled. A disabled team cannot be used for militia actions during the Activity phase. A disabled team can be restored to full functionality at the start of the Upkeep phase by spending an amount of gold equal to the militia's current minimum treasury value. (At the GM's discretion, other specific actions the PCs take over and above their daily duties might be able to restore a disabled team, as well.)

Missing: Sometimes an entire team meets with unexpected difficulty on a mission and can become imprisoned, stranded, or otherwise prevented from returning to the militia. A missing team still counts against the maximum number of teams that the militia can support, but the team cannot be used for militia actions during the Activity phase. At the start of the Upkeep phase, a successful DC 15 Security check allows a missing team to return to the action at the end of that week (but it can't be used for that week's actions). A natural 1 on this Security check means the team is permanently lost and no longer counts toward the militia's maximum teams.

INFILTRATORS (TIER 2 MILITARY)

Cost 250 gp

Granted Actions Reduce Danger, Rescue Character

Size six people

Upgrades From defenders

Infiltrators can attempt daring rescues of imprisoned characters.

GUARDIANS (TIER 3 MILITARY)

Cost 1,000 gp

Granted Actions Manipulate Events, Reduce Danger, Rescue Character

Size six people

Upgrades From infiltrators

Guardians watch over regional events and protect the militia safe from foreign manipulation.

SPECIALISTS (TIER 3 MILITARY)

Cost 1,000 gp

Granted Actions Reduce Danger, Rescue Character, Strike Team

Size six people

Upgrades From infiltrators

Specialists help change the way locals feel about the militia.



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TREASURY

Treasury teams help raise funds and gain access to other markets and hard-to-come-by items and services.

PATRONS (TIER 1 TREASURY)

Recruitment Loyalty DC 10

Granted Actions Earn Gold

Size six people

Upgrades To merchants

Patrons are supporters with social influence who can help secure funding for the militia's efforts.

MERCHANTS (TIER 2 TREASURY)

Cost 50 gp

Granted Actions Broker Market, Earn Gold

Size six people

Upgrades From patrons

Merchants can earn gold for the militia, or they can give the militia another source for procuring magic items.

BLACK MARKETEERS (TIER 3 TREASURY)

Cost 200 gp

Granted Actions Activate Black Market, Broker Market, Earn Gold

Size six people

Upgrades From merchants

Black marketeers maintain contacts with illegal sources and allow the PCs to sell items at a slightly higher profit.

FIXERS (TIER 3 TREASURY)

Cost 200 gp

Granted Actions Broker Market, Earn Gold, Special Order

Size six people

Upgrades From merchants

Fixers use their specialized connections to help the militia find specific services that can improve its members' magic items.

MILITIAS IN PLAY

Once the PCs begin controlling a militia, at the end of every week of game time, they must take actions to maintain and lead the organization. This doesn't need to take any additional in-game time; the militia's actions can continue even without direct supervision. Each week, the militia acts over three phases that always occur in the following order.

Phase 1—Upkeep: Determine any decrease to the militia's training score due to attrition. Its training score can also decrease because of a high Notoriety score or because its treasury drops below the minimum required value. Then the PCs increase the militia's rank if applicable, and can add to or withdraw from the militia's treasury.

Phase 2—Activity: The militia's teams team a number of actions up to the maximum number allowed by the current rank plus any modifiers from officers and events.

Phase 3—Event: The GM checks whether any events occurred this week; if so, the PCs resolve them.

UPKEEP PHASE

The key to the militia's growth is to constantly run drills and regimens to increase its training score. To do this, the PCs must perform the Drill Militia action during the Activity phase. Constantly sparring will take its toll on the militia's members, though, and some will become injured or skip training to attend to other matters, reducing the amount of training within the militia's camp. The amount of this attrition is determined during the Upkeep Phase in three separate ways (see steps 1, 2, and 3 below). During the militia's first week, skip the Upkeep phase.

The five steps of the Upkeep phase always play out in the following order.

Step 1—Training Attrition: The PCs attempt a DC 10 Loyalty Check. If they're successful, the militia's training score decreases by 1d6. If the roll is a natural 20, the militia instead adds 1d6 to its training score. On a failed check, the militia's training score decreases by an amount equal to 2d4 + the militia's rank.

Step 2—Maximum-Notoriety Penalties: If the militia's Notoriety score is 100, enemy organizations have an easier time tracking its people down. In this case, the militia's training score is reduced by a number equal to 1d20 + the militia's rank. The militia must also attempt a DC 15 Loyalty check or its reputation in the nearest settlement is reduced by one step (though it can never be made worse than unfriendly in this way).

Step 3—Treasury-Shortage Penalties: If the militia's treasury is below its minimum during Upkeep, its training score decreases by an amount equal to 2d4 + the militia's rank.

Step 4—Increase Rank: Apply any increases to the militia's rank based on its current training score. If its training score currently exceeds the minimum amount needed for the next rank, and that rank would not exceed the most experienced PC's level, increase the militia's rank and award the appropriate boon (see page 51). The militia can gain multiple ranks at once in this way.

Step 5—Deposits and Withdrawals: Any officer can deposit gold to or withdraw gold from the militia's treasury.

ACTIVITY PHASE

During the Activity phase, the militia can take a number of actions as set by its rank and modified further by a Strategist, other unique allies, or events. Actions can be taken in any order, but each requires a qualified team unless otherwise stated. Once assigned, a team can't take additional actions during the same phase.

The available actions are listed below. The teams that grant access to each action are listed in parentheses after the action's name. If the militia doesn't have an

available team of that type, the militia can't take that action. An action that specifies "no team required" doesn't require a team. Rather, the PCs themselves take the action during the week. Such actions still counts toward the week's total available actions.

Activate Black Market (Black Marketeers): To activate a black market, the PCs attempt a DC 20 Secrecy check and spend 50 gp to smuggle goods and bribe officials. On a successful check, the militia can set up a black market for 1 week. This works similarly to a Broker Market action (see below), except all rolls to determine item availability increase from 75% to 90%. Furthermore, magic items sold to the black market sell for 55% of their normal price rather than 50%, and the militia can sell items that would be hard to sell on the open market, such as enemy armor or contraband. On a failed check, the militia's Notoriety score increases by 1d6.

Activate Refuge (Conspirators, Scholars, or Spellcasters): While a refuge is active in a hostile or unfriendly settlement, the militia can treat its reputation in that settlement as one better. The militia can also place NPCs in the refuge while the PCs figure out a plan to help them. A refuge stays activated for 1 week and can be renewed with another Activate Refuge action during the next Activity phase.

