

SECOND EDITION

DATHFINDER®



SODDEN STORIES

By Michael Bramnik

BOUNTY: 17

LEVEL: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1 HOUR



LEVEL: 1



PLAYERS: 3–6



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GM RESOURCES

Books: *Pathfinder Core Rulebook* and *Pathfinder Gamemastery Guide*
Maps: *Pathfinder Flip-Mat: Jungle Multi-Pack*
Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

The mother of a dwarf named Ecmund hires the PCs to protect her son on a trek inland from the coast of the Sodden Lands. Ecmund, an aspiring bard, intends to collect tales and experiences that he can retell across the Inner Sea. Once Ecmund and the PCs arrive in the thick of the jungle, Ecmund unintentionally leads the group through one hazard after another. After saving another jungle explorer from danger, the PCs help combat the danger at the newcomer's campsite.

PATHFINDER SOCIETY

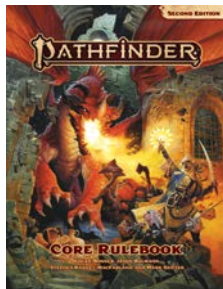


The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

In an Organized Play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers in more than 36 countries on six continents. Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different premade adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at pathfindersociety.club.

CORE RULEBOOK



This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to venture into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create heroes of your own design, destined to become a legend. Build stories with the highly customizable rules and the richly detailed setting of Golarion. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!

SODDEN STORIES

By Michael Bramnik

ADVENTURE BACKGROUND

When the hurricane known as the Eye of Abendego appeared over a hundred years ago, it destroyed the nations of Lirgen and Yamasa. The region where they once stood then became known as the Sodden Lands. The area's inhabitants fled or remained and eked out a living in coastal swamps and jungles.

Born and raised far from this devastated region, **Ecmund Swiftstout** (LN male dwarf storyteller) has always been fascinated by the potential tales that he could spin from “roughing it” in the dangerous wilderness. Now, Ecmund wants to collect personal stories from those who still call these lands home. Knowing that such a trip could be quite perilous, Ecmund hopes to attract a group of guards with the promise of adventure and treasure so that he can safely return to the Inner Sea to spread his latest stories.

While Ecmund prepares to trek into the jungle, another exuberant traveler is already touring the area in search of new experiences. **Prembret** (NG male gripli botanist) is exploring the jungle while making his way north from elsewhere in the Sodden Lands. His meandering route is directly in Ecmund's intended path, and the two are set to meet.

GETTING STARTED

The PCs arrive at the docks of Hyrantam, getting drenched from rain the moment they set foot off their ship. Ecmund's mother, Karil, hired the PCs to find Ecmund and then escort him through the coastal jungles and swamps. Ecmund is unaware of his mother's concern and believes that the thrill of adventuring with him is what attracted the PCs' interest.

Read or paraphrase the following to begin the adventure.

The journey to Hyrantam was pleasant enough below the ship's decks, though emerging into the gray skies and torrential downpour is far less pleasant. This close to the Eye of Abendego, the infamous and eternal hurricane, sunny weather would be too much to expect. The mission is simple: at the behest of the beleaguered Karil Swiftstout, find her son

WHERE ON GOLARION?

This adventure begins on the docks of Hyrantam, the Drowned City, before shifting to jungle paths that lead towards the shattered nation of Yamasa. All the while, torrential downpour coming from the Eye of Abendego lashes the region. More information on the Sodden Lands can be found on pages 178–181 of *Pathfinder Lost Omens The Mwangi Expanse*.



Ecmund and take him on a brief trek into the swamps so he has a tale to tell when he returns to the metropolises of the Inner Sea.

It doesn't take long to find Ecmund, who soon returns to the local inn where his mother told you to meet him. The young dwarf with galvanized iron jewelry in his beard wears leather explorer's clothing topped by a cavalier hat whose red-and-orange plume is more than a bit waterlogged. He carries a guidebook under his arms, titled *Justinian's Jungle Jaunts* in gilded letters. Upon noticing new arrivals, he flashes a welcoming smile and beckons for his new companions to join him at the table and take a seat.

“Hello there—you must be my companions! Ecmund Swiftstout, pleased to meet you! I'm impressed that the mere mention of my name and promise of adventure was enough for you all to sail here, but that just means you lot have great instincts! By this time next month, they'll be sharing our names and glories at taverns all across the Inner Sea, hah!”

SODDEN STORIES

WELCOME TO THE JUNGLE

In addition to Nature and Survival, there are a host of Lore skills that can be relevant during an adventure in the Sodden Lands. Rather than note every time there are variable options for skill checks, GMs should reward PCs who are specialized. As a general rule, reduce the DC for Recall Knowledge checks by 4 and all other checks by 2 for PCs using Jungle, Swamp, or other thematically-fitting Lore skills.

If any of the PCs reveal the truth of their employment by Ecmund's mother, the young dwarf has the wind taken out of his sails a bit but soon bounces back with enthusiasm for the upcoming adventure. He expresses that they'll all prove his mother wrong and have an exciting journey together.

