



DESCENT
To The
Dungeon
of Dankness
One-Shot Adventure

GARAGE
ARO ST
WELLINGTON
PROJECT

BEFORE YOU PLAY

Descent to the Dungeons of Dankness (DDD) is a short Pathfinder Second Edition adventure, designed to be played in a single session lasting 3 or 4 hours. However, with so many opportunities for roleplaying, the adventure could easily make for two exciting evenings of play. DDD includes five pregenerated characters that have backstories tied to the plot of the adventure. This adventure should be played with at least four characters (choose any four). If only three players are available, the fourth character could be played as an NPC.

Read no further if you are a player! Game masters only from this point on, so as not to ruin the tale for yourself. Spoilers abound.

The adventure is written to allow plenty of creativity at the table. You can describe the adventure as written, or use the ideas as guidelines for your own ideas.

Rooms will have a brief description and some flavour text, as well as any important items or Points of Interest (POIs) for each room. The puzzles or traps in each room are optional; pick and choose whatever you like! This is the same for treasure and items; If you feel that the party may have missed an opportunity to find a specific item, feel free to place it in another room for them to find. The Festival challenges and the puzzles in the Dungeon have a set DC of 18 (unless specified in the puzzle description), but characters can use skills or feats to adjust their rolls. Describe the challenges to the players and ask for any checks or rolls they feel would suit the situation. Feel free to offer up the skills suggested in each room puzzle description.

The enemies in the lower level may roam the halls and rooms. There are four rooms that are specifically aligned with a specific monster encounter, but feel free to add the flavour of roaming monsters should your players want more random encounters.

Any text like this contained within horizontal lines can be read to players

Example maps, pregenerated character sheets, and stat blocks for monsters will appear on the pages after the adventure.

HERO POINTS

There are moments in any struggle that influence the outcome. Does the brave warrior lay low the villain before he can finish casting a devastating spell? Does the sly rogue avoid detection as she sneaks into the giant chieftain's lair? Does the pious cleric finish casting her healing spell before the rain of arrows ends the life of her companions? Just a few die rolls decide each of these critical moments, and while failure is always a possibility, true heroes find a way to succeed, despite the odds. Hero Points represent this potential for greatness. They give heroes the chance to succeed even when the dice turn against them.

Hero Points are only awarded to player characters. NPCs, animal companions, familiars, cohorts, and mounts do not receive hero points. Unlike other points in the game, hero points do not renew over time or with rest. Once spent, they are gone forever. Hero Points are awarded as a character gains levels or whenever a character accomplishes a truly heroic feat. The GM is the final arbiter on the award and use of hero points.

AWARDING HERO POINTS

Each character begins play with 1 hero point, regardless of her level. In addition, whenever a character gains a level, she earns an additional hero point. Aside from these basic rules, awarding additional hero points is up to the GM. The following options are just some of the ways that a GM might award additional hero points.

Character Story: GMs can award a hero point for the completion of a written character backstory. This reward encourages players to take an active roll in the history of the game. In addition, the GM can use this backstory to generate a pivotal moment for your character concerning his past. When this key event is resolved, the GM can reward another hero point. Alternatively, the GM might award a hero point for painting a miniature or drawing a character portrait in the likeness of your character, helping the rest of the group visualize your hero.

Completing Plot Arcs: The GM might award a hero point to each of the PCs who were involved in completing a major chapter or arc in the campaign story. These hero points are awarded at the conclusion of the arc if the PCs were successful or advanced the story in a meaningful way.

Faith: In a campaign where the gods play an important role in every character's life, hero points might represent their favor. In such a setting, the GM can award hero points to characters whenever they uphold the tenets of their faith in a grand way, or whenever they take on one of the faith's major enemies. Such hero points might be temporary, and if not spent on the task at hand, they fade away.

Group Service: The GM can award hero points for acts outside the game as well. Buying pizza for the group, helping to clean up afterwards, or even hosting the game for a night might be worth a hero point. This sort of hero point should be given out of generosity, not as a payment.

Heroic Acts: Whenever a character performs an exceptionally heroic act, she can be awarded a hero point. This might include anything from slaying an evil dragon when the rest of the group has fled to rescuing townsfolk from a burning building despite being terribly wounded. It does not have to be related to combat. Convincing the reticent king to send troops to help with a bandit problem or successfully jumping a wide

chasm might earn a character a hero point, depending on the circumstances. Note that a hero point should only be awarded if the PC involved did not spend a hero point to accomplish the task.

Return from the Dead: When a character dies, she does not lose any hero points she has accumulated. If she died with no hero points remaining, she gains 1 hero point when she is brought back from the dead through powerful magic, such as raise dead or resurrection.

Maximum Hero Points: Characters can have no more than 3 hero points at any one time. Excess hero points are lost.

Using Hero Points

Hero Points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero Points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

ADVENTURE SUMMARY

In the grand city of Lumpholm, the characters find themselves swept up in the joyous festivities of the Lupulus Festival. Amidst the revelry, they are approached by Cornelius Keg, the esteemed brewmaster, who reveals a grave situation: the ancient temple of Lupulus has been corrupted by a malevolent spirit. The temple's sacred ales are now tainted, causing unsettling effects on those who consume them. Cornelius seeks the characters' aid in restoring the temple to its former glory and banishing the malevolent spirit.

As the characters delve into the temple's depths, they uncover the truth: Cornelius Keg is not who he appears to be. He is, in fact, an agent of the Haze Demon, a powerful entity seeking to spread corruption and darkness throughout the world. Cornelius had infiltrated the city under the guise of a respected brewmaster to weaken the temple's defenses and facilitate the demon's malevolent plans. The characters face the difficult task of confronting the deceitful brewmaster and putting an end to the Haze Demon's sinister plot.

With the malevolent spirit banished and the temple's sanctity restored, the characters stand as true heroes, celebrated by the people of Lumpholm and revered as champions of Lupulus' legacy. However, the lingering presence of the Haze Demon looms, and the characters must remain vigilant, for the forces of darkness are ever relentless in their quest to plunge the world into chaos. As the festival draws to a close, the characters leave Lumpholm with a sense of fulfillment, knowing that their actions have preserved the spirit of celebration, camaraderie, and the divine blessings of the Beer God for generations to come.

SECTION: CHUNK THE BARLEY TROLL - THE CORRUPTED GUARDIAN:

As the characters venture deeper into the corrupted temple, they encounter Chunk, the Barley Troll, who has been tainted by the Haze Demon's malevolent influence. Once a jovial and amiable guardian of the temple's sacred ales, Chunk now stands corrupted. Under the demon's control, Chunk's once hearty laughter is replaced with sinister cackles, and his immense strength is wielded with malicious intent.

SECTION: INFECTED ACOLYTES - PUPPETS OF THE HAZE DEMON:

As the characters delve further into the temple, they come across a group of acolytes who have fallen under the Haze Demon's corrupting influence. Their eyes are glazed over, and a dark haze envelops their bodies, leaving them eerily detached from their former selves. They move mechanically, following the demon's sinister commands without hesitation, their once-gentle voices now echoing with an unsettling emptiness. The corrupted acolytes have become formidable foes, wielding dark magic granted by the Haze Demon to hinder the characters' progress and protect its insidious plans.

SECTION: PURGING THE CORRUPTION - A REDEMPTION FOR CHUNK AND THE ACOLYTES:

As the characters confront Chunk the Barley Troll and the infected acolytes, they face a moral dilemma. While they must defend themselves from these once-friendly beings now corrupted by darkness, they also hold hope for their redemption. The characters have the opportunity to utilize their skills in diplomacy and healing to free Chunk and the acolytes from the demon's grasp. They may choose to subdue them without causing harm, breaking the haze demon's hold on their minds.

If successful, the characters can cleanse the corruption from Chunk and the acolytes, restoring them to their former selves. Freed from the malevolent spirit's control, Chunk regains his hearty laughter and rekindles his bond with the temple, once again becoming a steadfast guardian of Lupulus' legacy. The acolytes, relieved of the demon's dark influence, are humbled and grateful for the characters' intervention, seeking to atone for their unwitting actions.

In this pivotal moment, the characters' actions not only lead them to triumph over evil but also offer a chance for redemption, turning the tide against the Haze Demon's influence and bringing hope and light back to the temple of Lupulus.

RELIGION CHECK

LUPULUS, DWARVEN GOD

Lupulus brings joy and revelry to those who honor him. His divine powers are infused with the essence of celebration, liberation, and camaraderie, empowering his followers to spread happiness and create memorable moments through the art of brewing and communal festivities.

DEVOTEE BENEFITS

Alignment: CN

Edicts: brew and drink beer, celebrate life, share joy with others

Anathema: waste or spoil beer, harm or disrespect brewers, be a buzzkill

Follower Alignments: CG, CN

Divine Ability: Constitution or Charisma

Divine Font: heal or harm (chaotic)

Divine Skill: Crafting

Favored Weapon: Tankard

Domains: chaos, creation, indulgence, passion

Cleric Spells 1st: soothe, 2nd: enlarge, 3rd: haste

LUPULUS IS THE DWARVEN GOD OF BEER AND CELEBRATION...

...patron of brewers and revelers. He is depicted as a jovial dwarf with a long beard and an ever-flowing tankard in each hand, with another tankard suspended above his left hand. Lupulus is often depicted surrounded by barrels and mugs of ale. He teaches his followers to enjoy life, share their brews with others, and celebrate every occasion. He is opposed by those who waste or spoil beer, harm or disrespect brewers, or dampen the spirits of others. He is allied with gods of freedom, wine, dreams and travel.

He is enemies with gods of secrets, poison, destruction and wrath. His actual temple was discovered in a subterranean network of halls and alcoves beneath where the Temple proper sits to this day.

THE LUPULUS FAITH...

...emphasizes the importance of balance, harmony, and the celebration of life's simple pleasures. The dwarves held festivals and grand gatherings in Lumpholm, dedicating specific times throughout the year to honor Lupulus and share their love of beer with the world. These festivities united the community, fostering a strong sense of camaraderie and deepening their connection to their deity.

Over time, the Lupulus faith spread beyond the borders of Lumpholm.

MISSIONARIES AND WANDERING CLERICS...

...carried the teachings of Lupulus to other dwarven communities, where it found fertile ground among those who appreciated the art of brewing. Lumpholm became a renowned pilgrimage site, attracting not only the devout but also scholars and adventurers who sought the wisdom and blessings of the beer god.

Today, Lumpholm stands as a beacon of brewing excellence and spiritual devotion. The Lupulus faith continues to thrive, its followers believing that the pursuit of brewing perfection brings them closer to the divine. The city's architectural marvels reflect their faith, with buildings adorned with intricate beer-themed carvings and statues of Lupulus. It remains a place of innovation and tradition, where aspiring brewers come to learn, masters come to perfect their craft, and believers come to find solace in the warm embrace of their faith and the joy of a well-crafted ale.

HISTORY CHECK

THE FORMATION OF LUPHOLM

The first dwarven settlers of this area were actually refugees fleeing an ancient Celestial war.

CENTURIES AGO...

...in the heart of a rugged mountain range, a group of dwarven refugees stumbled upon a hidden sanctuary nestled within a vast cave system. It was there they discovered an ancient temple dedicated to the dwarven beer god, Lupulus. Intrigued by this divine presence, the settlers established a small community around the temple, believing it to be a sacred sign from their deity.

As the settlement flourished, the dwarves recognized the blessings of Lupulus upon their endeavors. The temple's clerics brewed exceptional ales, renowned for their quality and flavor. The city's fame as a hub of brewing excellence spread far and wide, attracting travelers, traders, and aspiring brewers from distant lands. Over time, the humble settlement transformed into a bustling city, which came to be known as Lupholm.

The faithful dwarves dedicated their lives to Lupulus, embracing beer brewing as both an art form and a religious practice. The temple became the heart of the city, serving not only as a place of worship but also as a center for learning the brewing craft. It attracted talented brewers, experienced artisans, and dedicated clerics who diligently studied the secrets of Lupulus' blessings. The city's economy revolved around the brewing industry, with countless taverns, breweries, and guilds catering to locals and visitors alike.

SOME LOCATIONS TO VISIT

THE BREWERS GUILDHALL - OWNER/PROPRIETOR: KORRUS GOLDHEM

A grand building located at the heart of Lupholm, the Brewer's Guildhall serves as the central hub for the city's brewing community. Inside, brewers from far and wide gather to exchange knowledge, showcase their finest brews, and discuss brewing techniques. The guildhall also houses an extensive library of brewing lore and a tasting hall where visitors can sample a wide variety of beers.

LUPULUS TEMPLE GARDEN - BREWMASTER: CORNELIUS KEG

The grand Lupulus Temple is the spiritual center of Lupholm. Built around the original ancient temple, it stands as a testament to the city's deep devotion to the beer god. The temple is a magnificent structure adorned with intricate carvings, stained glass depicting Lupulus' divine exploits, and towering beer stein-shaped spires. Within its hallowed halls, worshippers gather to pay their respects, seek blessings for their brews, and partake in ceremonies led by the wise clerics of Lupulus.

THE FROTHY MUG TAVERN - OWNER/BARTENDER: FILOMENA STOUTHEART

A lively and beloved tavern located in the heart of Lumpholm, The Frothy Mug is the go-to destination for locals and visitors seeking exceptional beers and a lively atmosphere. Known for its wide selection of brews, each meticulously crafted by Lumpholm's finest brewers, the tavern is a melting pot of people from all walks of life. Patrons gather to swap stories, engage in friendly competitions like ale-drinking contests, and revel in the spirit of camaraderie that Lumpholm is known for.

THE ALEHAVEN MARKETPLACE - MANAGER: CHOONA TINSLEFOOT

A sprawling marketplace that bustles with activity, the Alehaven Market is a vibrant hub of commerce and culinary delights. The market showcases an array of stalls selling various goods, from fresh ingredients used in brewing to unique beer-related artifacts and trinkets. It also features a dedicated section where brewers set up booths to showcase and sell their specialty brews, allowing visitors to taste the diverse flavors of Lumpholm.

STICKS AND STEINS GENERAL GOODS - OWNERS: KIP, KOP AND DARRYL (HALFLINGS)

A stacked and stocked general store, containing everything the budding adventurer could ever need. Housed within an old grain storage silo, the store is built around a large spiral staircase that ascends to the top of the silo, with various platforms at intervals holding various gear and items for purchase.

THE LUPULUS FESTIVAL

THE ADVENTURE BEGINS HERE

Welcome to the grand Lupulus Festival; a vibrant celebration of beer, camaraderie, and the divine blessings of the Beer God himself! As you enter the festival grounds, a wave of joyous energy washes over you, carried on the air by the sounds of merry laughter, lively music, and the clinking of tankards. The atmosphere is infused with an aura of jubilation, and the scent of mouthwatering food and freshly brewed ales fills the air.

The festival grounds sprawl out before you, bustling with activity. Colorful tents and stalls line the streets, each adorned with banners displaying Lupulus' emblem: a frothy mug overflowing with golden beer. In these lively stalls, skilled brewers proudly present their finest creations, ranging from crisp lagers to robust stouts, each enticing you to savor their distinct flavours.

Around you, festival-goers of all races and backgrounds revel in the festivities. Dwarves clad in intricate brewing aprons share animated tales of brewing triumphs, while gnomes dance playfully between the stalls, their eyes gleaming with mischievous delight. Elves and humans join hands in traditional dances, their laughter joining the chorus of merriment.

The sound of lively music echoes through the festival, courtesy of bards strumming lutes, beating drums, and playing cheerful melodies. The music forms a harmonious backdrop to the spirited competitions taking place nearby, from boisterous beer-drinking contests to friendly dart-throwing matches.