Broker Market (Black Marketeers, Fixers, or Merchants): With an expenditure of 100 gp to cover the cost of supplies for travel, the militia can access a temporary marketplace. The GM should treat this as a new marketplace separate from any towns in the area; the marketplace represents specific sellers that these merchants know. When activating this action, a team of merchants acts as a small town for purposes of item availability (*Pathfinder RPG Core Rulebook* 460). A team of black marketeers or fixers instead acts as a small city. Any items purchased via the market must be paid for when the action is activated, but are not available until the beginning of the next Activity phase.

Change Officer Role (No Team Required): One PC can change his officer role in the militia. Allies and cohorts can't change their roles with this action.

Covert Action (Spies): A team of spies works with any other team to hide evidence that they or the militia were involved in an operation. All d20 rolls to resolve a militia action taken immediately

following a Covert Action gain a bonus equal to the Charisma bonus of the spies' manager, and if the action is successful, the militia's Notoriety score doesn't increase. Alternatively, a Covert Action can be used to place a contact or cache in a specific adventure site. Once the militia places a contact or cache there, it remains there for only 1 week, after which it is stolen or lost.

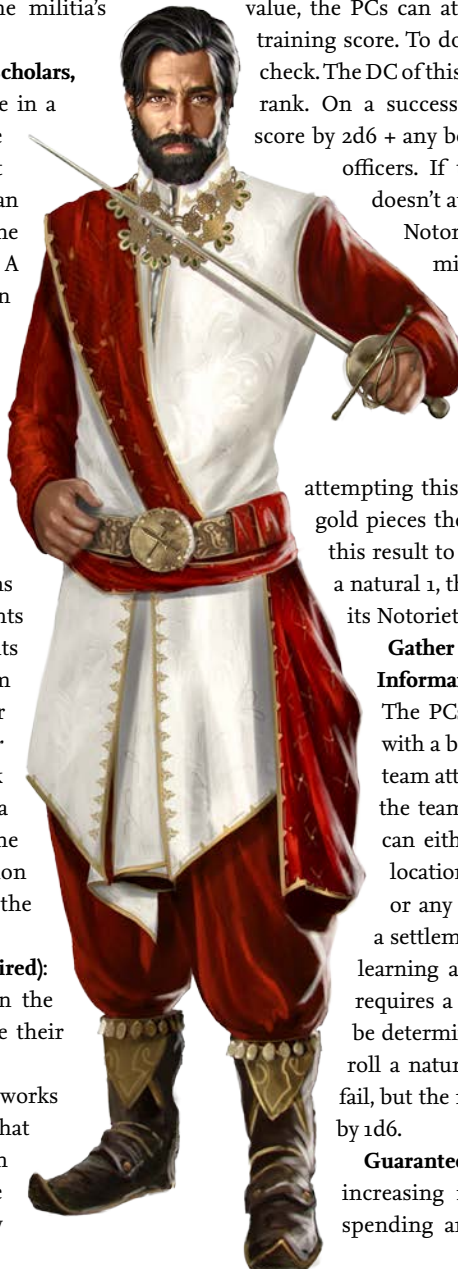
Dismiss Team (No Team Required): The PCs remove a team from the militia, freeing up that slot to recruit a new team. Attempt a DC 10 Loyalty check; on a failed check, the militia's Notoriety score increases by 1d6 as disenfranchised team members' gossip spreads.

Drill Militia (No Team Required): This check can be made only once per Activity phase. By spending an amount of gold equal to the militia's minimum treasury value, the PCs can attempt to increase their militia's training score. To do so, they must attempt a Loyalty check. The DC of this check is equal to 10 + the militia's rank. On a success, increase the militia's training score by 2d6 + any bonuses granted by Commandant officers. If they roll a natural 1, the check doesn't automatically fail, but the militia's Notoriety score increases by 1d6. The militia can't take this action if it is at its current maximum rank.

Earn Gold (Black Marketeers, Fixers, Merchants, or Patrons): The PCs attempt a Loyalty check and multiply the result by the tier of the team attempting this action. The result is how many gold pieces the team earned for the week. Add this result to the militia's treasury. If they roll a natural 1, the militia still earns the gold, but its Notoriety score increases by 1d6.

Gather Information (Conspirators, Informants, Scholars, or Spellcasters): The PCs attempt a DC 15 Secrecy check with a bonus equal to twice the tier of the team attempting this action. If successful, the team has gathered information. This can either be an appropriate rumor, the location of an important item or person, or any other specific information about a settlement. The GM may determine that learning a particular piece of information requires a higher DC check, or that it can't be determined with this action at all. If they roll a natural 1, the PCs don't automatically fail, but the militia's Notoriety score increases by 1d6.

Guarantee Event (No Team Required): By increasing its Notoriety score by 1d6 and spending an amount of gold equal to the