After the party makes their introductions to Ecmund and each other, it still takes several hours for the young dwarf to be satisfied chatting with people. Still, the PCs can take a bit of time to speak to knowledgeable locals or review their own knowledge before setting off.

DIPLOMACY (GATHER INFORMATION) OR NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Diplomacy or Nature check knows something about travel in the Sodden Lands. Remember that this check should be rolled secretly.

Critical Success The PC knows some unique tricks that can be used to mitigate hazards, such as knowing to score trees on two sides when trailblazing or using the smoke from burning termite nests to cure fungal infections and dry clothing. The PC gains a +1 circumstance bonus to all skill checks during the Jungle Journey (see below).

Success The PC knows some common types of environmental dangers that can be encountered, such as poisonous castor beans, deadly freshwater stingrays, and swarming fire-hornets. The PC gains a +1 circumstance bonus to Nature and Survival checks during the Jungle Journey (see below).

Critical Failure The PC gets the wrong impression on how best to prepare for jungle travel and takes a -1 circumstance penalty to all checks during the Jungle Journey (see below).

TWILIGHT TALL TALES

Setting off later than planned, the party is only able to travel inland for a few hours before dark. As the PCs set up camp, Ecmund boldly claims to be an experienced survivalist, although he doesn't have many suggestions for starting a campfire in the pouring rain. In fact, it becomes apparent that Ecmund isn't as skilled as he may be letting on.

Ecmund shares his plans to explore "jungle farms" that supposedly still thrive in the lands that were once the nation of Yamasa, claiming these are home to rare fruits and even rarer stories. He then invites the PCs to share their own tales so he might write down and spread their stories as well. By the end of the evening, it should be quite clear that the dwarf is prone to exaggeration.

SUSPICIOUS SOUNDS

As the PCs set down to rest for the night, the gripli Prembret approaches. Prembret heard the loud storytelling and came to listen and enjoy from the shadows, as he was too afraid to introduce himself. Once the PCs start setting down for the night, Prembret decides to wait a bit longer to depart stealthily, not wanting to be seen as a sneak or threat.

Night in the jungle is pitch-dark and so obfuscated with foliage and driving rain that even darkvision does little to help. The PCs should set a watch rotation to keep their camp safe, with the GM rolling secret Perception checks for each character/group during their allotted time. The watch that rolls the highest notices rustling in the underbrush, slowly circling the camp. This is a large panther investigating potential meals.

Neither Prembret nor the panther come close enough to the camp to be spotted, and both flee immediately if the PCs begin to approach them.

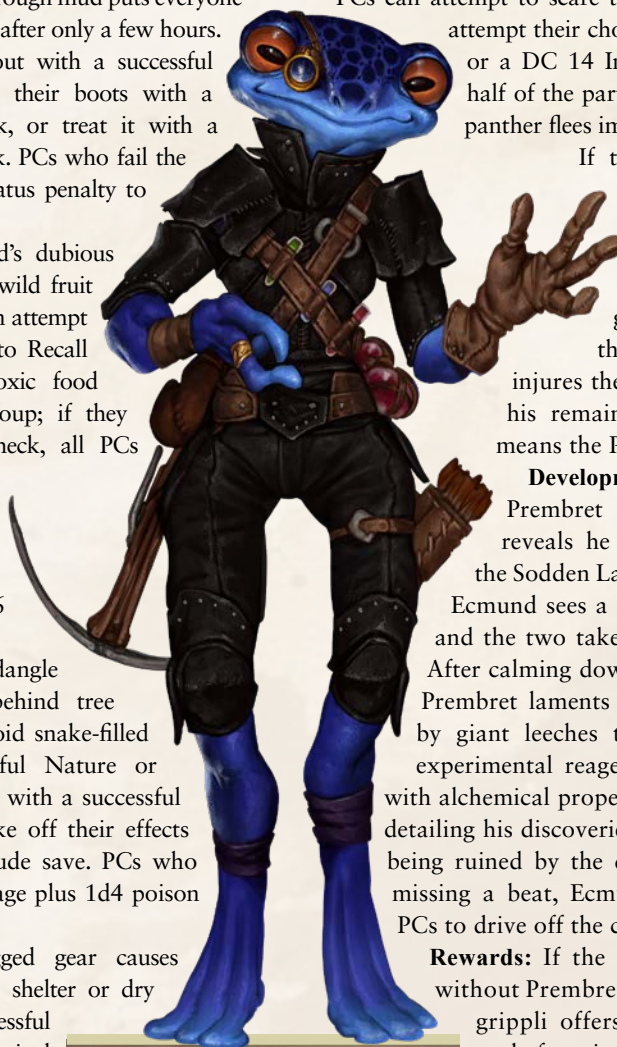
Development: PCs who investigate the area the following morning can attempt a DC 14 Survival check. On a success, they notice two types of footprints: one from a biped with triangular, webbed footpads and one from a quadruped with paws. After finding the footprints, the PCs can inspect them; a PC who succeeds at a DC 14 Society check to Recall Knowledge identifies the webbed footprints as the tracks of a gripli. Gripli PCs automatically succeed at this check. A PC who succeeds at a DC 10 Nature check to Recall Knowledge knows that the pawprints belong to a large feline. Neither set of tracks can be followed due to rain washing away the trails.