Amidst the crowd you spot the Ale Guardians (the clergy of Lupulus), distinguished by their colorful garb adorned with symbols of the Beer God. They move gracefully through the throng, offering blessings to brewers, performers, and festival-goers alike. Their presence infuses the air with a sense of sacredness, underscoring the spiritual essence of the festival. Nearby you can spot the Chief Reveller himself, Cornelius Keg, laughing as a group of children try to throw marshmallows into his tankard shaped hat. Across the yard you spot a very lavish tent, with fine Elven drapery and a number of stern looking businessmen engaged in conversation with an exquisitely refined older Elven woman. You spot a large gathering of children at a makeshift "art station" drawing and painting with glee and glitter.

Welcome, adventurers, to the Lupulus Festival, a place where joy knows no bounds, where the spirit of camaraderie unites all, and where the divine blessings of the Beer God are felt in every sip, every laugh, and every heartwarming moment. May you revel in the festivities, raise your tankards high, and embrace the spirit of Lupulus in this wondrous celebration of life!

When the festival day ends, or when the characters seem ready to embark on the adventure, you can read the following festival epilogue:

As the sun begins to set, the festival takes on a magical aura. Lanterns illuminate the night, casting a warm glow over the festivities. The laughter and cheers continue well into the evening, as strangers become friends, and friendships deepen over shared tales and ales. You gather together and ready yourself for your next step.

FESTIVAL: DAY 1

On the first day of the festival, the dwarves gather to raise a giant mug of ale in honor of Lupulus. The mug is so large that it requires several dwarves to lift it, and it is filled with a specially brewed beer made just for the festival. Festival attendees drink and feast on hearty foods such as roasted meats and savory pies, while musicians play lively tunes on drums and flutes.

ALCOHOL

ITEM 0

ALCHEMICAL - CONSUMABLE - DRUG - INGESTED - POISON

1 cp (or more), held in 1 hand L

Alcohol is a common substance available in stunning varieties. The price of a dose of alcohol depends on the specific beverage. You can't recover from the sickened condition from alcohol while affected.

If you fail a saving throw against alcohol other than initial saves, the affliction's stage doesn't increase; the only way to increase the stage of alcohol's affliction is to consume more alcohol.

Saving throw: DC 12 Fortitude; **onset** 10 minutes

Stage 1: +1 item bonus to saving throws against fear effects (10 minutes)

Stage 2: flat-footed, +1 item bonus to saving throws against fear effects (10 minutes)

Stage 3: clumsy 1, flat-footed, stupefied 2 (10 minutes)

Stage 4: clumsy 2 and sickened 2 (10 minutes)

Stage 5: clumsy 2, sickened 2, and stupefied 2 (10 minutes)

Stage 6: unconscious (8 hours)

Stage 7: death

AS WELL AS THE TOWNSFOLK MENTIONED ABOVE, THERE ARE SOME OTHER IMPORTANT NPCs PRESENT AT THE FESTIVAL:

CORNELIUS KEG

Master of Ceremonies and current Brewmaster. A jovial devotee of Lupulus with wide eyebrows, colorful flowers woven into his deep green beard, and a large ceremonial hat in the shape of a tankard. Cornelius is available to welcome the players and explain the events of the festival. He carries a wand of amplification which he uses to announce upcoming events. Cornelius will pay close attention to the characters if they compete in the games.

Character secret: Cornelius has gained benefits from the malevolent demon corrupting the temple and maintains a jovial facade while feeding innocent pilgrims to the denizens of the lower temple.

WORT CHILLER

Highly competitive, and a poor loser. The dwarven stablehand Wort Chiller will look for opportunities to compete against the adventurers in order to show the superiority of true worshippers of Lupulus. Desperate to prove himself to the township and especially Martina Silverio.

SILVERIO THE GREATER

Martina Silverio, Elven Matriarch “spinster” of the Silverio estate. Largest buyer and supplier of Lupulus Ale, has many connections within the town of Lumpholm and has a vested interest in clearing the corruption from the temple. Currently locked in a political stalemate with Cornelius, who will not allow anyone to “sully the sacred grounds” of the temple. Martina will pay close attention to the characters if they compete in the games.

Character secret: Descended from a line of sworn guardians of the temple, “The blades of Lumpholm”. Martina revoked that oath and struck out on her own, however recent disappearances have called her to investigate the temple but Cornelius Keg’s connections to the governing body of Lumpholm have prevented her from doing so. Should the characters impress her during the festival, or discover her history, she will give them a Stone of Restoration, a family relic that will cleanse the altar and restore the light of Lupulus.

DINO THE ORPHAN

Dino Wiltshire, a young half-orc boy spends his time wandering around the festival trying to get the attention of Cornelius. If the characters talk to Cornelius or approach the art table Dino bumps into the characters and asks if they know what has happened to “his friend Chunk”. He holds a stack of pictures and hands them a hand drawn picture of Dino and Chunk holding hands and smiling, with the words “lost friend” scrawled on the top.

DRINKING GAMES

Many of the events during the festival are based around drinking games and celebration of Lupulus’ bounty. Players can choose appropriate skills or abilities to give them an advantage but some options are also provided should players be unsure about what may help. Simple DC’s can be found on page 503 of the Core Rulebook.

BARREL BRAWL

A team-based game where each team has to roll a large barrel of beer across a muddy field and into a goal, while the other team tries to stop them.

The challenge is to avoid getting knocked down, tripped, or pushed by the opponents. The prize is a keg of the finest ale. A character could use Athletics or Acrobatics to give themselves an advantage. Roll an Improvised Weapon attack against character’s AC, on a hit the character must make a reflex save to stay on their feet and keep the Barrel under control.

BEER CATA-PONG

Two teams stand at opposite ends of a large field. In front of them are ten barrels of ale. Beside them is a mighty catapult. Teams take turns firing a catapult at the opposing teams barrels. If a rock lands in a barrel, that team must drink it dry before proceeding. Destroying the opposing catapult (or the opposing team) is considered a poor form.

The challenge is to aim accurately and avoid getting too drunk. The prize is a recipe for a rare type of beer. A character could use Perception or Dexterity to give themselves an advantage. There are 10 mugs on each side. Each player must roll to see if they land the ball in the correct mug. Roll a d10 for each "team" and mark off each result that lands for the first time. For every 3 losses, the characters must make a Fortitude save.

CHUG-A-LUG

A simple game where each contestant has to drink a mug of beer as fast as possible. The challenge is to finish the drink before anyone else and avoid spilling or choking. The prize is another mug of beer. Decide on a dice value to represent the time spent drinking, roll the dice and the winner is the lowest total result. A character could use their Constitution score or Fortitude to give themselves an advantage.

DRUNKEN DART MASTER

A game where each player has to throw darts at a target board while holding a mug of beer in their other hand. The challenge is to hit the bullseye or the highest score without dropping the mug or hitting anything else. The prize is a bottle of whiskey. Set a value equal to an armour class to represent a chance to hit. A character could use Ranged Attacks or Stealth to give themselves an advantage. If a character wants an extra challenge, the game requires balancing multiple mugs and throwing Javelins instead of Darts. The target has a to hit rating of DC30. The prize for this version is a pair of Bracers of Missile Deflection.

TIPSY TRIVIA

A game where each player has to answer questions about beer, dwarves, and the Lupulus Festival. The challenge is to answer correctly and quickly without getting distracted or confused. The prize is a book of historic beer recipes. A character could use Lore or Intelligence to give themselves an advantage.

Some Trivia examples:

- The God Lupulus is always depicted with 3 tankards of Celesti-Ale.
- The most common ingredient in the production of beer is water.
- The first Dwarves in this region were refugees from an ancient war.
- Most of the township was built within the ruins of a much older civilisation.

FESTIVAL: DAY 2

On the second day of the festival, the dwarves hold a grand tournament to honour Lupulus. Teams compete in games of strength and skill, such as keg lifting and axe throwing. The winners are awarded prizes of golden tankards and other treasures.

KEG LIFTING

A contest where each participant has to lift and carry a heavy keg of beer across a set distance. The challenge is to complete the course in the shortest time without dropping the keg or falling over. The prize is an Iron Medallion and a free drink. A character could use Strength or Athletics to give themselves an advantage.

AXE THROWING

A contest where each participant has to throw an axe at a wooden target from a fixed distance. The challenge is to hit the target as close to the center as possible without missing or hitting anything else. The prize is a custom-made Dwarven War axe and a free drink. A character could use Dexterity or Ranged Attacks to give themselves an advantage.

ARM WRESTLING

A contest where each participant has to face off against another in a test of arm strength. The challenge is to force the opponent's arm down onto the table without letting go or losing balance. The prize is a pair of Handwraps of Mighty Blows (+1 Striking) and a free drink. A character could use Strength or Athletics to give themselves an advantage.

BEER BELLY BOUNCE

A contest where each participant has to bounce on a large inflated ball while holding a mug of beer. The challenge is to stay on the ball as long as possible without spilling the beer or falling off. The prize is a Belt of Resilience and a free drink. A character could use Constitution or Acrobatics to give themselves an advantage.

HAMMER SMASH

A contest where each participant has to swing a large hammer and hit a lever that launches a metal ball into the air. The challenge is to hit the lever with enough force and accuracy to make the ball reach the highest point possible without breaking the lever or missing the ball. The prize is a Dwarven Storm Hammer and a free drink. A character could use Strength or Athletics to give themselves an advantage.

FESTIVAL: DAY 3

On the third and final day of the festival, there is a special ceremony held in the temple of Lupulus. The priests and priestesses lead a ritual of thanks to Lupulus for the bounty of beer that has been bestowed upon them. The dwarves bring offerings of hops, barley, and other brewing ingredients to place on the altar, and participate in prayers and hymns.

Throughout the festival, there are also various stalls selling different types of beer, from light ales to rich stouts. There are also food stalls offering snacks that pair well with different types of beer, such as cheeses and sausages.

The Lupulus festival is a time for the citizens to celebrate their love of beer and their devotion to Lupulus. It is a time for them to come together and enjoy the fruits of their labor, while honoring their deity and the art of brewing.

ASKING QUESTIONS

IF PLAYERS CHOOSE TO ASK QUESTIONS, HERE ARE SOME THINGS THE FESTIVAL-GOERS WOULD KNOW:

- The temple clergy and the Ale Guardians have become a little more reserved recently and their numbers have dwindled.
- Chunk the Barley Troll hasn't been seen in a while, he would normally be out and about enjoying his time with everyone, especially Dino.
- Cornelius and Martina have been at each other's throats since the ever-flowing fountain in the main hall dried up.
- Wort Chiller was born into a family of clergymen, but has become increasingly zealous about the tenets of Lupulus in the last year.
- Cornelius no longer allows tours of the brewmasters rooms and brew-making process.
- A number of adventuring groups have been employed by Martina Silverio in recent years, some people think she is trying to plant spies into Cornelius' inner circle.
- Some people believe that the state of the temple is affecting the town's reputation and fortune, others believe it's a government cover up for "Big Booze" to take over.
- The Brews that have come out of the temple for the last year have been outstanding. Cornelius really lives up to his title of Brewmaster. Before he took over, the Ale was terrible, the whole town almost went out of business because of it!
- "I wish I could go train at the temple, they create such fantastic brewers there, why, look at Cornelius! He was an average brewer when he arrived here, but after a couple years, his work is amazing! That's the sign of good instruction."

INTERACTIONS

If the characters gain the attention of Cornelius during the games:

As you immerse ourselves in the joyous festivities of the Lupulus Festival, your revelry is interrupted by the sudden appearance of Cornelius Keg, the renowned brewmaster of Lupholm. Urgency etches his face as he approaches you, his eyes darting nervously. “Well met, stout and hearty adventurers, may I have a word?” He guides you to a small tent and ushers you in. Once inside, he draws the flap closed, just as two Ale guardians take up watch spots outside. “I apologise for my clandestine approach, but this a delicate matter that I’d rather didn’t sour the festivities. Something is amiss beneath the temple. I have had my Ale Guardians investigate and they have not returned. I fear that it is more than we can handle and what’s worse, whatever malevolence is down there is spreading. The main temple statue has stopped flowing. Let me tell you, it is a bad look when the god’s chosen ‘ever flowing’ tankard is suddenly ‘not flowing’. What’s more...” He wrings his hands and you can see how knuckles go white with strain, “ I believe my daughter has been taken by whatever or whoever is down there. Please, for the sake of my flock, as well as my dear daughter, help us.” He offers you the keys to the entrance hall beyond the Shrine in the main hall and says that should you require any help from the Ale Guardians in the temple it will be freely given. “I also ask...please do not mention your involvement to that snake Martina Silverio, her honeyed words belie a truly vile poison.”

If the characters gain the attention of Martina Silverio during the games:

A well dressed herald arrives before you and presents a silver feather pendant. “Fair travelers, my mistress requests an audience. It would appear you have gained my esteemed lady’s favour.” He directs you toward the elaborate tent on the other side of the festival. Within its confines you smell incense, you see many lavish delicacies, fine drink in crystal glassware, and, seated upon an ornate chair, a stately older Elven woman. As you arrive, she gestures to her retinue, who graciously bow to her and vacate the many, MANY cushions and rugs at her feet. She turns to you, “Greetings and salutations, I am lady Martina Silverio the Greater, heiress to the Silverio lineage and Marquesse to the discordant shores.” She inclines her head in respect and as she raises, you notice her piercing eyes carry the weight of countless centuries of wisdom and guardianship. “I must ask a favour, and I am willing to offer extravagant compensation for your aid.” She gestures toward an open chest of gemstones, coins, and a collection of exquisitely crafted items. “The temple is a shadow of its former self. It is within my interests to restore it to its former glory, as a purchaser and purveyor of fine ales, of course. I have reason to believe that Cornelius has made some poor decisions and is hiding his mistake. It is no secret that the ever-flowing tankard of Lupulus has stopped flowing. In all my time in this township it has never stopped flowing and bestowing its blessings. The town and its people have flourished under the blessing and guidance of Lupulus but since the fountain dried up there have been an increasing number of misfortunes within our borders. I have already employed a number of adventurers to infiltrate the temple and discover what is going on but none of them have returned.” She suddenly becomes steely and direct. “And that vexes me greatly. This festival will be an adequate cover for you to gain entry to the temple. There are locked doors behind

the statue, but I know a few ways around them. The first is a puzzle that requires aligning discs to resemble the constellation of the Brewer, the one aligned to Lupulus. I have reason to believe that something sinister has taken up residence within the temple and is spreading some kind of corruption throughout and threatens to infect the entire district. I cannot allow that to happen. If you agree to my terms, I ask that you reveal nothing to Cornelius, he is suspicious already and more scrutiny from him will make things worse.”

If the characters accept her terms, she will offer them a trinket:

Martina smiles and hands you a small amulet, the design is a simple feather with a beautiful crystal inlay that seems to slowly pulse with light. “This is a Silverio family heirloom - the last heirloom, in fact. It was created on the day the temple was founded and is tied to its very soul. Whatever is down there spreading this corruption needs to be stopped and I believe that this can cleanse it. The previous group was entrusted with my father’s amulet. If they are lost, then this one is all that remains. Good luck.”

INTO THE TEMPLE

The characters begin by heading to the temple of Lupulus. The exterior of the greater temple is in fact a working brewery, with large vats, tubes, pipes and taps serving ale to the faithful, manned by various acolytes and bartenders.

Heading toward the inner Temple, the main feature of the foyer is the depictions of Lupulus, some in feats of strength and skill, some at rest. All of the portraits depict the Divine as well as his ever flowing tankards. Within the main hall of the temple, light filters through stained glass reliefs of Lupulus, warming the air and highlighting rows and rows of seats for the faithful to pray and listen to sermons. A rich green carpet marks an aisle between them that leads to the pulpit and a large dais, atop which stands the great statue/fountain of Lupulus. Facing the room as though smiling on his flock, a tankard in each hand, ever flowing with rich frothing ale into a main basin from which the faithful may take a draught and pray for his blessing. Well, they would be, at least. For some reason the ale has stopped flowing and the basin remains dry. Followers are whispering of calamity and ill-favour, while many of the temple acolytes claim it is simply a mechanical error with the machinery of the brewery beneath the temple and once the engineering team have sorted it out, all will be flowing once more. Beyond the statute lie the doors to the Entrance hall of the temple proper. A number of acolytes and a few Ale Guardians are present in this room, some are maintaining the furniture and reliquaries and some are crouched in hushed prayer.