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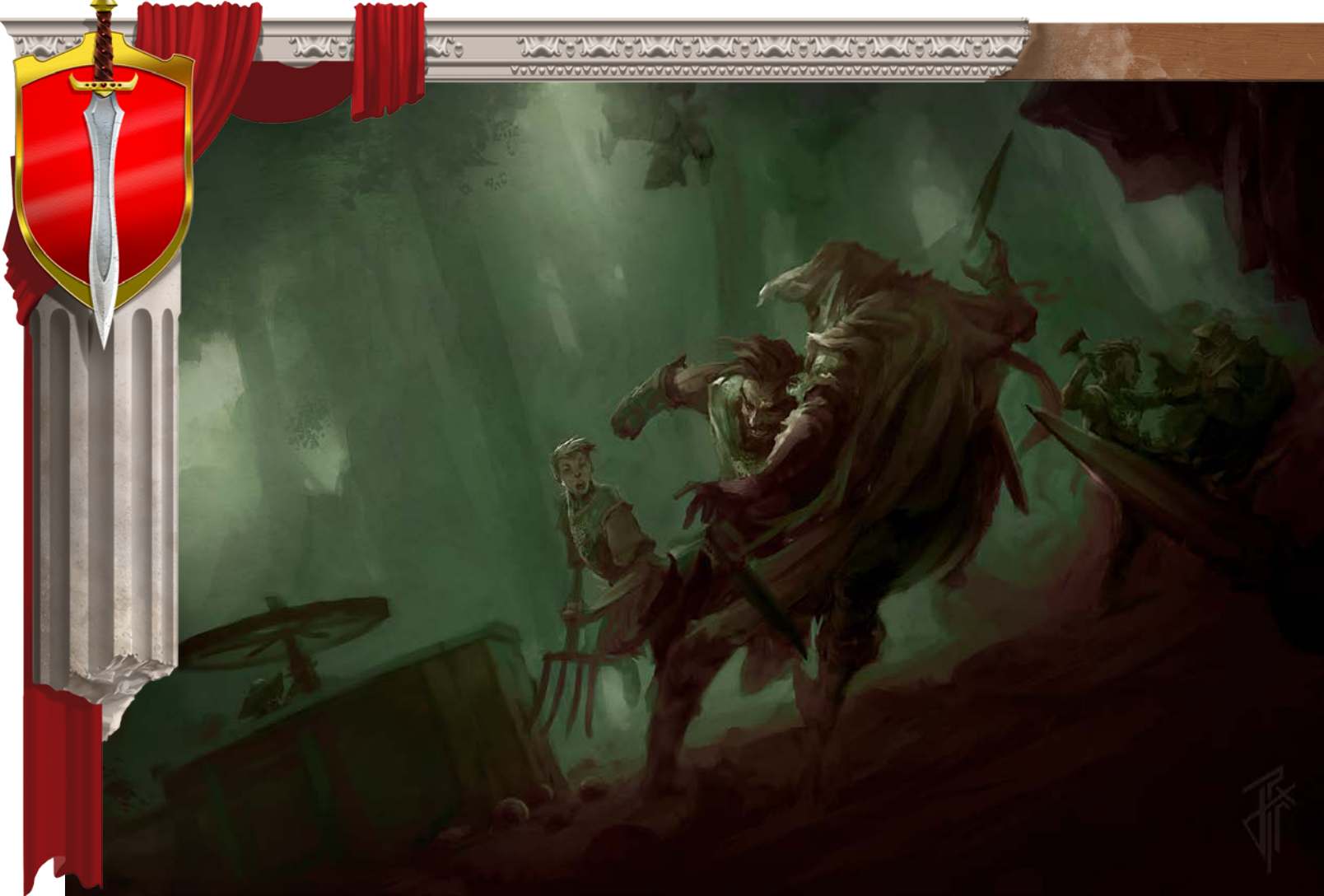
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militia's minimum treasury (representing a lowering of its guard), the PCs can guarantee that an event occurs during the Event phase. If the militia performs this action, the GM rolls twice and the PCs can choose which event they would like to happen.

Knowledge Check (Scholars): The scholars try to answer any question that could normally be answered with a successful Knowledge check. Rather than attempting a Knowledge check, though, the PCs attempt a Secrecy check. Add the militia's rank to this result, and treat the total as the DC achieved in the desired Knowledge category. This action can also be used to identify magic items or inquire about the abilities of an NPC or monster.

Lie Low (No Team Required): If the militia takes no actions other than this one during the Activity phase, its Notoriety score decreases by an amount equal to its total number of teams.

Manipulate Events (Guardians): When a guardians team manipulates events, an event is guaranteed to occur during the upcoming Event phase. The GM rolls twice on Table 6-3: Militia Events, and the guardians' manager (or a random PC) chooses which of the two results take place.

Recruit Team (No Team Required): The militia can attempt to recruit a new team, as long as it does not already support the maximum number of teams

allowed (discounting bonus teams). The DC and specific organization check required to recruit the team depend on the type of team being recruited. Rolling a natural 1 on the organization check does not mean automatic failure, but the militia's Notoriety score increases by 1d6.

Reduce Danger (Defenders, Guardians, Infiltrators, or Specialists): With a successful DC 15 Security check, the team attacks a secured settlement with hit-and-run tactics, temporarily improving the militia's reputation in a town by one step for the week, and allowing militia members to walk freely on the streets of hostile and unfriendly settlements. On a failed check, the militia's Notoriety score increases by 1d4.

Rescue Character (Guardians, Infiltrators, or Specialists): This team breaks into a prison or another secure site to rescue a captured character (either a PC or an NPC). To do so, the PCs attempt a Security check (DC = 10 + the captured character's level). A successfully recovered character can be brought to any location from which the militia operates, including a refuge. A successful rescue increases the militia's Notoriety score by an amount equal to the level of the rescued character. A failed rescue increases the militia's Notoriety score by half this amount, but the character is not rescued. At the GM's discretion, certain NPCs can't be rescued by the militia and must instead be rescued by

the PCs. The Rescue Character action can be used to rescue only one character per action.

Restore Character (Spellcasters): This action can be used to perform one of the following for the entire party: heal all ability score damage, heal all hit point damage, or receive the benefits of one 3rd-level or lower restorative spell (such as *dispel magic*, *remove blindness/deafness*, or *remove paralysis*). It can instead provide the effects of a *break enchantment*, *raise dead*, *restoration*, or *stone to flesh* spell to one individual. The body or remains of the character to be restored must be brought to the militia's current location or an activated refuge (possibly requiring a separate Rescue Character action). These greater spell effects are provided via scroll use and require an expenditure of gold equal to the cost of the scroll in question (1,125 gp for *break enchantment*, 6,125 gp for *raise dead*, 1,700 gp for *restoration*, and 1,650 gp for *stone to flesh*). Additional restorative effects might be available at the GM's discretion.

Sabotage (Saboteurs): Saboteurs are a special team that allows the militia to react to the Event phase. If an event occurs and the militia's saboteurs aren't currently engaged in an operation, missing, or disabled, the PCs can activate the saboteurs and the team can try to negate the event. The DC to negate the effect is 15 + the militia's rank. Taking this action increases the militia's Notoriety score by 1d6 regardless of whether it's successful.

Secure Cache (Moles, Propagandists, Saboteurs, and Spies): The team can arrange for a cache of equipment to be hidden near a place of the PCs' choosing, or retrieve a cache from within a secured location. Securing a cache requires purchasing the items (or providing the team with items already owned), and succeeding at a Secrecy check to stash them. Caches come in three categories: minor, intermediate, and major (see the Caches sidebar on page 59). Moles can secure only minor caches, while propagandists can secure minor or intermediate caches, and saboteurs and spies can secure all three. The team can secure a cache in any place (even inside a secure location, such as a military training facility or administrative building).

