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About This Content

Pathfinder RPG - Return of the Runelords AP 2: It Came from Hollow Mountain

Send More Heroes

Hollow Mountain has loomed over the horizon of the Varisian Gulf for as long as those waters have been sailed, frightening sailors and tempting adventurers with its promises of treasure and terror alike. Having restored order to the town of Roderic's Cove, the region's newest heroes must deliver a powerful item south to the city of Magnimar, but they soon find that fate is leading them to one of the land's most infamous dungeons. What awaits these heroes in the trap-filled and monster-haunted corridors and chambers below Hollow Mountain will put them to the test, but if they can survive, they will emerge with knowledge vital to standing against the runelords' return!

This volume of Pathfinder Adventure Path continues the Return of the Runelords Adventure Path and includes:

- "It Came from Hollow Mountain," a Pathfinder adventure for 5th-level characters, by Mike Shel.
- Details on the empyreal lord Ashava, patron of dancers and lost souls, by Jason Keeley.

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- An exploration of the violent and hideous monsters known collectively as sinspawn, by Patchen Mortimer.
 - A bestiary of monsters, including the malevolent choking shade, the lumbering arachnid masterminds known as shriezyx queens, and the demigoddess Ashava herself, by Jason Keeley, Mark Moreland, and Mike Shel.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

*Converted by: **Danny Stratton***

Released on August 02, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

Title: Fantasy Grounds - Pathfinder RPG - Return of the Runelords AP 2: It Came from Hollow Mountain (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 19 Sep, 2018

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Minimum:

OS: Windows 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: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English

4.04. ENCOUNTER: LOG CROSSING

CR: 7 XP: 3200

Token # Name

2 Blightspawn

Placement:

BLIGHTSPAWN

This human-sized, mosquito-like creature has a long, flexible proboscis that ends in a murderous stinger.

Image: Blightspawn

SPECIAL ABILITIES

- Poison (Su)
- Stagnation Aura (Su)

Blightspawn must gestate in the body of a true believer until they're released at the host's death or during a ritual, and so are most often found in places where cults that worship parasitic demons or devils are strong. To the faithful, being host to an immature blightspawn is a great honor, for they believe that when the monster bursts from the host's body, the host's consciousness lives on in some way in the blightspawn's mind, almost as if the host had reincarnated into the monster. The fact that cultists who die giving hideous birth to a blightspawn can't be resurrected lends a bit of weight to this notion, even if the blightspawn themselves have nothing to say on the topic.

A host carrying an immature blightspawn functions normally in all ways until the creature emerges - except that the host can pass on new blightspawns to his or her children. A blightspawn's gestation

Creature Trap/Taunt Vehicle

COMBAT TRACKER

Name	HP	Temp	Shield	Wind
Bark	17	14		
Algrim	13	14		
Relyn	4	7		

Round 1

IMAGE: BLIGHTSPAWN **IMAGE: MEDIUM ABERRATION**

5.04.06. ENCOUNTER: CRYPT OF THE FIMBLEZIM

CR 8 XP 6000

Token #	Name
1	Vola Adurusk
6	Wight

MAP - THE DEGRATION OF THYRIDOS

COMBAT TRACKER

Name	INIT	HP	Temp	Sbd	Wind
Medium Undead 3	11	26			
Effects: (Undead traits: IMMUNE: nonlethal)					
Medium Undead 4	11	26			
Effects: (Undead traits: IMMUNE: nonlethal)					
Medium Undead 5	11	26			
Effects: (Undead traits: IMMUNE: nonlethal)					
Medium Undead 6	11	26			
Effects: (Undead traits: IMMUNE: nonlethal)					
Pip	7	10			

VOLA ADURUSK

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

Image: Vola Adurusk
Gear: Vola Adurusk

SPECIAL ABILITIES

Create Spawn (Su)
Resurrection Vulnerability (Su)

Wights are humanoid who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life: their flesh is twisted and evil and undead, the eyes burn with hatred, and the teeth become beak-like. In some ways, a wight bridges the gap between ghoul and a specter: a warped animated corpse whose touch steals living energy.

a undead, wights do not need to breathe, so they are sometimes found underwater, though they are not particularly good swimmers.

Creature Trap/Haunt Vehicle

IMAGE: VOLA ADURUSK IMAGE: MEDIUM UNDEAD



MAP: SAILING THE LOST COAST

GM MAP: SAILING THE LOST COAST

GM MAP: SAILING THE LOST COAST



2.07. EVENT 5: THE STORM

Unnecessarily including the PCs in no orders as they appear on deck. The storm's fury is frightening, with the ship listing and climbing dangerously with each white-capped swell, while torrents of rain driven sideways by blasts of wind make visibility a challenge. The ship's heaving, wet deck make movement a challenge, but the amount of rigging and raling help prevent anyone from being washed overboard. As the storm rages, the PCs are called upon to perform the following tasks. In order to aid with a task, a PC must first succeed at a DC 10 Acrobatics check to move into position.

TASK 1
Eddi orders the PCs to help deploy the sea anchor to help stabilize the ship. Several sailors already struggle with the anchor, if at least one PC can reach the sailors to help and then succeeds at a DC 15 Strength or Profession (sailor) check, the sea anchor is deployed, and the first sailor who would be lost during the storm is able to remain aboard.

TASK 2
Eddi orders PCs to trim the mainsail. Any PC who succeeds at the DC 10 Acrobatics check to move into position must then succeed at either a DC 15 Climb or Profession (sailor) check (to clamber into position where trimming the mainsail is easier) or a DC 15 Disable Device or Escape Artist check (to trim the mainsail from a lower, less advantageous position), if the PCs don't trim the mainsail, a sailor is lost at sea a few minutes later during a powerful gust.

TASK 3
A particularly powerful swell crashes over the ship's deck. The PCs must each succeed at a DC 15 Acrobatics check to retain their footing.

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