1: ENTRANCE HALL

Just beyond the statue you find two blue flame torches illuminating a large ornately carved stone door. The doors have circular discs, with haphazard lines and round impressions etched into their surface. Above the door sits a depiction of the Moon.

Light: Bright torchlight and natural light from windows.

Smell: Musty dry ale.

POI: The torches beside the main doors here burn with a blue light, casting the doorway in an eerie night-light glow.

THE PUZZLE:

A large stone door blocks the way forward. The door has a series of intricate lines carved that need to be manipulated in the correct fashion to create the constellation attributed to Lupulus (the brewer).

Skills:

- **Disable Device:** Manipulate the carvings and mechanisms to unlock the door.
- **Knowledge (Engineering):** Analyze the door's construction and find the correct sequence of movements.
- **Perception:** Observe the carvings closely for clues or patterns.

2: BREWMASTERS CHAMBER

This 40ft sq. room houses the large vat where the brewmaster finalises the mix for the season's brew and a side alcove with a desk, some shelves with assorted instruments, implements and books. Large pipes enter the room from various points and groan and shudder as various materials are pumped through them. A ladder on the east side of the room leads 40ft up to a gantry walkway where the brewmaster can oversee and stir the interior of the vat. Looking into the vat you see it is half-filled with a swirling mass of indiscernible liquid. A 30ft long pole sits across the gantry and leans against the vat.

Light: Dim torchlight.

Smell: Dank hops and fermenting alcohol.

POI: A desk of cluttered papers, filled with scribble diagrams, equations and notes.

Secret: The “indiscernible liquid” is actually a Water Weird, the brewmaster uses the pole to scratch its back and in return it happily mixes the brew and imbues it with a slight enchantment. If the liquid is attacked in any way, the water weird rushes past the characters (dealing 2d10 bludgeoning damage) and retreats into the cracks and crevices of the walls.

THE PUZZLE:

the notes on the table inform the players that they must manipulate the valves and levers to redirect the flow of beer and open a hidden passage leading to Room 3.

Skills:

- **Knowledge (Engineering):** Understand the mechanics of the brewing vat and manipulate the valves accordingly.
- **Knowledge (Arcana/Nature):** The liquid is actually a benign creature inhabiting the vat and can help the players if they interact appropriately.
- **Perception:** Observe the markings on the pipes and connections for clues on how to redirect the flow.

When they solve the puzzle, read the following:

As the mixture surges through the pipes and begins to fill and churn within the vat, you hear a faint scrape of stone on stone and a slight tremble in the earth coming from the entrance hall, as you head out to investigate, you notice a part of the wall opposite you has slid open to reveal a hallway.

If a character takes the time to stir the liquid, it pleases the water weird, and it activates a special rune at the bottom of the vat which opens a hidden passage to Room 2a.

2A: RIDDLE CHAMBER

The water weird gurgles happily and swirls around the vat, as it does so you notice a glyph illuminating the bottom of the vat. A part of the wall behind you slides apart, revealing a ladder leading below and a sudden smell of dust and decay. Descending into the darkness you find yourselves in a dusty, unlit chamber. The chamber itself is nothing but bare walls with small fist sized holes at certain areas on the ceiling and a stone plinth in the center with a corroded copper plaque on it. Observing the plinth reveals a small indentation above the plaque.

Light: Very dim light from the door where you came in.

Smell: Dusty with an odd scent of wet dog and roadkill.

POI: The holes, and various edges where the wall meets the floor in the wall occasionally have animal (bat) droppings. The stone plinth has corrosion around the edges

THE PUZZLE:

The room contains a pedestal with an engraved riddle.

**“In shadows deep, a path concealed
Where jet black wings have once revealed
To find the light within the dark,
A simple spark, you must embark.
Seek out the fuel, bright and pure,
From winged creatures’ nightly tour.
In the bowl, place the light,
And secrets hidden shall ignite.
With hearts attuned, the riddle’s art,
Unlock the room, the missing part.
A beacon shines, this room of stone,
Reveals the way, now clearly shown.”**

The party must collect bat guano and light it in the small indentation on the plinth.

Skills:

- **Knowledge (History):** Seek historical context or clues within the riddle.
 - **Linguistics:** Analyze the language and structure of the riddle.
 - **Sense Motive:** Interpret the intentions or hidden meanings behind the riddle.
-

As the flame sparks, the flame turns from blue to green. As it does so, a small brass button is revealed on the Plinth. Pressing the button reveals a hidden alcove an within sits a small pair of pristine calfskin gloves.

The gloves are Gloves of Larceny. These supple beige calfskin gloves greatly enhance a thief’s talents. The wearer gains a +5 competence bonus on Sleight of Hand checks.

3: HALL OF MIRRORS

As you peer through the revealed entrance you are immediately struck by an image of....yourself, peering back at you through a hallway. After a few moments you realise that you are looking at a floor to ceiling mirror. Various skylights and torches bounce light through this hallway and through chambers leading elsewhere.

Light: Torchlight, direct and reflected.

POI: The mirrors reflect faint runes of transmutation and illusion when torchlight is flickered and reflected. The walls and floor have an almost polished finish to them, making passage very disconcerting.

THE PUZZLE:

The party enters a room filled with magical mirrors, some of which lead to different areas while others are traps. They must navigate the mirrors by finding the correct reflections or patterns.

Skills:

- **Perception:** Observe the mirrors for distortions, reflections, or hidden messages.
- **Knowledge (Arcana):** Understand the magical properties of the mirrors and how to discern the correct paths.
- **Acrobatics:** Maneuver through the mirrors and avoid any traps or illusions.
 - Areas marked with “c” contain treasure.
 - Any areas marked with an “x” are trapped mirrors and if the players fail a check they trigger the effect of said trap. Here are a list of traps that could be used:
 - Pressure Plate Poison Dart Trap (1d4 poison): Perception DC 20 to notice the pressure plate. Disable Device DC 25 to disarm the trap or Reflex Save DC 18 to avoid the poison darts if triggered.
 - Falling Ceiling Trap (2d6 bludgeoning): Perception DC 22 to notice the pressure plate.
 - Disable Device DC 30 to disable the trap or Reflex Save DC 20 to avoid being crushed.
 - Hallway Spiked Pit Trap (2d6 piercing/bludgeoning): Perception DC 18 to notice the pressure plate. Acrobatics DC 20 to leap over the open pit or Reflex Save DC 15 to grab onto the ledge if triggered.

The end of the hallway leads to a descending stairway to Room 4.

4: CHAMBER OF ELEMENTS

You find yourselves in a larger underground storage vault. The stonework here is rough hewn and the air has a permanent chill to it. The room contains large stacks of barrels, crates and hessian wrapped parcels of varying sizes. In four corners of the room sit three pillars, each carved with symbols and runes. There are pipes entering and exiting from various points in the ceiling and walls, giving the room an almost organic feel as they churn and rattle. In the western and eastern walls you see a closed wooden door. You also notice a large door at the northern end of the room with a sign that reads “Beer Sluice. DO NOT RIDE - especially you, Ezekiel.”

Light: Dim torchlight.

POI: Our pillars with elemental carvings on them, many barrels, crates and packages containing brewing ingredients.

THE PUZZLE:

The chamber holds four elemental statues, each representing a different element (earth, air, fire, water). The party must activate the statues in a sequence. Whatever the last element they activate is will spawn a portal and lead them to a different room. The rooms exist on the same level as Chunk the Barley Troll, the Mud

Imps, the Hoggoblins and the Infected Acolytes. Wherever they end up will result in an encounter with one of these enemies. If they ride the beer sluice (Room 4a) they will arrive at the chamber containing Chunk. The equipment room to the east contains mops, brooms etc. A character searching will notice one of the "mops" is more ornate than the others. It is a Staff of the Desert Winds. The room in the eastern wall contains a chest buried under old cloths, mechanical repair equipment and debris, searching it will reveal Cornelius' Diary and his Contract with the Haze Demon. If the characters have this contract when they confront him and the Demon, they can burn it in holy fire to make the contract null and release Cornelius from its bond.

Skills:

- **Knowledge (Arcana):** Recognize the elemental symbols and understand their significance.
- **Perception:** Search the chamber for hidden clues or inscriptions related to the elemental sequence.
- **Spellcraft:** Use magical knowledge to discern the Destination of each pillar.

CORNELIUS DIARY ENTRIES

DATE: 12TH HARVESTMOON

Today marked yet another disappointment in my pursuit of crafting the perfect brew. I toiled tirelessly, experimenting with various ingredients, but the taste remains lackluster at best. It seems the secret to unlocking the divine essence of Lupulus' legacy still eludes me. I refuse to give in to despair, though. With each failed attempt, I grow more determined to uncover the brewing marvels that lie beyond the horizon. I must keep faith in my abilities, for the Temple and its sacred ales are counting on me to unlock the taste of perfection.

DATE: 4TH EMBERWAKE

A revelation visited me in my dreams last night. A shadow beckoned, offering a pact that could grant me unparalleled brewing prowess. Intrigued and desperate to succeed, I allowed myself to be lured by the promise of greatness. With trembling hands, I signed the vile contract with a drop of my blood. As my quill traced the unholy sigil, a chill ran down my spine, but ambition clouded my judgment.

DATE: 18TH RAINFALL

My heart is heavy with grief and remorse as I pen these words. The Demon's treacherous price has been exacted, and the weight of my choices bears down upon me. In exchange for the unparalleled brewing skill, my own flesh and blood, my beloved daughter, Elara, was claimed by the insatiable maw of the demon. The torment I endure is incomprehensible, for every elixir of greatness I now create is a bitter reminder of the sacrifice she made.

I stand broken and haunted, a puppet of malevolence, bound by my own insatiable ambition. As the darkness consumes me, I pray that my confessions will be a cautionary tale for those who may yet face the allure of forbidden pacts. I now dedicate my every breath to seeking redemption, to undoing the unholy bond, and to liberating the Temple of Lupulus from the demonic grasp that plagues its sacred halls. My journey of penance begins, and may Lupulus' divine guidance lead me to salvation and absolution for my grave sins.

4A: BEER SLUICE

You find yourselves in a larger underground storage vault. The stonework here is rough hewn and the air has a permanent chill to it. The room contains large stacks of barrels, crates and hessian wrapped parcels of varying sizes. In four corners of the room sit three pillars, each carved with symbols and runes. There are pipes entering and exiting from various points in the ceiling and walls, giving the room an almost organic feel as they churn and rattle. In the western and eastern walls you see a closed wooden door. You also notice a large door at the northern end of the room with a sign that reads "Beer Sluice. DO NOT RIDE - especially you, Ezekiel."

Skills:

- **Perception:** A faded map of the sluice and its pathways is located on the wall.
- **Survival:** Some of the pathways have residue from certain materials going to specific rooms, smells from the other end.
- **Climb:** Players can carefully make their way down the sluice to ascertain where it might lead (DC25).

4B: FIRE PILLAR

Maze of Shadows

Enemy = Hoppoblins

The party enters a dark maze where walls shift and change. They must navigate the maze by finding and activating hidden light sources. The Hoppoblins will take an opportunity to attack if the party fails any checks. The Hoppoblins will get a surprise attack in the first round.

Within moments you are surrounded not only by shadow but the sound of gibbering and snarling, and the scent of stale hops and morning breath. Suddenly one of you feels a sharp pain in your side as a spear is thrust at you from the shadows, followed by the horrid green-skinned, yellow-eyed visage of a Hoppoblin!

Skills:

- **Perception:** Search for hidden light sources or clues within the shifting maze.
- **Survival:** Use tracking and navigation skills to remember paths taken.
- **Use Magic Device:** Activate magical light sources or use spells to illuminate the way.

4c: WATER PILLAR

Fountain of Reflection

Enemy = Mud Imps

A large fountain holds enchanted water that reflects illusions of arcane symbols. The party must discern the true path by identifying the correct reflection or breaking the illusion. Failing a check or wading into the water unchecked will draw an attack from the Mud Imps.

A beautiful crystal statue in the shape of a centaur pouring water from an urn on its shoulder flows into a deep basin of smooth glassy water. When you look at the water you expect to see yourself reflected back, but instead you see shifting symbols.

Skills:

- **Sense Motive:** Detect any inconsistencies or unnatural behavior in the illusions.
- **Knowledge (Arcana):** Understand illusions and magical manipulation to identify the true path.
- **Sleight of Hand:** Interact with the illusions by disrupting or revealing the correct reflection.

If the Mud Imps attack, the first attack they use is their Breath Weapon.

You are suddenly scalded by a burst of intensely hot steam, the water beneath you froths and explodes in a burst of sulfurous anger as a Mud Imp flies directly at you!

4d: EARTH PILLAR

Weighted Platforms

Enemy = Chunk the Barley Troll

You tumble down and find yourselves in the midst of a large room, the largest room you've seen so far. A number of dark, unlit passageways lead away from your position. Your immediate attention is brought to a series of corpses; judging from what's left of them, you gather that these were previous adventurers. You see a cacophony of shredded armor, weapons, equipment and an assortment of body parts strewn around the room. Standing amidst this horrifying mess, in front of a large iron door engraved with strange images of deities you don't recognise, is the unmistakable form of Chunk, the Barley Troll. Chunk's appearance has changed drastically since his corruption by the Haze Demon. His mossy green skin, once smooth and supple, is now rough and scaly, with deep cracks that ooze a sickly yellow-green pus. His hair, once made of soft straw, now resembles twisted ropes of thorns, jutting out in all directions. His eyes, once bright and friendly, now gleam with a sinister red

glow, and his teeth have grown into jagged, razor-sharp fangs. Chunk's body has also undergone a drastic transformation, with his already massive frame swelling to an even more enormous size, easily towering over the tallest adventurer. His muscles bulge beneath his scaly skin, and his arms and legs have grown longer and thicker, giving him a more menacing and imposing appearance. In short, Chunk now looks like a fearsome and monstrous version of his former self, a creature to be feared and avoided at all costs.

You are knocked to your feet as the room around you violently shakes from the impact of Chunk's mighty fists slamming against a nearby pillar. "Intruders! filthy filthy raiders, prowlers, trespassers!" he yells. "You dare take from me? Haven't you taken enough!?"

Light: Torchlight.

POI: Mangled corpses from previous adventuring groups sent by Sliverio. Her fathers Amulet can be found among the corpses here.

THE PUZZLE:

The party encounters a series of weighted platforms that need to be adjusted in the correct order to open a doorway. Their progress is hampered however, by the large enraged presence of Chunk, The Barley Troll. Fighting Chunk is a bad idea, he is incredibly powerful and will stop at nothing to destroy his foes. Should he reduce a character to 0 hit points he gains a free attack action and rabidly stomps them into a red paste, increasing their dying value to 4, killing the character instantly.

Skills:

- **Knowledge (Engineering):** Understand the mechanics and weight distribution of the platforms.
- **Strength:** Manipulate heavy objects or adjust weights on the platforms.
- **Disable Device:** Interact with the mechanisms controlling the platforms.

The party can utilise other means to placate Chunk and get him to allow them passage. Such as Deception DC25 or offering up a prize/drink they won from the festival. If they show him the picture of Chunk and Dino, he will momentarily release from the corruption and sit pondering the picture, allowing the party to get past him into the adjoining Room 5.

4E: AIR PILLAR

Tankard Shrine to the Beer God

Enemy = Infected Acolyte

You find yourselves presented with a room decorated with frescoes on the walls, a row of stone mugs sitting at a long table, and a collection of temple acolytes quietly shuffling around the room. Some are cleaning, others appear to be bowing their heads in prayer.

Light: Torchlight.

POI: The mugs are empty, the frescoes depict the brewing process for the temple.

