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About This Content

A03: Champion's Rest

A Pathfinder Compatible Adventure for 4-6 PCs of Levels 2-3.

The Loi'Tok burial mound of the Vikmordere was abandoned long ago. The party is hired by the mayor of the local town to locate some soldiers who went missing after entering Loi'Tok. Strangely enough no sign of the soldiers can be found within the burial site aside from a few scattered weapons and pools of blood. Before the party has time to investigate, Vikmordere barbarians show up searching for a group of their own missing kinsmen.

Will the two groups blame each other or join forces to solve the mystery surrounding the recent disappearances?

Also included in "Champion's Rest":

- Maps by 3x ENnie Award winning Cartographer Todd Gamble
- Maps included: Rybalkan Peninsula, Hunter's Cabin in Dark Wood, and Loi'Tok Burial Mound including additional artist sketches of the interior rooms.
- New NPC: Cual Beartooth the hunter of Dark Wood and only human resident able to survive in the devil infested forest

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- New Puzzle: Sarcophagi Puzzle where PCs must match birthstones to the proper sarcophagus or face the wrath of the dead
 - New Puzzle: Altar Puzzle where PCs must discern a specific pattern to proceed or find themselves in a very sticky situation
 - New Magical Item: the mysterious Sacred Necklace
 - New Monster: Poisonous Firefly Swarm
 - New Monster: Shadow Stealth Skeleton
 - New Monster: Kra'Tah

Requires: A Fantasy Grounds full or ultimate license or a Fantasy Grounds subscription and the included Pathfinder ruleset (3.5E compatible).

Converted to Fantasy Grounds by Jonathan Nelson

Title: Fantasy Grounds - A03: Champion's Rest (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 11 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

ENCOUNTERS

- 1.01 Kyton and Cual
- 2.00 Vikmordere Search Party
- 2.01 Wolves
- 2.03 Guillotine trap
- 2.04 Kra'Tah
- 2.04 Falling Bricks Trap
- 2.05 Guardians
- 2.06 Pit Trap
- 2.07 Poison Needle Trap
- 2.07 Twice-Trapped Secret Door
- 2.08 Eight Lords
- 2.08 Eight Champions
- 2.11 Kra'Tah Mate

PFRPG Spells

Modules Store

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1.01 Kyton and Cual

Challenge Rating 4 XP 1200

#	Token	Name
1		Cual Beartooth
1		Kyton

Placement:

Placement:

Cual Beartooth

Type: Medium Humanoid (Human) Male Barbarian 12

Initiative: -2 CR 12

Senses: Perception +8

Aura: _____

DEFENSE

AC: 20 (+8 armor, +2 Dex), touch 12, flat-footed 18

HD: 12d12+60

HP: 151

Saves: Fortitude 0 Reflex 0 Will 0

SQ: Defensive Abilities Guarded Life, Improved Uncanny Dodge, Trap Sense; DR 2/—; Resist cold 10, Fast Movement +10 (Ex), Fearless Rage (Ex), Mighty Swing (1/rage) (Ex), Rage (31 rounds/day) (Ex)

OFFENSE

Speed: 30 ft.

Creature Trap/Haunt Vehicle

Medium outsider (evil, extraplanar, kyton, ...)

CR 5

Perception +14

AC 13, flat-footed 18 (+4 armor, +3 Dex, +4 ...)

Saves: Fortitude +8 Reflex +9 Will +3

SQ: regeneration 2 (good or silver); DR 5/silver or good; Immune cold; SR 17; chain armor

OFFENSE

Speed: 30 ft.

Creature Trap/Haunt Vehicle

CM

0 Modifier

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STORY

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Modules Store

0.01 ADVENTURE BACKGROUND

ADVENTURE BACKGROUND

A local hunter... Wood when he... of figures appe... Barbarian Bur... many Vikmord... chanting as if p... and hid for a ti... warning the vi... of soldiers to t... Vikmordere sp... The soldiers ne...

ADVENTURE

- The party north to...
- After a fe... the Hunt... Wood, an... morning.
- The party group of... for their...
- While he... in search...
- If the par... the Mons... responsib...

ADVENTURE

The mayor of a... LoI'Tok Burial M...

INTRODU

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Adventure Background Information

CHAPTER I

1.00 RYBALKA CITY HALL

- Image - City Hall
- Image - City Hall Crosssection

The mayor of Rybalka sends an urgent summons to the party. Read the following as they arrive at Rybalka City Hall:

- Handout - A Summons
- *Offer of 1 Masterwork weapon per PC.

Mayor Igor Leonid will send Lieutenant Tolosh along with the PCs to make sure they are trustworthy and follow his orders. This man will remain quiet and refrain from even small talk with the PCs, stating that he is there only to perform his duty. He has only set foot in the Dark Wood once and knows to travel during the day and keep to the main path at all times. Those who wander in the Dark Wood never return.

- Stat Block - Lieutenant Tolosh

A map is given to the PCs which shows the basic route from Rybalka, up the peninsula and through the Dark Wood to the Hunter's Cabin. From the Hunter's Cabin the trail continues up and out of the Dark Wood to a location marked only as "Burial Mound" far to the north in what appears to be a barren plain of snow.

- Handout - Overland Map

If it is nighttime the mayor will ask the PCs to return to their inn and get some rest but leave first thing in the morning. If daytime, the mayor will rush the PCs on their way asking Lt. Tolosh to lead the PCs through Dark Wood.

A MOST DANGEROUS GAME

The start of this adventure includes an extremely dangerous battle with a powerful adversary. Normally as a GM i pit the PCs against monsters which challenge them in combat yet they are

CM

Modifier: 0

A1 A2 A3 A4

CHARACTERS

STORY

IMAGES & MAPS

NPCS

ITEMS

NOTES

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