When a cache is placed inside a secure location, the DC to hide it increases by 5 and a tier 3 team (Saboteurs or Spies) must place it. See the Caches sidebar for DCs and additional details on the three cache categories. Failing the check means that the militia's agents couldn't find a way to get the cache in place, and they can return it to the PCs at the beginning of the next Activity phase. Retrieving a cache can include trying to get back an unused cache or receiving a cache from inside sources. Retrieving an unused cache requires the same checks as for securing caches.

Special (No Team Required): Sometimes an officer must take a special action to deal with the results of a previous week's event or another story development. The nature of these special actions vary wildly, and GMs are encouraged to come up with their own rules for resolving them.

Special Order (Fixers): A team of fixers can place a special order from contacts in other cities for a specific item. The cost for the item must be paid up front (although the actual price includes a 5% discount due to the fixers' expertise at haggling), and it is delivered to the militia in 2d6 days. (For an additional cost of 900 gp, this delivery time can be reduced to 1 day. This additional cost is equal to the cost of two *teleport* spells.) The GM has final say on whether an item is available for special order. Alternately, the fixers' contacts can locate someone to put an enchantment on one of the militia's current magic items. Doing so takes the same amount of time plus 1 day per 1,000 gp that the enchantment costs. Only one item or enchantment can be purchased in this way per action.

Spread Propaganda (Propagandists, Saboteurs, and Spies): By spending 100 gp and making a successful DC 20 Loyalty check, the militia improves its reputation in the settlement by one step. The difficulty of this check increases by 5 in towns that are actively occupied by any enemy troops or large organizations (or it is impossible, as determined by the GM). The same settlement can be influenced only once per Activity phase.

Strike Team (Specialists): Specialists can call in a group of powerful allies to help the militia secure a safe location or evacuate the injured in an emergency. The PCs must specify the location where the team is sent when the militia takes this action during the Activity phase. Once during the following week—at the PCs' determination—while the party is at that location, each PC gains a +2 competence bonus on attack rolls, damage rolls, and saving throws for a number of consecutive rounds equal to half the militia's rank. After aiding the PCs, the specialists head back home.

Alternatively, the specialists are able to rescue any incapacitated characters at the specified location. Any characters who are bleeding automatically stabilize and any dead characters instantly come under the effects of *gentle repose* (CL 12th). Regardless of how the remaining PCs escape, the specialists bring any bodies back to the militia's current headquarters as quickly as possible.

Upgrade Team (No Team Required): By spending the amount of gold pieces listed for an upgraded team's cost, the PCs can upgrade a lower-tier team. Each team can be upgraded only once per week, but the PCs can upgrade as many different teams as the militia can afford (in gold and militia actions) for that week.

EVENT PHASE

Once all militia actions during the Activity phase are resolved, the GM rolls percentile dice to see whether any special events occur that week. The percentage chance of an event occurring is equal to the militia's Notoriety score plus any modifiers from previous Event phases or settlement reputation modifiers. During any Event



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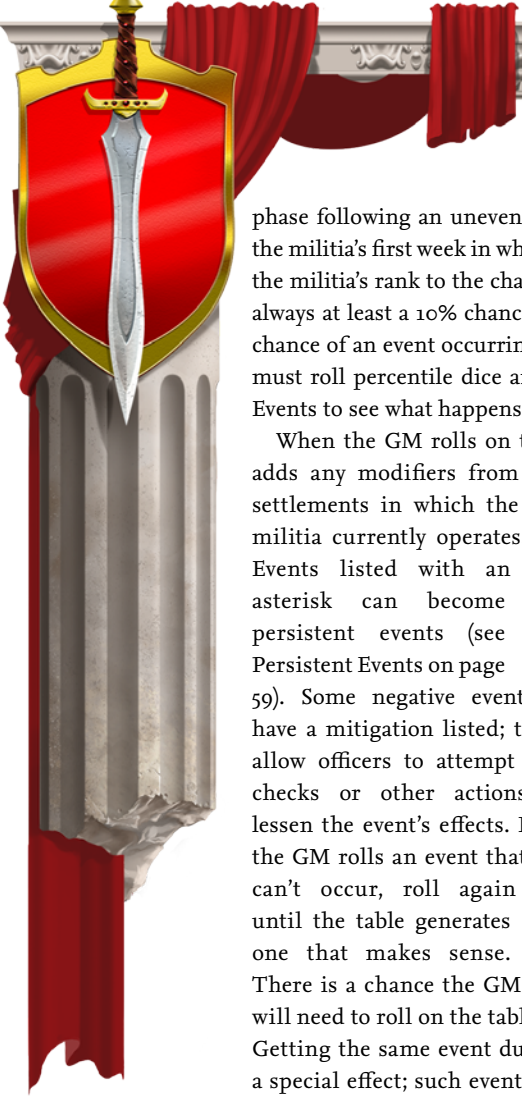
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phase following an uneventful week (a week other than the militia's first week in which no new events occur), add the militia's rank to the chance an event occurs. There is always at least a 10% chance but never more than a 95% chance of an event occurring. If an event occurs, the GM must roll percentile dice and consult Table 6-3: Militia Events to see what happens.

When the GM rolls on the Militia Events table, she adds any modifiers from settlements in which the militia currently operates. Events listed with an asterisk can become persistent events (see Persistent Events on page 59). Some negative events have a mitigation listed; these allow officers to attempt skill checks or other actions to lessen the event's effects. If the GM rolls an event that can't occur, roll again until the table generates one that makes sense. There is a chance the GM will need to roll on the table twice and run both events. Getting the same event during a double roll may have a special effect; such events have a "Twice" subsection in their descriptions. Events are resolved in the order in which they began; thus, the oldest persistent event is resolved first.

TABLE 6-3: MILITIA EVENTS

d%	Result
1-4	Week of Serenity
5-12	War Games
13-16	Night Ops
17-20	Broke the Code
21-24	Found Fire
25-28	High Morale
29-32	Turn Around
33-36	Festival
37-40	Market Day
41-44	Hidden Agenda
45-48	All Is Calm
49-52	Roll Twice
53-56	Calm before the Storm
57-60	Turncoat
61-64	Cache Discovered
65-68	Rivalry
69-72	Missing in Action
73-76	Theft
77-80	Raid
81-84	Invasion

85-88	Low Morale
89-96	Sickness
97-99	Double Agent
100	Week of Pain

All Is Calm: No event occurs this week. *Twice:* Don't roll to determine whether an event happens during the next Event phase. This does not increase the chance of an event on the following week.