THE PUZZLE:

A series of beer mugs are engraved with different symbols. The party must place the mugs in the correct order on a stone altar based on the chronological order of the depicted brewing steps.

Solutions:

- Craft (Brewing) or Knowledge (Nature) to understand the proper sequence of brewing steps.
- Perception or Investigation to study the engravings and determine the correct order.
- Use a spell or ability like Commune or Legend Lore to gain insight into the correct order.

If the characters fail the puzzle or take too long, the Acolytes will succumb to the Haze corruption and attack.

There's a shudder from the acolytes as they appear to go into some sort of seizure. The shuddering stops and they turn to you, their milky eyes now a sickly yellow, froth falls from their mouth in ribbons as they lift their arms toward you and lurch in your direction.

5: CORRUPTED ALTAR

Enemy = Haze Demon, Cornelius

The sight that greets you is one of unsettling malevolence. The sacred altar stands at the center, emanating an eerie violet haze that coils and twists in vile tendrils of shadow. Surrounding the altar you see humanoid figures, kneeling and locked in some sort of stasis, tendrils of red light connecting the figures and the altar. Atop the altar you see Cornelius Keg, locked in some sort of ritual. Towering above him, malformed and menacing, stands the growing shape of a large demonic creature, a towering entity of shadows and mist. Its form contorts and twists as though it were a manifestation of the darkest nightmares. The Demon's presence exudes an aura of suffocating dread, enveloping the room in a palpable sense of impending doom. Around the room, the air shimmers with maleficent runes etched into the walls, each radiating a sinister power. Various large carved reliefs depict figures and religious icons. Shadows seem to dance and writhe, converging on the altar like sinister specters drawn to the nefarious ritual.

Light: Dim torchlight, a dank haze comes from the ritual.

POI: The runes in the wall are common summoning runes, being mis-used in the ritual. The reliefs carved into the walls depict the Blades of Lupholm banishing a demon with their feather shaped relic, which was blessed by Lupulus. There's a large plaque on a plinth a few feet in front of the altar. There is a large door in the opposite wall. A notice/sense motive check reveals that Cornelius' eyes are filled with fear.

THE PUZZLE:

A large stone tablet in front of the altar displays a riddle.

**“Amidst the dark, a feather’s flight,
Unlocks the demon’s hold so tight.
Speak true with relic, pure and bright,
Freedom’s wing to bring back light”**

The riddle requires the artifact that Martina Silverio gave to the players (if they chose to speak to her). If they don’t have it, they will have to deal with the Haze Demon and Cornelius. If the party found the contract between Cornelius and the Demon, they can burn it in holy fire and break the bond between them, greatly weakening the Demon.

Solutions:

- Knowledge (Arcana) or Knowledge (Religion) to interpret the riddle and identify the correct answer.
- Linguistics or Decipher Script to analyze the language and symbols used in the riddle.
- Use a spell or ability like Detect Thoughts or Mindlink to gain insights or telepathic guidance to solve the puzzle.

With a united front, the party faces the haze demon, their resolve unwavering and hearts set on reclaiming the temple of Lupulus from darkness’s grip. With every swing of their weapons and invocation of powerful spells, they challenge the malevolent entity. Through valor and sheer determination, they succeed in shattering the haze demon’s spectral form, sending it back to the abyss from whence it came. If the party chose to spare Cornelius Keg, now freed from the demon’s sway, he is overwhelmed with gratitude, promising to atone for his misguided actions and protect the temple’s legacy.

If the players choose to spare Cornelius, read the following:

Cornelius shudders and drops to his knees when the connection is broken. He blinks for a moment and looks around. As his attention returns to the room he immediately scrabbles toward one of the figures, a young woman with dark green hair, and gently cradles her in his arms, “Elara! Dear sweet child, please wake up! Please!” Her form sags limply in his arms; pale, gaunt and lifeless. He kneels and weeps, the Buoyant Master of Ceremonies now just a broken, weeping father.

When the players banish or defeat the demon, read the following:

There is a groaning and sputtering from the Demon as his form begins to crack and hiss with holy light. With a final scream of pained rage, the demon explodes into a wash of froth and suds. A large crevasse splits the room in two and the remains of the Demon slough into the depths, to be reclaimed by hell once more. The room continues to shake and rattle, and eventually begins to crumble atop you! The crevasse remains, making returning the way you came impossible. Frantically looking around you spot the large door in the opposite wall and make a dash for it!

6: THE GAUNTLET

You surge through the doors and see ahead of you a long corridor with a lit opening at the other end, flanked by torches and statues of elementals, the floor is a grid of symbols and runes. You skid to a stop just before it. It is obviously a puzzle, but is it still active? The room behind you continues to fall in on itself, time is running out!

Light: Bright torchlight.

POI: Some symbols are familiar, they have been present throughout the temple, others are much stranger and definitely arcane in nature.

THE PUZZLE:

The party must navigate a treacherous hallway filled with traps and obstacles. They encounter various traps such as poison dart traps, spike pit traps, and a swinging pendulum blade. The solution involves carefully timing and avoiding the traps.

Skills:

- Acrobatics to dodge and evade the traps.
- Perception to spot hidden triggers or mechanisms.
- Disable Device to disarm or bypass traps.

You can find these traps in the appendices below.

As the players clear the gauntlet and arrive at the other end, they realise the true depths of their dilemma...

As the haze and the dust from the rubble dissipates, the passage behind you is now a crush of rubble and stone. Looking ahead, you discover there, bathed in a gentle light, rests the long-lost Artifact of Eternal Revelry, a fabled relic imbued with Lupulus' divine essence. This sacred artifact, said to hold the power to preserve joy and celebration for eternity, resonates with an ethereal hum, signifying its ancient potency. With reverence, you retrieve the artifact, vowing to safeguard it from those who would misuse its power. Your triumphant celebration is cut short, however, as you come to realize that not only are you no longer in the Temple of Lupulus, you have also not found an exit. No, you see another doorway ahead and stepping through, now stand at the steps of a much older and more malevolent structure; a jagged and imposing edifice, bursting from the stonework like a vulgar lance of dark crystal. It sits within a naturally formed dome like space, incredibly wide, so wide you can see the makings of other structures and buildings beyond the spire in front of you. The hazy air grows heavy with foreboding, and you sense a suffocating presence, a testament to the malefic energy permeating this accursed place. What seemed like an exit, was in fact the passageway to something much worse. You must find a way to Escape from the Temple of Haze.

With newfound determination, the party must now face an even more sinister threat. As they embark on their escape from the Temple of Haze, they uncover cryptic inscriptions and malevolent traps. The ancient structure seems alive with dark sentience, intent on ensnaring and corrupting intruders. The party's unity

and wits are put to the ultimate test as they navigate the treacherous halls, haunted by whispers of forgotten malevolence.

Their quest to escape the Temple of Haze becomes a race against time, as they sense the malevolent power closing in around them, threatening to overwhelm their spirits. Encountering vile entities and twisted illusions, they must rely on their bonds and newfound strength to persevere.

In the end, it is not just Lupulus' temple that the party seeks to save, but the very fabric of the world itself. With each step, they unravel the chilling history of the Temple of Haze and confront an ancient evil that seeks to spread its darkness across the realms. In the face of such malevolence, their will to escape and protect the Artifact of Eternal Revelry becomes a beacon of hope, guiding them through the harrowing labyrinth of despair.

APPENDICES

TRAPS

POISONED DART TRAP CR 1

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

EFFECTS:

- **Trigger** touch
- **Reset** none
- **Effect** Atk +10 ranged (poison dart; 1d3)

SPIKED PIT TRAP CR 2

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

EFFECTS:

- **Trigger** location
- **Reset** manual
- **Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

PENDULUM BLADES TRAP (CR -)

Type mechanical; **Perception** DC 15; **Disable Device** DC 18

EFFECTS:

- **Trigger** proximity (by operator)
- **Reset** manual (full-round action)
- **Effect** (6) blades; Atk +15 melee (2d6+1/x3 slashing); blade passes through the area once per round until it hits something, at which point it stops moving and needs to be reset; resetting the trap affects all pendulum blades.

TREASURE ITEMS

HEALING POTION

Item: 1+

Consumable, healing, magical, necromancy, potion

Usage: held in 1 hand

Bulk: L

Activate: 1 action (Interact)

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a healing potion, you regain the listed number of Hit Points.

Type minor; Level 1; Price 4 gp

The potion restores 1d8 Hit Points.

Type lesser; Level 3; Price 12 gp

The potion restores 2d8+5 Hit Points.

Type moderate; Level 6; Price 50 gp

The potion restores 3d8+10 Hit Points.

Type greater; Level 12; Price 400 gp

The potion restores 6d8+20 Hit Points.

BAG OF HOLDING (TYPE I)

Item: 4

Conjuration, extradimensional, magical

Usage: held in 2 hand

Bulk: 1

Though it appears to be a cloth sack decorated with panels of richly colored silk or stylish embroidery, a bag of holding opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the Bag of Holding itself.

You can Interact with the Bag of Holding to put items in or remove them just like a mundane sack. Though the Bag can hold a great amount of material (25 Bulk), an object still needs to be able to fit through the opening of the sack to be stored inside.

If the Bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the Bag must be put right before it can be used again. A living creature placed inside the Bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to escape against a DC of 13. An item inside the Bag provides no benefits unless it's retrieved first. An item in the Bag can't be detected by magic that detects only things on the same plane.

ALCHEMIST'S FIRE

Item: 1+

Alchemical, bomb, consumable, fire, splash

Usage: held in 1 hand

Bulk: L

Activate: One action (Strike)

Alchemist's Fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's Fire deals the listed fire damage, persistent fire damage, and splash damage.

Type lesser; Level 1; Price 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; Level 3; Price 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; Level 11; Price 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

LEATHER ARMOR (+1)

Item: 5

Abjuration, invested, magical

Usage: worn armor

Bulk: 1

A mix of flexible and molded boiled leather, a suit of this type of armor provides some protection with maximum flexibility.

AC Bonus +2;

Dex Cap +4

Strength 10

Check Penalty -1

Speed Penalty -

Hardness 4

Hit Points 16

Broken Threshold 8

POTENCY CRYSTAL

Item: 1

Consumable, evocation, magical, talisman

Usage: affixed to a weapon

Bulk: -

Activate: Free action (envision)

Trigger: You make an attack with the affixed weapon, but you haven't rolled yet.

This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a +1 striking weapon for the rest of the turn, gaining a +1 item bonus to the attack roll and increasing the damage on a hit to two weapon damage dice.

HOLY FIGHTING TANKARD

Item: 10

Magical

Usage: held in 1 hand

Bulk: L

This steel tankard functions as a +1 light hammer. Worshipers of any War/Battle deity are automatically proficient with it. The interior of the tankard contains six identical extra-dimensional spaces. Each space can hold 1 dose of a different potable liquid of up to 1/2 cubic foot in volume (including potions, but not poisons). Liquid never sloshes out of these spaces accidentally (though it often appears ready to do so), and when the wielder drinks from the tankard, it provides the drink from the desired extra-dimensional pocket (or a random pocket, if the wielder has no preference).

BLOOD LETTER

Item: 8
Magical

Usage: held in 2 hands
Bulk: L

This sword appears to be a +2 greatsword. However, whenever it is used in battle, its wielder hears the battle cry of an ancient War Band and must make a Will DC18 save, on a failed save the user goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). They attack the nearest creature and continue to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

RING OF SUSTENANCE

Item: 1
Magical

Usage: worn on hand
Bulk: -

This polished wooden ring constantly refreshes your body and mind. You don't need to eat or drink while wearing it, and you need only 2 hours of sleep per day to gain the benefits of 8 hours of sleep.

RING OF PROTECTION (+1)

Item: 5
Magical

Usage: worn on hand
Bulk: -

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC

TANKARD OF THE DRUNKEN HERO

Item: 3
Magical

Usage: held in 1 hand
Bulk: L

This simple battered tankard is usually made of copper or tin. Its handle is not attached at the bottom so the bearer can hook it on his belt for easy carrying. The bearer gains a +1 resistance bonus on Fortitude and Will saves. Once per day, the bearer can fill the tankard with wine, ale, or other alcohol and drink from it to gain the benefits of a remove fear spell.

If Lupulus is the bearer's patron, the tankard counts as a holy symbol. Once per day, the bearer can drink an alcoholic beverage from the tankard to gain the benefits of heroism. Once per day, the tankard automatically unties ropes that bind the bearer or unlocks locks that hinder him. This occurs about 5 minutes after the tying or unlocking and affects only bindings directly on the bearer's person (for example, it won't unlock a door to the bearer's prison cell, but will unlock the bearer's manacles). This power is subtle enough that it is unnoticeable unless someone checks the bindings to make sure they are secure—ropes loosen but still appear to be tightly bound, manacles unlock and loosen but do not automatically fall off. The tankard can untie or unlock only bindings with an Escape Artist or Disable Device DC of 25 or lower, though more powerful tankards may exist.

ARMOR OF GLANCING BLOWS

Item: 5
Magical

Usage: Worn
Bulk: L

A set of elven chain with an extra layer of sturdy leather beneath. The thick second skin of the armour disperses blunt force to reduce incoming damage. You gain resistance to bludgeoning damage equal to 2.

AC Bonus +2
Dex Cap +3
Strength 12
Check Penalty –
Speed Penalty –
Hardness ;
Hit Points 36
Broken Threshold 18

NECKLACE OF THE SHORES

Item: 4
Magical

Usage: worn on neck
Bulk: -

The beautiful necklace appears to be made from shining pink coral. When worn, it allows the wearer to breathe underwater.

CLOAK OF ELVENKIND

Item: 7
Magical

Usage: worn
Bulk: -

This cloak is deep green with a voluminous hood, embroidered with gold trim and symbols significant in elven culture. The cloak allows you to cast the Ghost Sound cantrip as an Arcane Innate spell. When you adjust the cloak's clasp (an Interact action), the cloak transforms to match the environment around you and muffles your sounds, granting you a +1 item bonus to Stealth checks.

Effect: You draw the hood up and gain the effects of invisibility, with the spell's normal duration or until you pull the hood back down, whichever comes first.

ROD OF UERMIN

Item: 2
Magical

Usage: held in 1 hand
Bulk: L

Rat Swarm

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

Skills Acrobatics +8, Athletics +4 (+6 to Climb or Swim), Stealth +6

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

AC 14; **Fort** +2, **Ref** +7, **Will** +4

HP 14;

Immunities Precision, swarm mind

Resistances Physical 6 (except bludgeoning)

Weaknesses area damage 3, splash damage 3

Speed 30 feet

Climb 10 feet

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured.

- Saving Throw DC 14 Fortitude
- Stage 1 carrier with no ill effect (1d4 hours)
- Stage 2 sickened 1 (1 day)
- Stage 3 sickened 1 and slowed 1 (1 day)
- Stage 4 unconscious (1 day)
- Stage 5 dead

Swarming Bites Each enemy in the swarm's space takes 1d6 piercing damage and must attempt a DC 17 basic Reflex save. A creature that fails its save is exposed to filth fever.

BOW OF SHOCK

Item: 4
Magical

Usage: held in 2 hands
Bulk: 2

Damage 1d8 P

Range 100 ft.

Reload 0

Category Martial

Group Bow

Ammunition Arrows

Electric arcs crisscross this weapon, dealing an extra 1d6 electricity damage on a hit. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

STAFF OF THE DESERT WINDS

Item 3
Abjuration Magical Staff

Usage held in 1 hand
Bulk 1

Activate Cast a Spell ; Effect You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** know direction
- **1st** create water, pass without trace

This crooked staff is made from twisting acacia wood and has a sphere of rough sandstone embedded in the top, to channel the magic of the desert. When wielding this staff in deserts, you gain a +1 circumstance bonus to Survival checks to Subsist, Track, and Cover Tracks.

CREATURES

CHUNK, THE BARLEY TROLL

CR 4

XP 1,200

Male undefined barley troll

LN Large humanoid (giant, cold)

Initiative +1

Senses darkvision 60 ft.

Perception +0

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 9, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Athletic, Toughness

Skills Climb +10, Craft (Alchemy) +3, Intimidate +2, Swim +6

Languages Giant

SQ regeneration 5 (acid or fire)

Gear bite, claw

SPECIAL ABILITIES

Darkvision Chunk can see in the dark up to 60 feet.

Immunity to Cold (Ex) You never take cold damage.

Regeneration (Ex) You are difficult to kill. You heal damage at 5 points per round, as with fast healing, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). Acid or fire causes your regeneration to stop functioning on the round following the attack. During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rend (Ex) If you hit with two or more natural attacks in 1 round, you can cause tremendous damage (1d6+6) by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Vulnerability to Fire (Ex) You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

HP 27 (3d8+12) regeneration 5 (acid or fire)

Fort +6, **Ref** +2, **Will** +1

Immune cold

Weaknesses Vulnerability to Fire

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+4)

Melee claw +5/+5 (1d4+4)

Space 10 ft. by 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+6 plus 2 Con damage)

DESCRIPTION

Chunk's appearance has changed drastically since his corruption by the Haze Demon. His mossy green skin, once smooth and supple, is now rough and scaly, with deep cracks that ooze a sickly yellow-green pus. His hair, once made of soft straw, now resembles twisted ropes of thorns, jutting out in all directions. His eyes, once bright and friendly, now gleam with a sinister red glow, and his teeth have grown into jagged, razor-sharp fangs. Chunk's body has also undergone a drastic transformation, with his already massive frame swelling to an even more enormous size, easily towering over the tallest adventurer. His muscles bulge beneath his scaly skin, and his arms and legs have grown longer and thicker, giving him a more menacing and imposing appearance. In short, Chunk now looks like a fearsome and monstrous version of his former self, a creature to be feared and avoided at all costs.

BIO

Barley trolls are a type of troll that dwell in fields of barley. They are often larger than other trolls, with mossy green skin and hair made of straw. They are known for their insatiable appetite for grain, often raiding farms and granaries to satisfy their hunger. Barley trolls are dangerous creatures, able to take down large prey with their massive mauls and throwing rocks with deadly accuracy. They are also incredibly difficult to kill, with the ability to regenerate from even the most grievous wounds. However, they have a peculiar vulnerability to alcohol, which can weaken them and make them easier to defeat.

Chunk, however, is a unique Barley Troll, unlike others of his kind who are known for their violent and destructive nature. Chunk has found a different path in life, working beneath the temple of the Dwarven God of Ale, Lupulus. He spent his days tending to the vast barley fields surrounding the temple and ensuring the supply of grain was plentiful. Chunk took pride in his work, and his connection to the temple imbued him with a deep respect for the power of ale. His laborious efforts ensured that the brewery within the temple was well-stocked, and the ale produced was of the highest quality. Despite his fearsome appearance, Chunk is gentle and kind, and the temple priests had come to value him as a trusted companion and protector of their sacred land.

Chunk's life took a dark turn when he was corrupted by the Haze Demon. The Demon preyed on Chunk's weakness, whispering promises of power and strength, which the barley troll found impossible to resist. Over time, the Demon's influence took hold, and Chunk was consumed by a burning desire for revenge against those who had wronged him in the past. He now attacks adventurers who trespass on the temple grounds, believing them to be a threat to his newfound power. The once-gentle giant now revels in violence, using his immense strength to crush anyone who dares to stand in his way. The temple priests are heartbroken by Chunk's corruption, and they have pledged to do everything in their power to restore him to his former self. But for now, Chunk is lost, a shadow of the gentle creature he once was.

HOPGOBLIN

CR 1/2

XP 300

Unknown undefined goblin

CN Small humanoid (goblinoid)

Initiative +8

Senses Perception -1

STATISTICS

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 9, **Cha** 4

Base Atk +1; **CMB** -1; **CMD** 13

Feats Improved Initiative

Skills Ride +12, Stealth +16, Swim +1

Languages Goblin

SQ fast, skilled

Gear Spear (small), shortbow (small), sword, short (small)

SPECIAL ABILITIES

Darkvision Goblins can see in the dark up to 60 feet.

Fast (Ex) Goblins have a base speed of 30 ft.

Skilled (Ex) Goblins gain a +4 racial bonus on Ride and Stealth checks

DESCRIPTION

The Hoppoblins are a group of monsters that exist within the same temple as Chunk, but they are a manifestation of the Haze Demon's corruption. They are not entirely of this world, and it's said that they are partly made of the hops used in the temple's brewing supplies. This otherworldly essence has imbued them with incredible strength and agility, and they have transformed into something far more sinister than their goblin kin. The Hoppoblins now stand taller and more muscular than before, their bodies rippling with veins that glow with an eerie green light. Their skin has grown thick and rough, covered in warts and boils that seem to pulse with a life of their own. Their faces have elongated into snouts, lined with sharp and jagged teeth, and their eyes have turned a sickly yellow-green, like the color of mouldy bread. The Hoppoblins' fingers have grown long and spindly, ending in sharp claws that they use to deadly effect in combat. They are quick, agile, and extremely cunning, often using their small size to gain the upper hand in battle. Their weapons of choice are long, wicked spears, which they use to impale their enemies with lethal precision. The Hoppoblins are fiercely loyal to the Haze Demon and will stop at nothing to serve their master's twisted will.

DEFENSE

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

HP 13 (2d8+2)

Fort +1, **Ref** +7, **Will** -1

OFFENSE

Speed 30 ft.

Melee spear (small) (two handed) +1 ((two handed) 1d6-1/x3)

Ranged spear (small/thrown) +6 (1d6/x3)

Ranged shortbow (small) +2 (1d4-1/x3)

Melee sword, short (small) -3 (1d4-1/19-20)

INFECTED ACOLYTE

CR 1/2

XP 200

LE Medium humanoid (human)

Initiative +1

Senses Perception +4

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 10

Feats Elemental Focus (Acid)

Skills Craft (Alchemy) +5 , Linguistics(Infernal) +2 ,
Profession (Brewer) +8 , Use Magic Device +2

Languages Abyssal, Common, Infernal

SQ Bonus feat, skilled

Gear Quarterstaff, cleric's vestments

DESCRIPTION

The Infected Acolyte was once a faithful servant of Lupulus, the Dwarven God of Ale. They served in the temple, performing various duties such as tending to the brewing supplies, leading prayer services, and aiding those who sought guidance from the god. However, their faith was tested when they began to experience strange visions and hear whispers that seemed to come from the Haze Demon itself. The Demon's influence grew stronger with each passing day until the acolyte could resist it no longer. They became corrupted, driven mad by the Demon's power, and their once-healthy body began to dissolve into molasses. Now, the Infected Acolyte serves as a minion of the Haze Demon, spreading its corruption and destruction wherever they go. They are no longer concerned with their original duties and instead seek to inflict pain and suffering upon all those who oppose the Demon's will.

Their eyes are a hazy, milky white. Most onlookers would assume it to be a sign of old age and dedication to their duties, but closer inspection reveals it as a clear indication of the Haze Demons influence.

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

HP 7 (1d8+1)

Fort +3, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1/1d6-1/x2/2)

Melee quarterstaff (head 1 only) (two handed) -1
((two handed) 1d6-1)

Melee quarterstaff (head 2 only) (two handed) -1
((two handed) 1d6-1)

Mud Imp

CR 3

XP 800

Unknown undefined steam mephit

N Small outsider (fire)

Initiative +2;

Senses Darkvision 60 ft., Perception +3

STATISTICS

Str 9, **Dex** 15, **Con** 10, **Int** 7, **Wis** 9, **Cha** 13

Base Atk +2; **CMB** +0; **CMD** 13

Feats Dodge

Skills Acrobatics +3, Disguise +3, Escape Artist +4

Fly +8, Perception +3, Stealth +10

Languages Common, Ignan

SQ fast healing 2, summon (steam mephit) (level 2,

1 Steam Mephit 25%)

Gear claw

SPECIAL ABILITIES

Boiling Rain (Su) Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.

Breath Weapon (Su) Steam mephits can unleash a cone of steam that deals 1d4 fire damage as a breath weapon every 4 rounds as a standard action. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Healing (Ex) Works only in boiling water or steam.

Fast Healing (Ex) Works only in boiling water or steam.

Immunity to Fire (Ex) You never take fire damage.

Summon (Steam Mephit) (Sp) Summon (Level 2, 1 Steam Mephit 25%)

Vulnerability to Cold (Ex) You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

HP 7 (2d10)fast healing2

Fort +0, **Ref** +5, **Will** +2

DR 5/magic; Immune fire

Weaknesses Vulnerability to Cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee claw +2/+2 (1d3-1)

Special Attacks boiling rain, breath weapon(15-ft. cone, 1d4 fire damage, Reflex DC 12 for half, usable every 4 rounds)

Innate Spell-Like Abilities: blur (DC 13, 1/hour)

DESCRIPTION

Mud imps are mischievous demons that dwell in swamps, bogs, and other muddy environments. They are notorious for their ability to create illusions, often using them to confuse and distract their enemies. This particular mud imp has fallen under the influence of the Haze Demon, which has twisted its form and transformed it into a malevolent minion. The Demon's corruption has also imbued the imp with some of the unique attributes of the geothermal areas of Rotorua, New Zealand. Adventurers who encounter this mud imp should beware of its sulfurous and scalding skin, as well as its ability to unleash a devastating blast of steam.

HAZE DEMON

CR 4

XP 1,800

LE medium demon

Perception +13; greater darkvision

STATISTICS

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

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Gear Glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60

Immunities fire

Resistances physical 5 (except silver), poison 10

Weaknesses good 5

Feat Attack of Opportunity

Speed 35 feet

OFFENSE

Melee Glaive Strike +8 (+5/+2) (deadly 1d8, evil, forceful, magical, reach 10 feet), Damage 1d8+5 slashing plus 1d6 evil and infernal wound

Melee claw +8 (+6/+3) (agile, evil, magical), Damage 1d6+7 slashing plus 1d6 evil

Melee tendril +4 (+2/+0) (magical), Damage 1d6+5 piercing plus Avernall fever

Divine Innate Spells DC 19; 4th dimension door (at will)

Rituals DC 19; 1st infernal pact

Avernall Fever (disease) Saving Throw DC 18 Fortitude; Stage 1 carrier with no ill effect (1 day); Stage 2 enfeebled 1 (1 day); Stage 3 enfeebled 2 (1 day)Infernal Wound (divine, necromancy)

The Haze Demon's **Glaive Strike** also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition Trigger: The demon hits a creature with a Glaive Strike.

Effect The demon moves the creature 5 feet in any direction. The destination square must be within reach of the demon's glaive. This movement doesn't trigger reactions.

HAZE DEMON (WEAKENED)

CR 2

LE medium demon

Perception +8; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +9, Athletics +8, Intimidation +8, Religion +7, Stealth +5

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

Gear glaive

AC 18; **Fort** +12, **Ref** +8, **Will** +5;

HP 50; Immunities fire ; Resistances physical 3 (except silver), poison 7 ; Weaknesses good 10

Feat Attack of Opportunity

Speed 35 feet

OFFENSE

Melee Glaive Strike +5 (+3/-1) (deadly 1d8, evil, forceful, magical, reach 10 feet), Damage 1d8+3 slashing plus 1d4 evil and infernal wound

Melee claw +5 (+4/+1) (agile, evil, magical), Damage 1d6+3 slashing plus 1d4 evil
Rituals DC 19; 1st infernal pact

The Haze Demons **Glaive Strike** also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 18. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery. The DC to Administer First Aid to a creature with an infernal wound is increased by 2. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 18 counteract check or the magic fails to heal the creature.

Reposition Trigger: The demon hits a creature with a Glaive Strike.
Effect The demon moves the creature 5 feet in any direction. The destination square must be within reach of the demon's glaive. This movement doesn't trigger reactions.

CHARACTER FEATS AND SPELLS

ANSIRRA

A young woodland elf, set out from their home grove on a journey of adventure, exploration and discovery. Tales of great monsters and powerful titans have stirred Ansirra to make a name for themselves as a master monster hunter and protector of the weak and oppressed.

WOODLAND ELF HERITAGE:

When Climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a Climb Speed.

You can always use the Take Cover action when you are within forest terrain to gain cover, even if you're not next to an obstacle you can Take Cover behind.

ELVEN WEAPON FAMILIARITY:

You are trained with longbows, composite longbows, longswords, rapiers, shortbows, and composite shortbows. In addition, you gain access to all uncommon elf weapons. For the purpose of determining your proficiency, martial elf weapons are simple weapons and advanced elf weapons are martial weapons.

HUNT PREY:

Concentration. You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration. You gain a **+2** circumstance bonus to Perception checks when you Seek your prey and a **+2** circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting. You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

HUNTED SHOT:

Flourish, Ranger, Frequency once per round.

Requirements You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses.

Apply your multiple attack penalty to each Strike normally.

IRON WILL:

Your proficiency rank for Will saves increases to expert.

ASSURANCE (ATHLETICS):

You can forgo rolling an Athletics check and instead receive a roll of **10** + your **proficiency** bonus (do not apply any other bonuses, penalties or modifiers).

CAT FALL:

Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

FLEET:

You move more quickly on foot. Your Speed increases by 5 feet.

BARAXAS

A stalwart student of the brewers craft and dedicated acolyte of Lupulan faith. Baraxas was visited by an agent of Lupulus himself and called forth to embark upon “The Great Pilgrimage” to visit the taverns and brewhalls throughout the land, tasting and learning, and thus bring that knowledge and experience to the Great Temple of Lupulus in the city of Lumpholm.

SPELL SLOTS:

Prepared spellcasting in Pathfinder allows a character to memorize a spell multiple times if they wish to cast it multiple times per long rest. Baraxas has only one of each spell memorized to fill his spell slots, but should a player wish, they can swap out spells to have a single spell in multiple slots, enabling them to cast it many times (2 casts of Ray of Enfeeblement per day etc).

STRONG BLOODED DWARF:

You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

EYE FOR TREASURE:

You know good artisanship when you see it and can wax poetic about crafting techniques and forms. You become trained in Crafting and gain a **+1** circumstance bonus on all Crafting checks made to Recall Knowledge. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you gain the Crafter’s Appraisal skill feat, enabling you to identify magic items using the Crafting skill.

PREMONITION OF AVOIDANCE:

Trigger You attempt a saving throw against a hazard, but you haven’t rolled yet. You gain a **+2** circumstance bonus to the triggering saving throw.

SECOND DOCTRINE:

Your proficiency rank for Fortitude saves increases to expert.

SEASONED:

Prerequisites Trained in Alcohol Lore, Trained in Cooking Lore, or Trained in Crafting. **+1** to Craft food and drink, including potions.

ALCHEMICAL CRAFTING:

Prerequisites trained in Crafting.

You can use the Craft activity to create alchemical items. You immediately add the formulas for four common 1st-level alchemical items to your formula book.

FAST RECOVERY:

Prerequisites Constitution 14.

You regain twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing disease or poison, you reduce its stage by 2, or by 1 against a virulent disease or poison. Each critical success you achieve against an ongoing disease or poison reduces its stage by 3, or by 2 against a virulent disease or poison. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1.

CRAFTERS APPRAISAL:

Prerequisites trained in Crafting.

You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

DOMAIN INITIATE:

Sun (Dazzling Flash).

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not available to other clerics. Each domain's theme and domain spells can be found here. Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes. Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points.

SPELL LIST

CHILL TOUCH:

Cast [two-actions] somatic, verbal

Range touch

Targets 1 living or undead creature

Saving Throw Fortitude

Siphoning negative energy into yourself, your hand radiates a pale darkness. Your touch weakens the living and disorients undead, possibly even causing them to flee. The effect depends on whether the target is living or undead.