Broke the Code: Militia intelligence breaks a code and discovered interesting information. The PCs can identify one magic item of any caster level and they each gain a +2 bonus on all Knowledge (local) checks this week. *Twice:* The bonus on Knowledge (local) checks increases to +5.

Cache Discovered: A cache is stolen. Remove one cache the militia has hidden or planned to retrieve; its contents are lost.

Mitigate: The PCs can attempt a Secrecy check (DC = 10 + the militia's rank) to retrieve the cache. *Twice:* All caches are discovered. If the militia hasn't hidden or can't retrieve any caches, this has no effect.

Calm before the Storm: No event occurs, but the GM must roll on the event table next week, and that event happens; ignore a result of Roll Twice. After that, the GM rolls to determine whether an event occurs as normal (this doesn't count as an uneventful week) and continues with the Event phase. *Twice:* Roll twice on the Militia Events table next week and resolve those events before resolving the Event phase as normal. Ignore all results of Roll Twice.

Double Agent*: Someone in the militia is betraying the PCs. The militia cannot take the Secure Cache action in the next Activity phase. The militia takes a -2 penalty on Secrecy checks. *Twice:* This event becomes persistent.

Festival: One of the nearby towns is celebrating an important day. Choose a town out of which the militia recently operated. The PCs gain a +2 morale bonus on all Bluff, Diplomacy, and Intimidate checks attempted within that town during the following week. *Twice:* The morale bonus increases to +5.

Found Fire: Someone seems to have given the militia a large box of alchemist's fire and other alchemical items. Each PC can choose an alchemical item worth 100 gp or less that is not a poison. Additionally, all Security checks for the upcoming week are attempted with a +2 bonus. *Twice:* Choose another item worth 100 gp or less.





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Hidden Agenda: The militia keeps its actions secret. The militia gains a +2 bonus on all checks attempted during the Activity phase. *Twice:* The bonus increases to +5.

High Morale: The militia's members are optimistic. One persistent event that is currently impacting the militia ends immediately. In addition, during the upcoming week the militia gains a +2 bonus on all Loyalty checks. *Twice:* Two persistent events end immediately, and the bonus increases to +5.

Invasion: A dangerous creature or enemy invades; the GM should present the PCs with a random combat encounter whose CR equals the PCs' Average Party Level + 1.

Low Morale*: The militia takes a -2 penalty on Loyalty checks. *Twice:* The event becomes persistent.

Market Day: All items and services purchased in one town in which a militia team has operated (PCs' choice) can be purchased for an additional 5% discount. *Twice:* All such marketplaces, including any created with a Broker Market action, receive this discount.

Missing in Action: A team in the field is missing. One team that operated this week, determined at random, is unavailable for the following week. *Twice:* The team returns at the end of the following week, but is disabled.

Night Ops: The weather, moon, and other factors are just right for late-night operations. This week, the PCs gain a +2 circumstance bonus on Stealth checks after dark. *Twice:* The bonus increases to +5.

Raid: An enemy finds the militia. Deactivate all refuges in a random settlement with at least one active refuge. Anyone who was hiding in a refuge is taken prisoner and can be retrieved during the following week's Activity phase using a Rescue Character action (DC = 5 + the militia's rank). *Mitigate:* A successful DC 20 Security check per person reduces his chance of being taken prisoner by 50%.

Rivalry*: Choose two random teams; those teams develop an unhealthy but temporary rivalry. During the next Activity phase, neither team can take actions. *Twice:* This event becomes persistent until an officer succeeds at a DC 20 Bluff, Diplomacy, or Intimidate check.

Roll Twice: Roll twice and resolve both events. If the same event is rolled twice and it has a Twice subsection, only the bonuses and penalties mentioned in the Twice subsection are resolved for the second roll. This result can take effect only once during an Event phase; reroll any subsequent Roll Twice results.

Sickness: One team at random becomes disabled. *Twice:* That team is instead lost unless the militia succeeds at a DC 20 Loyalty check.

Theft*: Halve the militia's current treasury total. *Mitigate:* If the militia succeeds at a DC 20 Loyalty check, it loses only 10% of its treasury. *Twice:* This event becomes persistent. The militia loses half of all income added to its treasury until it takes a successful Reduce Danger action.

CACHES

A cache is a small, hidden stash of supplies placed in a strategic location for later use. Most caches consist of weapons, contraband, and restorative magic, but any combination of items fitting the overall restrictions can be stashed.

Minor Cache: A minor cache can weigh at most 5 pounds, and can be worth no more than 900 gp in all. Securing a minor cache requires a successful DC 15 Secrecy check.

Intermediate Cache: An intermediate cache can weigh at most 10 pounds, and can be worth no more than 2,500 gp in all. Securing an intermediate cache requires a successful DC 20 Secrecy check.

Major Cache: A major cache can weigh at most 20 pounds, but can be worth any amount. Using a *bag of holding*, *portable hole*, or similar extradimensional storage item expands the weight limit of major caches. Securing a major cache requires a successful DC 30 Secrecy check.

Turn Around: Any disabled teams automatically recover from whatever was ailing them. If there are no disabled teams, one team has a morale bump and gains a +2 bonus on one check during the next week's Activity phase.

Turncoat: A team member defects. The militia's training score decreases by an amount equal to 1d6 + the militia's rank. *Twice:* An entire team (chosen by the GM) defects unless an officer succeeds at a Diplomacy check (DC = 10 + the militia's rank). Even if the officer succeeds, the team is still unavailable for the next Activity phase.

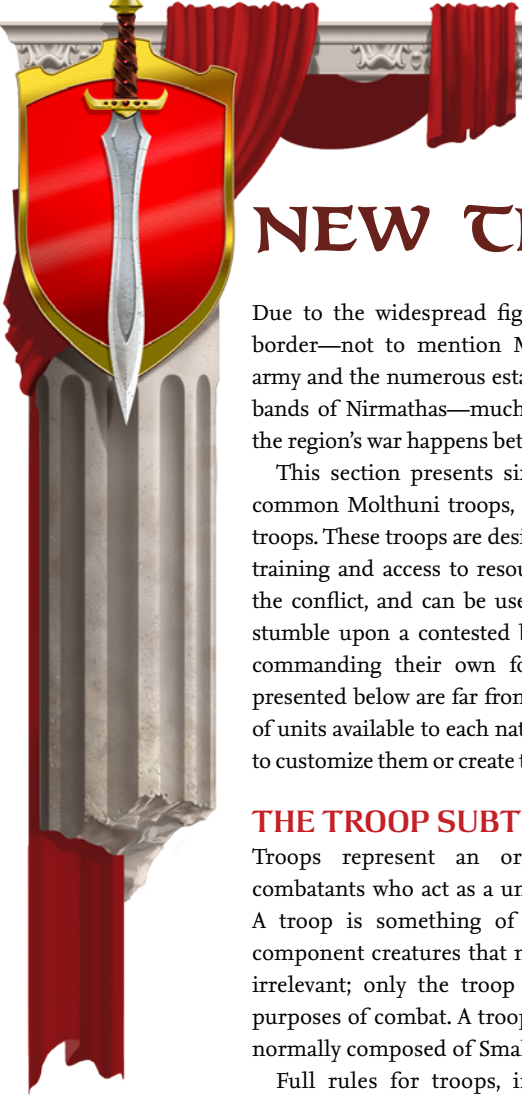
War Games: A trainer surprises the militia with war games, giving it a training boost. Add the militia's rank to its training score.

Week of Pain: For the next week, the militia takes a -1 penalty on all organization checks, and its training score decreases by double the normal amount during the next week's Upkeep phase. *Twice:* There is no additional effect.

Week of Serenity: For the next week, the militia gains a +5 bonus on all organization checks, and its training score increases by double the normal amount during the next week's Activity phase. *Twice:* There is no additional effect.

PERSISTENT EVENTS

Sometimes, an event becomes persistent. In this case, the event does not go away after 1 week, but continues to affect the militia week after week. If the PCs can mitigate the event, mitigation lasts only 1 week, forcing the militia to attempt new mitigations every week. Once every 4 weeks, the PCs can end a persistent event by spending money equal to twice the militia's current minimum treasury value. Once this cost is paid, the event ends immediately.



NEW TROOPS

Due to the widespread fighting at the nations' shared border—not to mention Molthune's massive standing army and the numerous established militias and guerrilla bands of Nirmathas—much of the large-scale combat in the region's war happens between units of opposed troops.

This section presents six new types of troops: three common Molthuni troops, and three common Nirmathi troops. These troops are designed to reflect the specialized training and access to resources that define each side of the conflict, and can be used whole cloth when the PCs stumble upon a contested battlefield or find themselves commanding their own forces. Of course, the troops presented below are far from a complete look at the types of units available to each nation, and GMs should feel free to customize them or create their own troops as they see fit.

THE TROOP SUBTYPE

Troops represent an organized group of trained combatants who act as a unit rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures.

Full rules for troops, including the details of the troop subtype, can be found in *Pathfinder RPG Bestiary* 6. That tome provides additional troop abilities, which can be used to further customize the troops presented in this section. It also provides new sample troops as well as rules that help GMs and players create their own customizable troops.

MOLTHUNI TROOPS

The following units are common in the Molthuni army.

IMPERIAL INFANTRY

Wielding bright blades with the sharpest of edges, these stern-faced soldiers are clad in white tabards bearing the red symbol of Molthune, worn over gleaming armor.

IMPERIAL INFANTRY TROOP	CR 9
XP 6,400	
LN Medium humanoid (human, troop)	
Init +2; Senses Perception +19	
DEFENSE	
AC 25, touch 12, flat-footed 23 (+9 armor, +2 Dex, +4 natural)	
hp 126 (11d8+77)	
Fort +13, Ref +7, Will +5	
Defensive Abilities troop traits	
OFFENSE	
Speed 30 ft.	

Melee troop (3d8+5)

Space 20 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +13 (+15 bull rush and overrun); **CMD** 25

Feats Great Fortitude, Greater Bull Rush, Greater Overrun, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Perception +19, Profession (soldier) +16

Languages Common

SQ elite troop, protect ally, united spirit

SPECIAL ABILITIES

Elite Troop (Ex) As a highly trained and well-equipped Molthuni unit, an imperial infantry troop gains an additional +4 natural armor bonus to its AC, increases the damage dice of its troop melee attack by one step, and gains 2 additional hit points per Hit Die. These effects are included in the troop's stat block.

Protect Ally (Ex) An imperial infantry troop provides soft cover to any creature it recognizes as an ally who shares its space. Such protected allies treat squares occupied by the troop as difficult terrain and must succeed at a concentration check (DC = 15 + spell level) to cast spells while so protected, but they do not take troop damage from being within the troop's space.

United Spirit (Ex) An imperial infantry troop is united by its dedication to its nation. When the troop takes damage that would reduce it to 0 or fewer hit points, it can attempt a Will saving throw (DC = 10 + the troop's number of negative hit points). On a success, the troop is instead reduced to 1 hp. The troop can benefit from this effect once every 24 hours.

The product of months of training in both martial skills and teamwork, an imperial infantry troop is one of the rank-and-file units in the Molthuni army. Most Molthuni soldiers serve for at least some time in such a unit, though many go on to apply to one of the more prestigious or specialized troops, such as imperial archers or imperial phalanxes.

IMPERIAL ARCHERS

Shining blades hanging at their belts, these Molthuni soldiers march with jet-black bows held at the ready, their keen eyes scanning the battlefield for enemies.

IMPERIAL ARCHERS TROOP	CR 10
XP 9,600	
LN Medium humanoid (human, troop)	
Init +10; Senses Perception +19	
DEFENSE	
AC 24, touch 16, flat-footed 18 (+4 armor, +6 Dex, +4 natural)	

hp 114 (12d8+60)

Fort +13, **Ref** +12, **Will** +5

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d4+3)

Space 20 ft.; **Reach** 5 ft.

Special Attacks volley

STATISTICS

Str 17, **Dex** 22, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +9; **CMB** +15; **CMD** 28

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +19, Profession (soldier) +16

Languages Common

SQ elite troop, united spirit

SPECIAL ABILITIES

Elite Troop (Ex) See the imperial infantry troop stat block on page 60. The additional die step of damage also applies to the troop's volley attack, as noted below.

United Spirit (Ex) See the imperial infantry troop stat block on page 60.

Volley (Ex) An imperial archers troop is trained and optimized for ranged combat. As a standard action, the troop can fire a volley of arrows. This attack takes the form of up to four lines with a distance of up to 100 feet each. These lines can each start from any corner of any square in the troop's space, and the troop can accurately shoot over friendly creatures or large groups of individual creatures (though it cannot shoot over spaces smaller than a 10-foot-by-10-foot square). Each creature in any of these lines that is not excluded in this way takes 4d8+3 points of piercing damage per line that hits it (Reflex DC 20 half). The save is Dexterity-based. The archers wield composite bows but are not accustomed to melee combat; this lowers the troop's AC by 2 and its troop melee damage by two die steps. These effects have already been calculated into the troop's stat block.