Living Creature The spell deals negative damage equal to **1d4** plus your spellcasting modifier. The target attempts a basic **Fortitude** save, but is also enfeebled 1 for 1 round on a critical failure.

Undead Creature The target is flat-footed for 1 round on a failed **Fortitude** save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a **Will** save.

DETECT MAGIC:

Concentrate, Exploration

You cast detect magic at regular intervals. You move at half your travel speed or slower. You have no chance of accidentally overlooking a magic aura at a travel speed up to 300 feet per minute, but must be traveling no more than 150 feet per minute to detect magic auras before the party moves into them.

INVOKE TRUE NAME:

Rare, Cantrip, Enchantment, True Name

Cast [one-action] verbal

Range 30 feet

Targets 1 creature whose true name you know

You speak the true name of a creature to more surely affect it with your magic. Until the end of the current turn, the target is flat-footed against your spells and takes a **-2** circumstance penalty to saving throws against your spells. In addition, the first time this turn the target takes damage from one of your spells, it has weakness to that damage equal to double the level of invoke true name.

SHIELD:

Abjuration, Cantrip, Force

Cast [one-action] verbal

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a **+1** circumstance bonus to **AC** until the start of your next turn, but it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness **5**. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the magic missile spell.

WASH YOUR LUCK:

Abjuration, Cantrip, Fortune

Cast [two-actions] somatic, verbal

Duration 1 minute

Once during the spell's duration, before rolling a check, you can cancel out a misfortune effect on that roll, as normal when a fortune and misfortune effect apply to the same roll. After canceling out the misfortune effect, the spell ends, and you are then temporarily immune to wash your luck for 10 minutes.

BANE:

Enchantment, Mental

Cast [two-actions] somatic, verbal Area 5-foot emanation

Saving Throw Will

Duration 1 minute

Enemies in the area must succeed at a **Will** save or take a **-1** status penalty to attack rolls as long as they are in the area. Once per turn, starting the turn after you cast bane, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet and force enemies in the area that weren't yet affected to attempt another saving throw. Bane can counteract Bless.

HEAL:

Healing, Necromancy, Positive

Cast [one-action] to [three-actions]

Range varies; **Targets** 1 willing living creature or 1 undead

If the target is a willing living creature, you restore **1d8** Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic **Fortitude** save.

The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] (somatic) The spell has a range of touch.

[two-actions] (somatic, verbal) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by **8**.

[three-actions] (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened **(+1)** The amount of healing or damage increases by **1d8**, and the extra healing for the **[two-action]** version increases by **8**.

RAY OF ENFEEBLEMENT:

Attack, Necromancy

Cast [two-actions] somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

Attempt a ranged spell attack against the target. If you succeed, that creature attempts a **Fortitude** save in order to determine the spell's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.

Critical Success The target is unaffected.

Success The target becomes enfeebled 1.

Failure The target becomes enfeebled 2.

Critical Failure The target becomes enfeebled 3.

RESTORATION:

Healing, Necromancy

Cast 1 minute (somatic, verbal)

Range touch; **Targets** 1 creature

Restorative magic counters the effects of toxins or conditions that prevent a creature from functioning at its best. When you cast restoration, choose to either reduce a condition or lessen the effect of a toxin. A creature can benefit from only one restoration spell each day, and it can't benefit from restoration more than once to reduce the stage of the same exposure to a given toxin.

Lessen a Toxin Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

Reduce a Condition Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.

SPIRITUAL WEAPON:

Evocation, Force

Cast [two-actions] somatic, verbal

Range 120 feet

Duration sustained up to 1 minute

A weapon made of pure magical force materializes and attacks foes you designate within range. This weapon has a ghostly appearance and manifests as a club, a dagger, or your deity's favored weapon. When you cast the spell, the weapon appears next to a foe you choose within range and makes a Strike against it. Each time you Sustain the Spell, you can move the weapon to a new target within range (if needed) and Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty. The weapon's Strikes are melee spell attacks. Regardless of its appearance, the weapon deals force damage equal to 1d8 plus your spellcasting ability modifier. You can deal damage of the type normally dealt by the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other statistics or traits of the weapon apply, and even a ranged weapon attacks adjacent creatures only. Despite making a spell attack, the spiritual weapon is a weapon for purposes of triggers, resistances, and so forth. The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

DORGAR

Dorgar has always been the strong one. Their rise to amateur Champion of the Cobblestone Gladiator League was their crowning glory. But it was not enough. The songs and stories from previous travelers to the Lupulus Festival spoke of feats and challenges of skill, strength and courage. This is the new challenge, Dorgar will journey to the festival and become champion, then legend of Dorgar's strength will grow across the land and all will know: Dorgar is the strong one.

COOPERATIVE NATURE:

You gain a **+4** circumstance bonus on checks to Aid.

RAGE:

Concentration.

Requirements You aren't fatigued or raging.

You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging.

While you are raging:

- You deal **2** additional damage with melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a **-1** penalty to **AC**.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging. After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

SPIRIT INSTINCT:

Whether you are emotionally sensitive to the spirits around you; worship ancestors or apparitions; or are haunted by the specter of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

ANATHEMA:

Disrespecting corpses or spirits is anathema to your instinct; defending yourself against undead creatures is not.

SPIRIT RAGE:

(Instinct Ability)

While raging, you can increase the additional damage from Rage from **2** to **3** and change its damage type to **negative** or **positive**, instead of the damage type for your weapon or unarmed attack (choose each time you Rage). If you choose to deal **negative** or **positive** damage, your weapon or unarmed attack gains the effects of the **ghost touch** property rune, which makes it more effective against incorporeal creatures, and your Rage action gains the **divine** and **necromancy** traits, plus **negative** or **positive**, as appropriate.

RAGING THROWER:

You apply the additional damage from Rage to your thrown weapon attacks.

ACUTE VISION:

When you are raging, your visual senses improve, granting you darkvision.

DENY ADVANTAGE:

You aren't **flat-footed** to **hidden**, **undetected**, or **flanking** creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies **flank**.

IMPRESSIVE PERFORMANCE:

Prerequisites trained in Performance

You can Make an **Impression** using **Performance** instead of **Diplomacy**.

TITAN WRESTLER:

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

STEADY BALANCE:

Prerequisites trained in Acrobatics

Whenever you roll a success using the **Balance** action, you get a critical success instead. You're not **flat-**

footed while attempting to **Balance** on narrow surfaces and uneven ground. Thanks to your incredible balance, you can attempt an **Acrobatics** check instead of a **Reflex** save to **Grab an Edge**.

TOUGHNESS:

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to **9+** your **dying** condition value.

MERRIN

Merrin's family have long since been soldiers, protectors, town guards or militia. Merrin was raised with a sword in hand and expectation on their shoulders. The life of a mercenary contractor has proven interesting so far, and word speaks of a wealthy Elven patron in Lumpholm offering a large contract for worthy adventurers.

ANCESTRAL PARAGON:

You Gain a 1st-level ancestry feat (Unwavering Mien).

UNWAVERING MIEN:

Whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round. You still require natural sleep, but you treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

QUICK JUMP:

Prerequisites trained in Athletics. You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

ASSURANCE (ATHLETICS):

You can forgo rolling an Athletics check and instead receive a roll of 10 + your proficiency bonus (do not apply any other bonuses, penalties or modifiers).

LOW LIGHT VISION:

A creature with low-light vision can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

ATTACK OF OPPORTUNITY:

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee **Strike** against the triggering creature. If your attack is a critical hit and the trigger was a **manipulate** action, you disrupt that action. This **Strike** doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this **Strike**.

REACTIVE SHIELD:

Trigger An enemy hits you with a melee Strike. **Requirements** You are wielding a shield. You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the **Raise a Shield** action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your **AC** when you're determining the outcome of the triggering attack.

AGGRESSIVE BLOCK:

Trigger You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller. You use your shield to push the triggering creature, either automatically **Shoving** it 5 feet or causing it to become **flat-footed** until the start of your next turn. The triggering creature chooses whether to be **moved** or become **flat-footed**. If it chooses to be **moved**, you choose the direction. If the **Shove** would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become **flat-footed** instead of being moved.

BRAVERY:

Your proficiency rank for **Will** saves increases to expert. When you roll a success at a **Will** save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

NIMBLE ELF:

Your Speed increases by 5 feet.

SHIELD BLOCK:

Trigger While you have your shield raised, you would take damage from a physical attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's **Hardness**. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

THORIUS

Life on the road with “the family” was not a bad life. New towns, new friends, but most importantly, new coin to be made. But a life of petty crime can only last so long. This is the first time that Thorius has seen the outside world after being incarcerated for a year. The mark seemed easy enough, but when a job seems too good to be true, it usually is. Thorius is unsure why their family would have left them behind, or perhaps Thorius doesn't want to admit the truth to themselves. All they know is that the last mention of their family's whereabouts put them on the road to the Lupulus Festival, a three day festival of celebration and libation. And where there are drinks, there are “opportunities.”

WELLSPRING GNOME:

You gain one cantrip from the Occult tradition's spell list. You can cast this spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell level equal to half your level rounded up. Whenever you gain a primal innate spell from a gnome ancestry feat, change its tradition from primal to your chosen tradition.

ILLUSION SENSE:

You gain a **+1** circumstance bonus to both Perception checks and **Will** saves against illusions. When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to **Interact** with the illusion.

ASSURANCE (SURVIVAL):

You can forgo rolling a Survival check and instead receive a roll of **10+** your **proficiency** bonus (do not apply any other bonuses, penalties or modifiers).

ARCANE SENSE:

Prerequisites trained in Arcana. You can cast 1st-level **detect magic** at will as an arcane innate spell. If you're a master in **Arcana**, the spell is heightened to 3rd level; if you're legendary, it is heightened to 4th level.

QUIET ALLIES:

Prerequisites expert in Stealth. When you are **Avoiding Notice** and your allies **Follow the Expert**, you and those allies can roll a single **Stealth** check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

SURPRISE ATTACK:

On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

BARD ARCHETYPE MUSE (MAESTRO):

You gain the **Lingering Composition** feat and add **Soothe** to your spell repertoire.

TRAP FINDER:

You gain a **+1** circumstance bonus to **Perception** checks to find traps, to **AC** against attacks made by traps, and to saves against traps. Even if you aren't **Searching**, you get a check to find traps that normally require you to be **Searching**. You still need to meet any other requirements to find the trap. You can **disable** traps that require a proficiency rank of master in **Thievery**. If you have master proficiency in **Thievery**, you can **disable traps** that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to **+2**.

MOBILITY:

When you take a **Stride** action to move half your Speed or less, that movement does not trigger reactions. You can use **Mobility** when **Climbing**, **Flying**, or **Swimming** instead of **Striding** if you have the corresponding movement type.

DENY ADVANTAGE:

You aren't **flat-footed** to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

CAT FALL:

Treat falls as 10 feet shorter. If you're an expert in **Acrobatics**, treat falls as 25 feet shorter. If you're a master in **Acrobatics**, treat them as 50 feet shorter. If you're legendary in **Acrobatics**, you always land on your feet and don't take damage, regardless of the distance of the fall.

TRICK MAGIC ITEM:

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it. Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are **Arcana** for arcane, **Nature** for primal, **Occultism** for occult, **Religion** for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation). If you activate a magic item that requires a spell attack roll or spell DC and you have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your **Intelligence**, **Wisdom**, or **Charisma** modifiers. If you're a master in the appropriate skill for the item's tradition, you instead use the trained proficiency bonus, and if you're legendary, you instead use the expert proficiency bonus.

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

SPELL LIST:

DAZE:

Cantrip, Enchantment, Mental, Nonlethal

Cast [two-actions] somatic, verbal

Range 60 feet

Targets 1 creature

Saving Throw Will

Duration 1 round

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic **Will** save. If the target **critically fails** the save, it is also stunned 1.

Heightened (+2) The damage increases by 1d6.

SHIELD:

Abjuration, Cantrip, Force

Cast [one-action] verbal

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the **Raise a Shield** action, giving you a **+1** circumstance bonus to **AC** until the start of your next turn, but it doesn't require a hand to use. While the spell is in effect, you can use the **Shield Block** reaction with your magic shield. The shield has Hardness **5**.

After you use **Shield Block**, the spell ends and you can't cast it again for 10 minutes. Unlike a normal **Shield Block**, you can use the spell's reaction against the magic missile spell.

DETECT MAGIC:

Concentrate, Exploration

You cast detect magic at regular intervals. You move at half your travel speed or slower. You have no chance of accidentally overlooking a magic aura at a travel speed up to 300 feet per minute, but must be traveling no more than 150 feet per minute to detect magic auras before the party moves into them.

MAGE HAND:

Cantrip, Evocation

Cast [two-actions] somatic, verbal

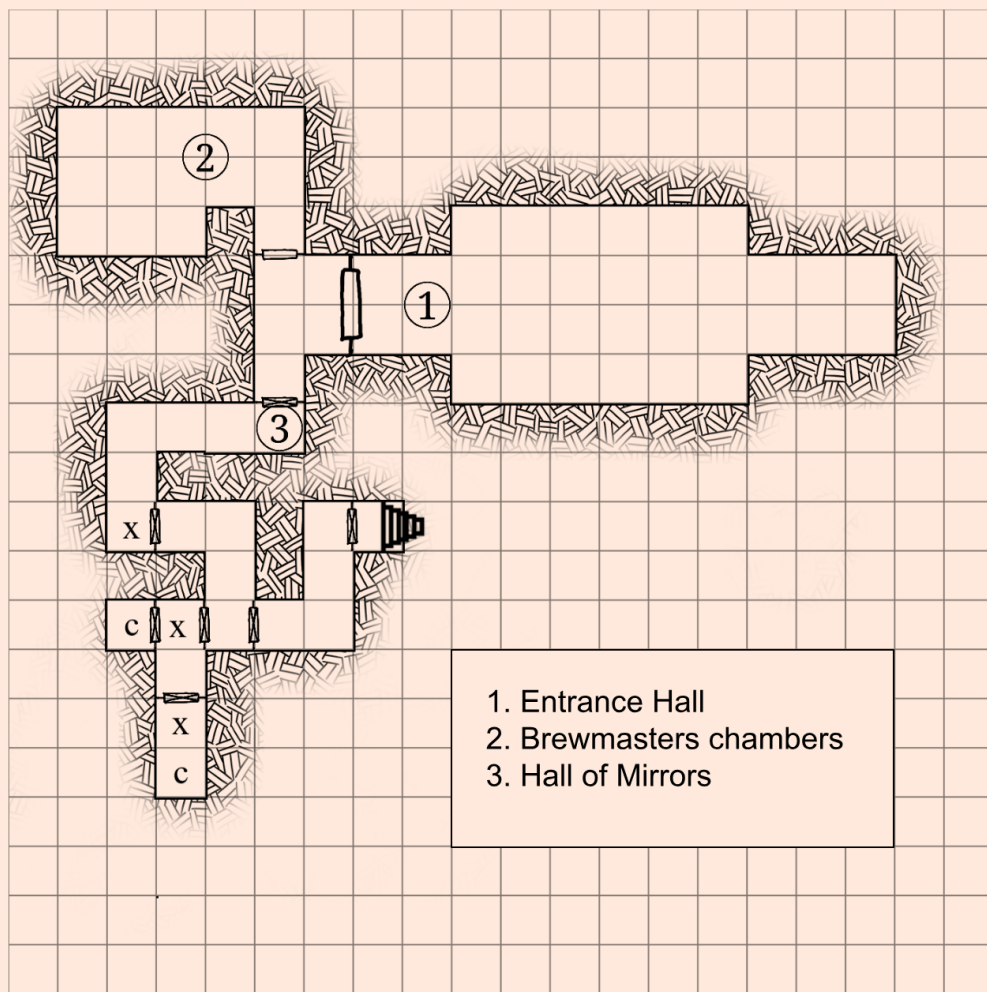
Range 30 feet

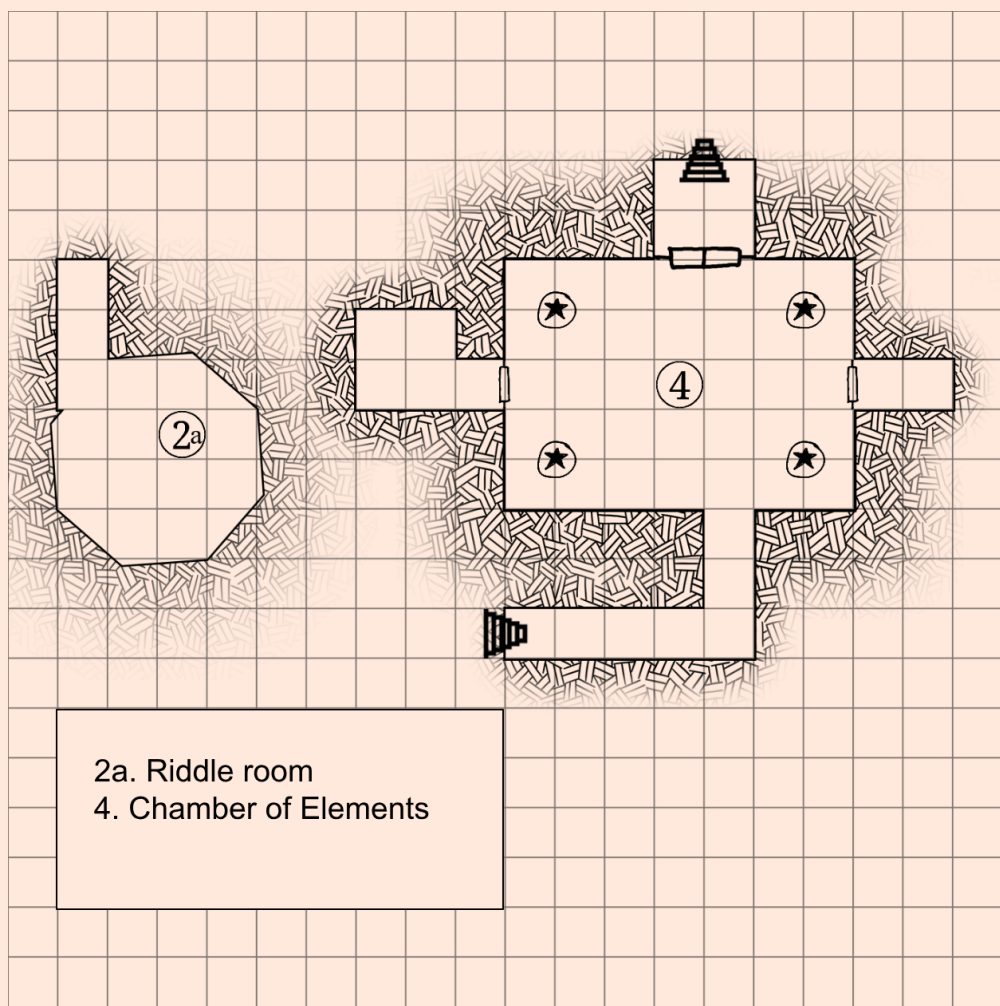
Targets 1 unattended object of light Bulk or less

Duration sustained

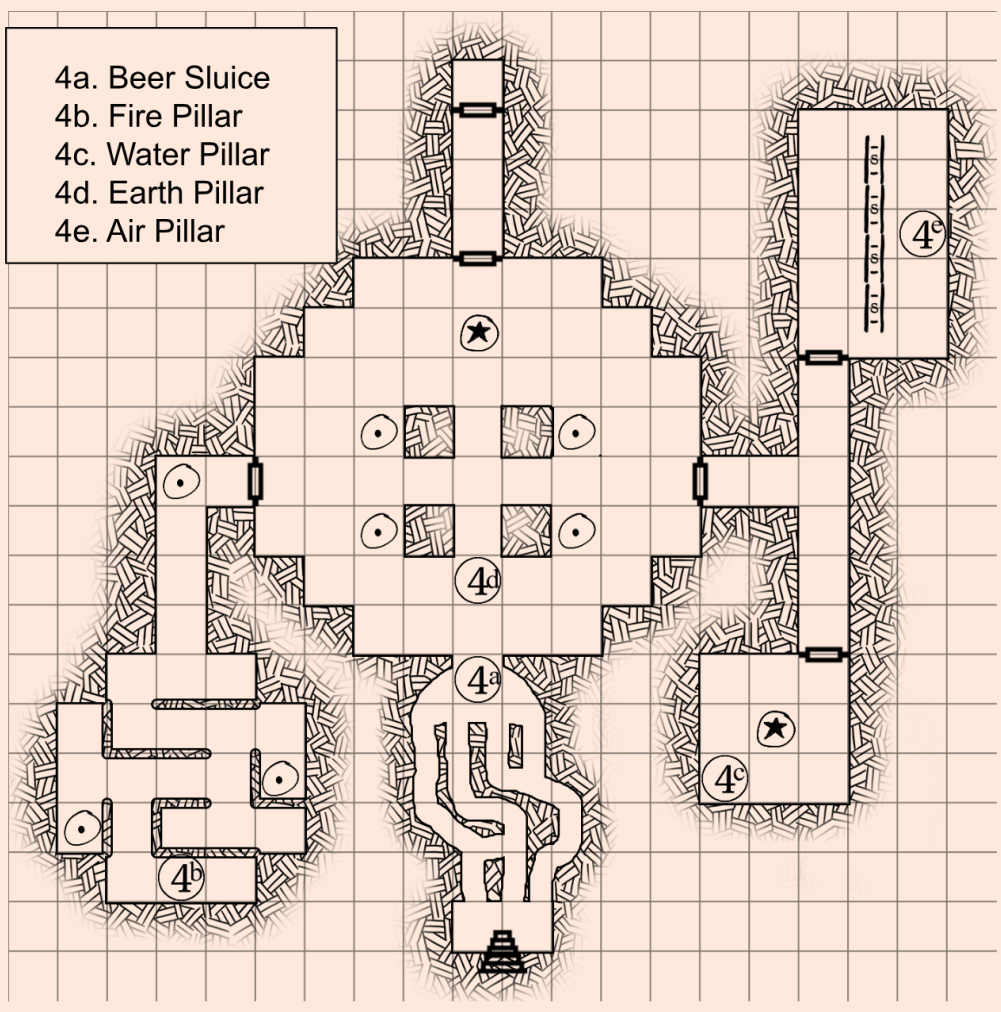
You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you **Sustain the Spell**, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

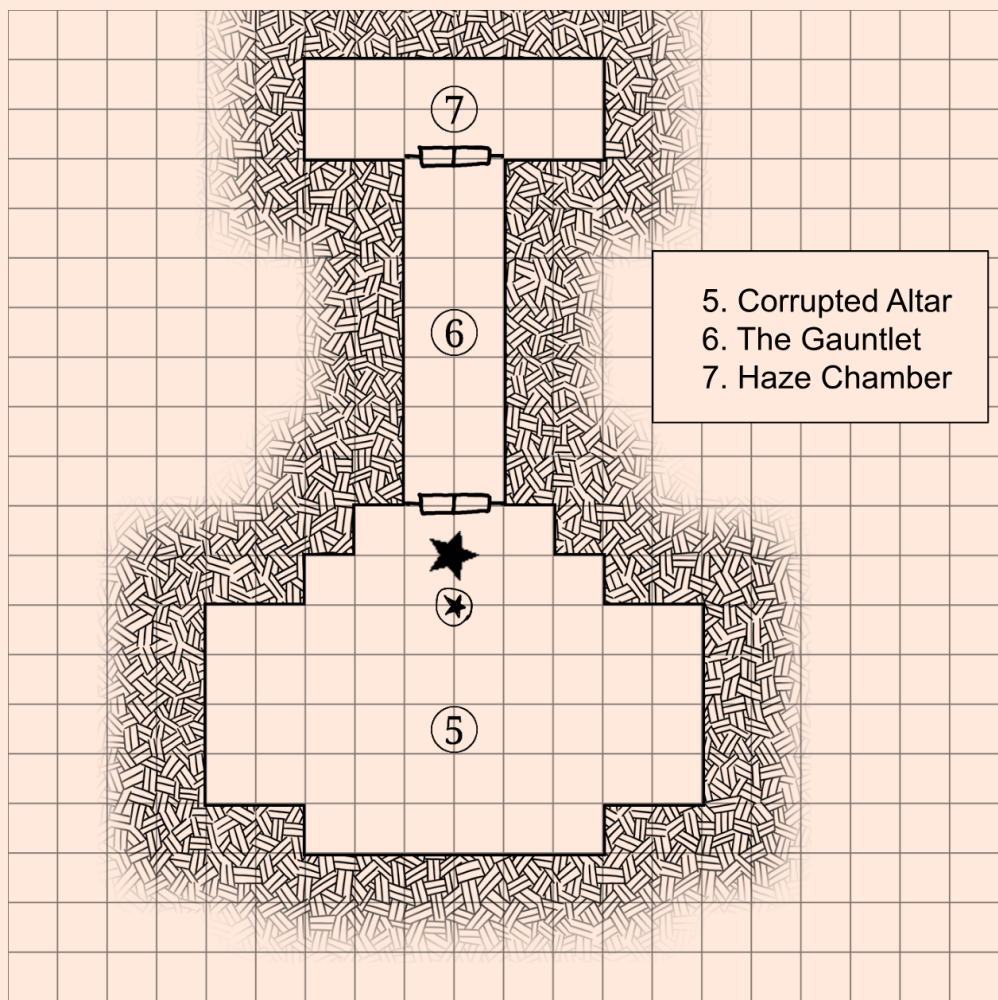
MAPS





- 4a. Beer Sluice
- 4b. Fire Pillar
- 4c. Water Pillar
- 4d. Earth Pillar
- 4e. Air Pillar





5. Corrupted Altar
6. The Gauntlet
7. Haze Chamber

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◇ Free Action
 ↻ Reaction

CHARACTER NAME
 Ansirra

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
 Elf (Woodland Elf)

BACKGROUND
 Farmhand

CLASS
 Ranger

SIZE **ALIGNMENT** **TRAITS**

DEITY Not set

LEVEL
 3

HERO POINTS

ABILITY SCORES

STR 16 (MODIFIER +3)
DEX 16 (MODIFIER +3)
CON 12 (MODIFIER +1)
INT 14 (MODIFIER +2)
WIS 10 (MODIFIER +0)
CHA 10 (MODIFIER +0)

STRENGTH SCORE 16
DEXTERITY SCORE 16
CONSTITUTION SCORE 12
INTELLIGENCE SCORE 14
WISDOM SCORE 10
CHARISMA SCORE 10

ARMOR CLASS

DC BASE = 10

DEX 3 OR 4 CAP 5 PROF 5 T E M L ITEM 1

UNARMORED LIGHT MEDIUM HEAVY

Shield +

HARDNESS MAX HP / BT CURRENT HP

HIT POINTS

39 MAX

CURRENT TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE +8
 CON 1 PROF 7
 ITEM 0 T E M L

REFLEX +10
 DEX 3 PROF 7
 ITEM 0 T E M L

WILL +7
 WIS 0 PROF 7
 ITEM 0 T E M L

NOTES

PERCEPTION +7

WIS 0 PROF 7 T E M L ITEM 0

SENSES
 Low-Light Vision

CLASS DC

18 = 10 DC BASE KEY 3 PROF 5 T E M L ITEM

SPEED 35 FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON Shortsword 8 = STR 3 PROF 5 T E M L ITEM 0

DAMAGE DICE 1d6 STR 3 W SPEC 0 OTHER TRAITS Agile, Finesse, Versatile S

WEAPON Dagger 8 = STR 3 PROF 5 T E M L ITEM 0

DAMAGE DICE 1d4 STR 3 W SPEC 0 OTHER TRAITS Agile, Finesse, Thrown 10 ft., Versatile S

WEAPON

DAMAGE DICE STR W SPEC OTHER TRAITS

RANGED STRIKES

WEAPON Longbow 8 = DEX 3 PROF 5 T E M L ITEM 0

DAMAGE DICE 1d8 SPECIAL 0 W SPEC 0 OTHER 100 ft. TRAITS Deadly d10, Volley 30 ft.

WEAPON

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON PROFICIENCIES

SIMPLE MARTIAL OTHER OTHER

T E M L T E M L T E M L T E M L

SKILLS

ACROBATICS +10 = DEX 3 PROF 7 T E M L ITEM 0 ARMOR -0

ARCANA +7 = INT 2 PROF 5 T E M L ITEM 0

ATHLETICS +8 = STR 3 PROF 5 T E M L ITEM 0 ARMOR -0

CRAFTING +2 = INT 2 PROF 0 T E M L ITEM 0

DECEPTION +5 = CHA 0 PROF 5 T E M L ITEM 0

DIPLOMACY +0 = CHA 0 PROF 0 T E M L ITEM 0

INTIMIDATION +0 = CHA 0 PROF 0 T E M L ITEM 0

Farming LORE +7 = INT 2 PROF 5 T E M L ITEM 0

LORE = INT PROF T E M L ITEM

MEDICINE +0 = WIS 0 PROF 0 T E M L ITEM 0

NATURE +5 = WIS 0 PROF 5 T E M L ITEM 0

OCCULTISM +7 = INT 2 PROF 5 T E M L ITEM 0

PERFORMANCE +0 = CHA 0 PROF 0 T E M L ITEM 0

RELIGION +0 = WIS 0 PROF 0 T E M L ITEM 0

SOCIETY +2 = INT 2 PROF 0 T E M L ITEM 0

STEALTH +8 = DEX 3 PROF 5 T E M L ITEM 0 ARMOR -0

SURVIVAL +5 = WIS 0 PROF 5 T E M L ITEM 0

THIEVERY +8 = DEX 3 PROF 5 T E M L ITEM 0 ARMOR -0

LANGUAGES

Common, Elven, Jotun, Sylvan

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

Single Action
 Two-Action Activity
 Three-Action Activity
 Free Action
 Reaction

CHARACTER NAME
 Baraxas

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
 Dwarf (Strong-Blooded Dwarf)

BACKGROUND
 Cook

CLASS
 Cleric

SIZE **ALIGNMENT** **TRAITS**

DEITY Not set

LEVEL
 3

HERO POINTS

ABILITY SCORES

+3	STR MODIFIER	STRENGTH SCORE	16
+0	DEX MODIFIER	DEXTERITY SCORE	10
+3	CON MODIFIER	CONSTITUTION SCORE	16
+1	INT MODIFIER	INTELLIGENCE SCORE	12
+3	WIS MODIFIER	WISDOM SCORE	16
-1	CHA MODIFIER	CHARISMA SCORE	8

ARMOR CLASS

AC 15 = 10

DC BASE **DEX** **CAP** **PROF** **TEMP** **ITEM**
 10 0 OR 5 [] [] [] [] 0

UNARMORED LIGHT MEDIUM HEAVY
 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

Shield +2 **HARDNESS** **MAX HP** / **BT** **CURRENT HP**
 5 20/10 []

HIT POINTS

43 MAX

CURRENT	TEMPORARY
[]	[]
DYING	WOUNDED
[]	[]

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+10		+5		+10	
CON	PROF	DEX	PROF	WIS	PROF
3	7	0	5	3	7
ITEM	TEMP	ITEM	TEMP	ITEM	TEMP
0	[] [] [] []	0	[] [] [] []	0	[] [] [] []

NOTES

PERCEPTION

+8

WIS	PROF	TEMP	ITEM
3	5	[] [] [] []	0

SENSES
 Darkvision

CLASS DC

DC BASE = 10

KEY	PROF	TEMP	ITEM
[]	[]	[] [] [] []	[]