This orderly troop is made up of archers who specialize in hitting large groups of enemies at long range. Their superior training and weapons allow them to deal more damage with their devastating volleys than most units of their size, and they are impeccably trained to support other heavy-hitting imperial melee units.

Despite the resources invested into training them and their members' vast collective military knowledge and wisdom, imperial archer troops struggle to keep up with the mobility, stealth, and woodland know-how that defines their Nirmathi counterparts. Due to their focus on ranged combat, imperial archer troops are also not terribly adept at hand-to-hand combat, which might make them a weak spot in the defenses of a multi-unit Molthuni force.

IMPERIAL PHALANX

Marching forward with expressionless faces, some of these Molthuni soldiers carry wicked polearms and others bear metal shields with the symbol of their nation stamped on them.

IMPERIAL PHALANX TROOP

CR 11

XP 12,800

LN Medium humanoid (troop, human)

Init +0; **Senses** Perception +19

DEFENSE

AC 28, touch 10, flat-footed 28 (+9 armor, +5 shield, +4 natural)

hp 150 (12d8+96)

Fort +14, **Ref** +4, **Will** +6; +4 vs. trample

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (3d8+8; 3d8+ 2d6 +8 vs. mounted opponents)

Space 20 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 11, **Con** 19, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +9; **CMB** +17 (+19 bull rush and overrun); **CMD** 27

Feats Great Fortitude, Greater Bull Rush, Greater Overrun, Shield Focus, Skill Focus (Intimidate, Perception)

Skills Intimidate +11, Perception +19, Profession (soldier) +11

Languages Common

SQ elite troop, phalanx troop, united spirit

Other Gear tower shield

SPECIAL ABILITIES

Elite Troop (Ex) See the imperial infantry troop stat block on page 60.

Phalanx Troop (Ex) An imperial phalanx troop is made up of a mixture of soldiers with polearms and those with blades and spears. This grants it an additional 5 feet of reach with its troop melee attack. The troop also gains a +5 shield bonus to AC and a +4 bonus on saving throws against trample attacks, and its troop melee attack deals an additional 2d6 points of damage against mounted opponents. The troop gains 2 additional hit points per Hit Die. These effects are included in the troop's stat block.

United Spirit (Ex) See the imperial infantry troop stat block on page 60.

A stalwart ground troop unit, an imperial phalanx is full of sturdy soldiers trained to exert brute force against their enemies. The Molthuni army often employs imperial phalanxes on the front lines, especially if commanders know they'll face mounted units, as phalanx soldiers are adept at smashing enemies off of horses and can easily fend off trample attacks. Imperial phalanxes also sometimes serve as shock troops, especially in areas where it seems the Nirmathi are trying to establish a foothold. The general lords know that if they can quickly stamp out a small band of resistance in an area otherwise secured, Nirmathi fighters often move on to easier or more obvious targets.



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NIRMATHI TROOPS

The following troop units are common among Nirmathi militias and guerrilla bands.

NIRMATHI SKIRMISHERS

Wielding slings and various light weapons, these nimble fighters weave and dart through the surrounding trees while they hunt down hated Molthuni invaders.

NIRMATHI SKIRMISHERS TROOP CR 8

XP 4,800

CG Medium humanoid (human, troop)

Init +8; **Senses** Perception +18

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

hp 104 (11d8+50)

Fort +9, **Ref** +13, **Will** +7

Defensive Abilities troop traits

OFFENSE

Speed 40 ft.

Melee troop (2d6+5)

Space 20 ft.; **Reach** 5 ft.

Special Attacks skirmishers

STATISTICS

Str 20, **Dex** 19, **Con** 19, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +13; **CMD** 27

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Knowledge (local, nature) +8, Perception +18, Stealth +6

Languages Common

SQ favored enemy, skirmishers

SPECIAL ABILITIES

Favored Enemy (Ex) Nirmathi skirmishers spend their training studying the techniques of their hated enemy, the Molthuni Imperial Army, and specifically learning how to defeat its troops in their Nirmathi homeland. This training and hatred grant the Nirmathi skirmishers troop a +2 bonus on Perception checks, troop melee damage, and damage rolls when facing Molthuni troop units. Their training also grants the Nirmathi skirmishers troop a +3 bonus on all Knowledge (local) and Knowledge (nature) checks. The bonuses on Knowledge checks are calculated into the troop's stat block.

Skirmishers (Ex) Nirmathi skirmishers are effective and versatile hit-and-run troops. This lowers the troop's AC by 2 and its troop melee damage by one die, but increases its movement by 10 feet (these effects have already been calculated into the troop's stat block). Additionally, as a standard action, the troop can make a ranged attack similar to a volley. This attack can take the form of up to two lines starting from the corner of any square in the troop's space. This attack's range is 50 feet. All creatures in these lines take 3d6+5 points of piercing damage (Reflex DC 19 half). The save DC is Dexterity-based.

As ephemeral as the never-ending war itself, Nirmathi skirmisher troops often form along the Nirmathas-Molthune border in response to Molthuni aggression. Although occasionally commanded by a single leader, most Nirmathi skirmisher troops are groups of like-minded, egalitarian, nationalist fighters who gather, fight, and disperse after meeting a specific goal—or after the Molthuni army scatters them to the winds. It's not uncommon for one Nirmathi citizen to have fought in several bands of Nirmathi skirmishers over the course of just a few years, and try as Molthune might, it's nearly impossible to determine who's been a member of such a martial troop and now might be merely posing as an innocent farmer.

FOREST GUARDIANS

Well-worn bows in hand and swords on their hips, these fighters wear layers of camouflaging hides. They lurk in the forest's shadows while they wait for the best time to strike.

FOREST GUARDIANS TROOP CR 10

XP 9,600

CG Medium humanoid (human, troop)

Init +9; **Senses** Perception +10

DEFENSE

AC 23, touch 16, flat-footed 17 (+7 armor, +5 Dex, +1 dodge)

hp 123 (13d8+65)

Fort +8, **Ref** +15, **Will** +8

Defensive Abilities troop traits

Offense

Speed 30 ft.

Melee troop (3d6+4)

Space 20 ft.; **Reach** 5 ft.