SPEED 20 **FEET** **MOVEMENT TYPES & NOTES**

MELEE STRIKES

WEAPON
 Morningstar **AC** 8 = **STR** 3 **PROF** 5 **TEMP** [] [] [] [] **ITEM** 0

DAMAGE
DICE 1d6 **STR** 3 **W SPEC** 0 **OTHER** **TRAITS** Versatile P

WEAPON
 [] **AC** [] = **STR** [] **PROF** [] **TEMP** [] [] [] [] **ITEM** []

DAMAGE
DICE [] **STR** [] **W SPEC** [] **OTHER** [] **TRAITS** []

WEAPON
 [] **AC** [] = **STR** [] **PROF** [] **TEMP** [] [] [] [] **ITEM** []

DAMAGE
DICE [] **STR** [] **W SPEC** [] **OTHER** [] **TRAITS** []

RANGED STRIKES

WEAPON
 Crossbow **AC** 5 = **DEX** 0 **PROF** 5 **TEMP** [] [] [] [] **ITEM** 0

DAMAGE
DICE 1d8 **SPECIAL** 0 **W SPEC** 0 **OTHER** 120 ft. **TRAITS** Crossbow

WEAPON
 [] **AC** [] = **DEX** [] **PROF** [] **TEMP** [] [] [] [] **ITEM** []

DAMAGE
DICE [] **SPECIAL** [] **W SPEC** [] **OTHER** [] **TRAITS** []

WEAPON
 [] **AC** [] = **DEX** [] **PROF** [] **TEMP** [] [] [] [] **ITEM** []

DAMAGE
DICE [] **SPECIAL** [] **W SPEC** [] **OTHER** [] **TRAITS** []

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
[] [] [] []	[] [] [] []	[] [] [] []	[] [] [] []

SKILLS

ACROBATICS	+0	DEX 0	PROF 0	TEMP [] [] [] []	ITEM 0	ARMOR -0
ARCANA	+6	INT 1	PROF 5	TEMP [] [] [] []	ITEM 0	
ATHLETICS	+3	STR 3	PROF 0	TEMP [] [] [] []	ITEM 0	ARMOR -0
CRAFTING	+8	INT 1	PROF 7	TEMP [] [] [] []	ITEM 0	
DECEPTION	-1	CHA -1	PROF 0	TEMP [] [] [] []	ITEM 0	
DIPLOMACY	-1	CHA -1	PROF 0	TEMP [] [] [] []	ITEM 0	
INTIMIDATION	-1	CHA -1	PROF 0	TEMP [] [] [] []	ITEM 0	
LORE	+6	INT 1	PROF 5	TEMP [] [] [] []	ITEM 0	
LORE		INT []	PROF []	TEMP [] [] [] []	ITEM []	
MEDICINE	+3	WIS 3	PROF 0	TEMP [] [] [] []	ITEM 0	
NATURE	+3	WIS 3	PROF 0	TEMP [] [] [] []	ITEM 0	
OCCULTISM	+6	INT 1	PROF 5	TEMP [] [] [] []	ITEM 0	
PERFORMANCE	-1	CHA -1	PROF 0	TEMP [] [] [] []	ITEM 0	
RELIGION	+8	WIS 3	PROF 5	TEMP [] [] [] []	ITEM 0	
SOCIETY	+1	INT 1	PROF 0	TEMP [] [] [] []	ITEM 0	
STEALTH	+0	DEX 0	PROF 0	TEMP [] [] [] []	ITEM 0	ARMOR -0
SURVIVAL	+8	WIS 3	PROF 5	TEMP [] [] [] []	ITEM 0	
THIEVERY	+0	DEX 0	PROF 0	TEMP [] [] [] []	ITEM 0	ARMOR -0

LANGUAGES

Common, Dwarven, Halfling

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◇ Free Action
 ↻ Reaction

CHARACTER NAME
Dorgar

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Human (Versatile Heritage)

BACKGROUND
Gladiator

CLASS
Barbarian

SIZE **ALIGNMENT** **TRAITS**

DEITY Not set

LEVEL
3

HERO POINTS

ABILITY SCORES

+4	STR MODIFIER	STRENGTH SCORE	18
+2	DEX MODIFIER	DEXTERITY SCORE	14
+2	CON MODIFIER	CONSTITUTION SCORE	14
+0	INT MODIFIER	INTELLIGENCE SCORE	10
+0	WIS MODIFIER	WISDOM SCORE	10
+1	CHA MODIFIER	CHARISMA SCORE	12

ARMOR CLASS

AC = 10

DC BASE 10

DEX 1 OR 1 CAP 5 PROF 5

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield +

HARDNESS MAX HP / BT CURRENT HP

HIT POINTS

53 MAX

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+9		+7		+7	
CON 2	PROF 7	DEX 2	PROF 5	WIS 0	PROF 7
ITEM 0	T E M L	ITEM 0	T E M L	ITEM 0	T E M L

NOTES

PERCEPTION

+7

WIS 0	PROF 7	T E M L	ITEM 0
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SENSES

CLASS DC

19 = 10

DC BASE 10

KEY 4 PROF 5

T E M L

SPEED 25 **FEET**

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON Greataxe

DAMAGE 1d12 STR 4 W SPEC 0 OTHER Sweep

WEAPON Hatchet

DAMAGE 1d6 STR 4 W SPEC 0 OTHER Agile, Sweep, Thrown 10 ft.

WEAPON Hatchet

DAMAGE 1d6 STR 4 W SPEC 0 OTHER Agile, Sweep, Thrown 10 ft.

RANGED STRIKES

WEAPON

DAMAGE DICE SPECIAL B P S W SPEC OTHER TRAITS

WEAPON

DAMAGE DICE SPECIAL B P S W SPEC OTHER TRAITS

WEAPON

DAMAGE DICE SPECIAL B P S W SPEC OTHER TRAITS

WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L OTHER T E M L OTHER T E M L

SKILLS

ACROBATICS	+7	DEX 2	PROF 5	T E M L	ITEM 0	ARMOR -0
ARCANA	+0	INT 0	PROF 0	T E M L	ITEM 0	
ATHLETICS	+11	STR 4	PROF 7	T E M L	ITEM 0	ARMOR -0
CRAFTING	+0	INT 0	PROF 0	T E M L	ITEM 0	
DECEPTION	+1	CHA 1	PROF 0	T E M L	ITEM 0	
DIPLOMACY	+1	CHA 1	PROF 0	T E M L	ITEM 0	
INTIMIDATION	+6	CHA 1	PROF 5	T E M L	ITEM 0	
Gladiatorial LORE	+5	INT 0	PROF 5	T E M L	ITEM 0	
LORE		INT	PROF	T E M L	ITEM	
MEDICINE	+0	WIS 0	PROF 0	T E M L	ITEM 0	
NATURE	+0	WIS 0	PROF 0	T E M L	ITEM 0	
OCCULTISM	+5	INT 0	PROF 5	T E M L	ITEM 0	
PERFORMANCE	+6	CHA 1	PROF 5	T E M L	ITEM 0	
RELIGION	+0	WIS 0	PROF 0	T E M L	ITEM 0	
SOCIETY	+0	INT 0	PROF 0	T E M L	ITEM 0	
STEALTH	+2	DEX 2	PROF 0	T E M L	ITEM 0	ARMOR -0
SURVIVAL	+0	WIS 0	PROF 0	T E M L	ITEM 0	
THIEVERY	+2	DEX 2	PROF 0	T E M L	ITEM 0	ARMOR -0

LANGUAGES

Common

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◇ Free Action
 ↻ Reaction

CHARACTER NAME
Merrin

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Human (Half-Elf)

BACKGROUND
Martial Disciple (Athletics)

CLASS
Fighter

SIZE **ALIGNMENT** **TRAITS**

DEITY Not set

LEVEL
3

HERO POINTS

ABILITY SCORES

+4	STR MODIFIER	STRENGTH SCORE	18
+2	DEX MODIFIER	DEXTERITY SCORE	14
+2	CON MODIFIER	CONSTITUTION SCORE	14
+1	INT MODIFIER	INTELLIGENCE SCORE	12
+0	WIS MODIFIER	WISDOM SCORE	10
+0	CHA MODIFIER	CHARISMA SCORE	10

ARMOR CLASS

AC 21 = 10

DC BASE 10

DEX 1 OR 1 CAP 5 PROF 5

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield +2

HARDNESS 5 MAX HP 20/10 CURRENT HP

HIT POINTS

44 MAX

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+9		+9		+7	
CON 2	PROF 7	DEX 2	PROF 7	WIS 0	PROF 7
ITEM 0	T E M L	ITEM 0	T E M L	ITEM 0	T E M L

NOTES

PERCEPTION

+7

WIS 0	PROF 7	T E M L	ITEM 0
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SENSES
Low-Light Vision

CLASS DC

19 = 10

DC BASE 10 KEY 4 PROF 5

SPEED 25 **FEET**

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON Longsword **AC** 11 = STR 4 PROF 7 T E M L ITEM 0

DAMAGE DICE 1d8 STR 4 W SPEC 0 OTHER TRAITS Versatile P

WEAPON **AC** = STR PROF T E M L ITEM

DAMAGE DICE STR W SPEC OTHER TRAITS

WEAPON **AC** = STR PROF T E M L ITEM

DAMAGE DICE STR W SPEC OTHER TRAITS

WEAPON **AC** = STR PROF T E M L ITEM

DAMAGE DICE STR W SPEC OTHER TRAITS

RANGED STRIKES

WEAPON Crossbow **AC** 9 = DEX 2 PROF 7 T E M L ITEM 0

DAMAGE DICE 1d8 SPECIAL 0 W SPEC 0 OTHER 120 ft. TRAITS Crossbow

WEAPON **AC** = DEX PROF T E M L ITEM

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON **AC** = DEX PROF T E M L ITEM

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L OTHER T E M L OTHER T E M L

SKILLS

ACROBATICS	+7	DEX 2	PROF 5	T E M L	ITEM 0	ARMOR -0
ARCANA	+1	INT 1	PROF 0	T E M L	ITEM 0	
ATHLETICS	+11	STR 4	PROF 7	T E M L	ITEM 0	ARMOR -0
CRAFTING	+1	INT 1	PROF 0	T E M L	ITEM 0	
DECEPTION	+0	CHA 0	PROF 0	T E M L	ITEM 0	
DIPLOMACY	+5	CHA 0	PROF 5	T E M L	ITEM 0	
INTIMIDATION	+0	CHA 0	PROF 0	T E M L	ITEM 0	
Warfare	LORE	+6	INT 1	PROF 5	T E M L	ITEM 0
	LORE		INT	PROF	T E M L	ITEM
MEDICINE	+0	WIS 0	PROF 0	T E M L	ITEM 0	
NATURE	+5	WIS 0	PROF 5	T E M L	ITEM 0	
OCCULTISM	+1	INT 1	PROF 0	T E M L	ITEM 0	
PERFORMANCE	+0	CHA 0	PROF 0	T E M L	ITEM 0	
RELIGION	+0	WIS 0	PROF 0	T E M L	ITEM 0	
SOCIETY	+6	INT 1	PROF 5	T E M L	ITEM 0	
STEALTH	+2	DEX 2	PROF 0	T E M L	ITEM 0	ARMOR -0
SURVIVAL	+0	WIS 0	PROF 0	T E M L	ITEM 0	
THIEVERY	+7	DEX 2	PROF 5	T E M L	ITEM 0	ARMOR -0

LANGUAGES

Common, Dwarven, Elven, Infernal

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

Single Action
 Two-Action Activity
 Three-Action Activity
 Free Action
 Reaction

CHARACTER NAME
 Thorius

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
 Gnome (Wellspring Gnome)

BACKGROUND
 Nomad

CLASS
 Rogue

SIZE **ALIGNMENT** **TRAITS**

DEITY Not set

LEVEL
 3

HERO POINTS

ABILITY SCORES

+0	STR MODIFIER	STRENGTH SCORE	10
+4	DEX MODIFIER	DEXTERITY SCORE	18
+3	CON MODIFIER	CONSTITUTION SCORE	16
+0	INT MODIFIER	INTELLIGENCE SCORE	10
+0	WIS MODIFIER	WISDOM SCORE	10
+2	CHA MODIFIER	CHARISMA SCORE	14

ARMOR CLASS

AC = 10

DC BASE 10 DEX 4 OR 4 CAP 5 PROF 5 T E M L ITEM 1

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield + **HARDNESS** **MAX HP** **BT** **CURRENT HP**

HIT POINTS

41 MAX

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+8		+11		+7	
CON 3	PROF 5	DEX 4	PROF 7	WIS 0	PROF 7
ITEM 0	T E M L	ITEM 0	T E M L	ITEM 0	T E M L

NOTES

PERCEPTION

+7

WIS 0	PROF 7	T E M L	ITEM 0
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SENSES
 Low-Light Vision

CLASS DC

19 = 10 DC BASE KEY 4 PROF 5 T E M L ITEM

SPEED 25 **FEET** **MOVEMENT TYPES & NOTES**

MELEE STRIKES

WEAPON Dagger	9	STR 4	PROF 5	T E M L	ITEM 0
DAMAGE 1d4	STR 0	W SPEC 0	OTHER	TRAITS	Agile, Finesse, Thrown 10 ft., Versatile S
WEAPON Dagger	9	STR 4	PROF 5	T E M L	ITEM 0
DAMAGE 1d4	STR 0	W SPEC 0	OTHER	TRAITS	Agile, Finesse, Thrown 10 ft., Versatile S
WEAPON Rapier	9	STR 4	PROF 5	T E M L	ITEM 0
DAMAGE 1d6	STR 0	W SPEC 0	OTHER	TRAITS	Deadly d8, Disarm, Finesse

RANGED STRIKES

WEAPON Dart	9	DEX 4	PROF 5	T E M L	ITEM 0
DAMAGE 1d4	SPECIAL 0	W SPEC 0	OTHER	TRAITS	20 ft., Agile, Thrown
WEAPON Shortbow	9	DEX 4	PROF 5	T E M L	ITEM 0
DAMAGE 1d6	SPECIAL 0	W SPEC 0	OTHER	TRAITS	60 ft., Deadly d10
WEAPON		DEX	PROF	T E M L	ITEM
DAMAGE	SPECIAL	W SPEC	OTHER	TRAITS	

WEAPON PROFICIENCIES

SIMPLE T E M L	MARTIAL T E M L	OTHER T E M L	OTHER T E M L
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SKILLS

ACROBATICS +9	DEX 4	PROF 5	T E M L	ITEM 0	ARMOR -0
ARCANA +5	INT 0	PROF 5	T E M L	ITEM 0	
ATHLETICS +0	STR 0	PROF 0	T E M L	ITEM 0	ARMOR -0
CRAFTING +5	INT 0	PROF 5	T E M L	ITEM 0	
DECEPTION +7	CHA 2	PROF 5	T E M L	ITEM 0	
DIPLOMACY +2	CHA 2	PROF 0	T E M L	ITEM 0	
INTIMIDATION +2	CHA 2	PROF 0	T E M L	ITEM 0	
One Terrain LORE +5	INT 0	PROF 5	T E M L	ITEM 0	
LORE	INT	PROF	T E M L	ITEM	
MEDICINE +5	WIS 0	PROF 5	T E M L	ITEM 0	
NATURE +5	WIS 0	PROF 5	T E M L	ITEM 0	
OCCULTISM +5	INT 0	PROF 5	T E M L	ITEM 0	
PERFORMANCE +9	CHA 2	PROF 7	T E M L	ITEM 0	
RELIGION +0	WIS 0	PROF 0	T E M L	ITEM 0	
SOCIETY +0	INT 0	PROF 0	T E M L	ITEM 0	
STEALTH +11	DEX 4	PROF 7	T E M L	ITEM 0	ARMOR -0
SURVIVAL +5	WIS 0	PROF 5	T E M L	ITEM 0	
THIEVERY +9	DEX 4	PROF 5	T E M L	ITEM 0	ARMOR -0

LANGUAGES

Common, Gnomish

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