Special Attacks volley, wild allies

STATISTICS

Str 18, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +9; **CMB** +13; **CMD** 29

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Handle Animal), Toughness

Skills Handle Animal +20, Knowledge (local) +5, Knowledge (nature) +6, Perception +10, Stealth +8

Languages Common

SQ favored enemy

SPECIAL ABILITIES

Favored Enemy (Ex) See the Nirmathi skirmishers troop stat block above. The bonus on damage rolls also applies to the forest guardians troop's volley attack.

Volley (Ex) A forest guardians 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 each start from the corner of any square in the troop's space. Each creature in any of these lines takes 3d6 points of piercing damage per line that hits it (Reflex DC 21 half). The save DC is Dexterity-based.



Lands of Conflict

A Land Divided

Molthune

Nirmathas

The Conflict

ADVENTURES IN MOLTHUNE AND NIRMATHAS

CAMPAIGNS AND CONFLICTS

Wild Allies (Ex) A forest guardians troop is made up of individuals who have a tight connection to the forest and the creatures that inhabit it. As a standard action while in forest terrain, the troop's members can call upon their animal allies to frighten and harry enemy troops. If the forest guardians troop succeeds at a Handle Animal check with a DC equal to 10 + the enemy troop's Hit Dice + its Wisdom modifier, the enemy troop is shaken and its Armor Class (including touch and flat-footed AC) decreases by 2 for 1 round. For every 5 by which the check exceeds this DC, this effect lasts for 1 additional round. The forest guardians troop can use this ability only against enemy troops that they can see within 30 feet. Using this ability again on the same enemy troop, or using the Intimidate skill to demoralize the same enemy troop, simply extends the effect's duration (and does not create a stronger fear effect). The troop can use this ability against an enemy troop multiple times, but each subsequent check beyond the first increases the DC by 5. This increase resets after 1 hour has passed.

Although members of forest guardians troops may identify more strongly as natives of the Fangwood than as Nirmathi, they still harbor hatred for the Molthuni who invade their woodland homes—and will fight to the death to protect their demesnes. Forest guardians troops are most common in the southernmost Fangwood, particularly along the border, where they remain vigilant against invaders.

IRGAL'S AXE

These savvy veteran fighters carry an array of ranged and melee weapons at all times, and keep alert to ensure they're always ready for whatever the enemy throws their way.

IRGAL'S AXE TROOP CR 12

XP 19,200

CG Medium humanoid (human, troop)

Init +7; Senses Perception +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+9 armor, +3 Dex, +1 dodge, +3 natural)

hp 161 (17d8+85)

Fort +11, Ref +15, Will +9

Defensive Abilities evasion, troop traits

OFFENSE

Speed 30 ft.

Melee troop (4d6+6)

Space 20 ft.; Reach 5 ft.

Special Attacks volley

STATISTICS

Str 22, Dex 17, Con 19, Int 10, Wis 14, Cha 13

Base Atk +12; CMB +18; CMD 32

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Skill Focus (Perception), Toughness

Skills Intimidate +11, Knowledge (local, nature) +4, Perception +22, Stealth +11

Languages Common

SQ favored enemy

SPECIAL ABILITIES

Evasion (Ex) Irgal's Axe troops are made up of scrappy and experienced fighters who can recognize when they're about to become the target of an area-of-effect ability and react accordingly. If the troop succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, the troop instead takes no damage.

Favored Enemy (Ex) See the Nirmathi skirmishers troop stat block on page 62. The bonus on damage rolls also applies to the Irgal's Axe troop's volley attack.

Volley (Ex) An Irgal's Axe 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 each 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 21 half). The save DC is Dexterity-based.

Many Nirmathi troops give themselves the name Irgal's Axe in homage to the group of rebel fighters who ultimately won Nirmathas's freedom. In truth, the groups who do so have varied skills, including stealth and subterfuge, but most consist of veteran fighters who have engaged in multiple conflicts with the Molthuni. If the disparate groups of Nirmathi fighters can be said to have a cavalry, Irgal's Axe troops, though they are not mounted, tend to fill this role.



FOREST GUARDIANS TROOP MEMBER

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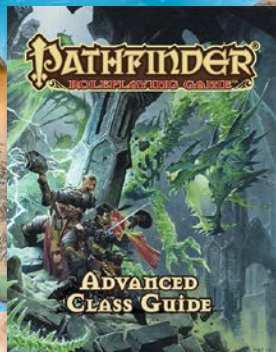
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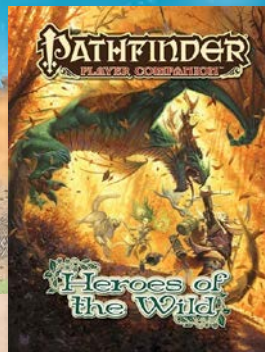
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NEVER SURRENDER!

A seemingly endless war rages between the expansionist nation of Molthune and its fiercely independent neighbor Nirmathas. To Molthune, it's a civil war to preserve its legacy of unification; to Nirmathas, a war to throw off tyrannical occupation. Ancient ruins, headstrong leaders, and longstanding feuds are present on both sides—but the similarities end there.

Cosmopolitan and wealthy, Molthune grasps at glory and power as it struggles for recognition and security. Rugged and resourceful, Nirmathas operates less as a nation and more as a free frontier, bound together only in its resistance to outside control. Nirmathas and its conflict with Molthune provide the setting for the Ironfang Invasion Adventure Path, making this comprehensive sourcebook a perfect supplement for that campaign.

Within these pages, you'll find:

- An extensive look at the region's history, stretching back before the current conflict, before its occupation by Cheliah, and even before the Whispering Tyrant's stranglehold on the region.
- Detailed gazetteers on both Molthune and Nirmathas, offering over 50 distinct locations within both nations, such as the hidden druid enclave of Crystalhurst, the architectural wonder of Canorate, and the fey-infested Fangwood.
- A comprehensive overview of the front lines of each nation, the distinct tactics they employ, and the regular shifts in activity and control.
- Nine fleshed-out locations that take adventurers from the fringes of each nation to the front lines of the main conflict.
- A detailed militia system, allowing players to organize, train, and direct their own rebel militias or mercenary legions.

Pathfinder Campaign Setting: Lands of Conflict is intended for use with the Pathfinder campaign setting but can be easily adapted to any fantasy world.



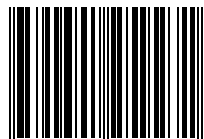
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