JUNGLE JOURNEY

After breaking camp the following morning, Ecmund confidently leads the party southeast, following dubious advice from his guidebook. This journey provides the party the opportunity to bask in the raw beauty of an equatorial jungle, but also exposes them to several of its dangers. The GM can select two challenges for the party to encounter. Unless otherwise noted, each PC must attempt a DC 15 check to overcome the obstacle, and a PC who fails this check experiences the obstacle's failure effect.

SODDEN STORIES

- **Biting Insects:** Bullet ants or other insects climb legs and drop onto the unwary from tree limbs. These can be avoided or flicked away with a successful Reflex save; or with an Acrobatics or Perception check. PCs who fail the check take 1d6 piercing damage from bite wounds.
- **Distracting Parrot:** A flock of talkative birds starts giving random directions. One PC can attempt to provide clear and correct directions with a DC 20 Survival check. If the PC succeeds, Ecmund is so impressed by them that he ignores the birds. Otherwise, all of the PCs can attempt to convince or trick Ecmund to stop paying attention to the birds with a Deception or Diplomacy check. PCs who fail the check take 1d6 piercing damage from being pecked by the birds when they attempt to get back on course.
- **Foot Fungus:** Trekking through mud puts everyone at risk of fungal infection after only a few hours. The PCs can tough it out with a successful Fortitude save, reinforce their boots with a successful Crafting check, or treat it with a successful Medicine check. PCs who fail the check take a –10-foot status penalty to their Speed until they rest.
- **Poisonous Food:** Ecmund's dubious guidebook leads him to wild fruit and nut trees. One PC can attempt a DC 20 Nature check to Recall Knowledge to notice toxic food and warn the entire group; if they don't succeed at the check, all PCs can attempt to stomach it with a successful Fortitude save. PCs who eat the food and fail the Fortitude save take 1d6 poison damage.
- **Snakebite:** Bush vipers dangle from vines and coil behind tree trunks. The PCs can avoid snake-filled terrain with a successful Nature or Stealth check, treat bites with a successful Medicine check, or shake off their effects with a successful Fortitude save. PCs who fail take 1 piercing damage plus 1d4 poison damage from the bites.
- **Soaked Gear:** Waterlogged gear causes fatigue. PCs can build a shelter or dry their gear with a successful Athletics, Crafting, or Survival check. PCs who fail their check are fatigued.



PREMBRET

Development: After the PCs have made it past these obstacles, Ecmund offers to cast first-level *soothe* spells on the two most wounded characters. If half or more of the checks were successful, or if the PCs succeeded at the initial check to completely bypass the distracting parrot or poisonous food obstacles, Ecmund remains in high spirits; otherwise, his jolly disposition is shaken.

FROG'S FALL

Approximately 10 minutes after encountering the last jungle obstacle, the PCs hear a cry of alarm from ahead of them followed by a loud feline growl. Rushing forward, the party find the gripli, Prembret, at the mercy of a large panther. The PCs must drive off the big cat. If a PC has Wild Empathy, that PC can attempt a DC 15 Diplomacy check to Request that the panther leave the area. Otherwise, the PCs can attempt to scare the panther off. Each PC can attempt their choice of a Strike against AC 14 or a DC 14 Intimidation check. If at least half of the party (rounded up) succeeds, the panther flees immediately.

If the PCs do not succeed at their attempts to drive off the panther, the cat still withdraws but takes a departing swipe at the gripli before departing into the jungle. This sudden attack injures the gripli alchemist and ruins his remaining alchemical items. This means the PCs cannot use them later.

Development: After being rescued, Prembret introduces himself and reveals he has been trekking through the Sodden Lands to broaden his horizons. Ecmund sees a kindred spirit in the gripli, and the two take to each other immediately. After calming down from his recent close call, Prembret laments that his camp was overrun by giant leeches that were attracted by the experimental reagents he uses to infuse fruits with alchemical properties. Worse still, the journal detailing his discoveries and tales is also at risk of being ruined by the destructive vermin. Without missing a beat, Ecmund proudly volunteers the PCs to drive off the creatures.

Rewards: If the PCs drove off the panther without Prembret being injured, the thankful gripli offers two infused peaches that each function as a *minor elixir of life*. For a party of six PCs, he offers three peaches instead.

SODDEN STORIES

A. CLINGY CAMPSITE MODERATE

Prembret provides the PCs with directions while Ecmund insists on hanging back to protect the gripli in case the panther returns. Prembret is entirely out of his alchemical supplies and can't produce anything new, so he is effectively a noncombatant. The PCs experience no further obstacles on their way to Prembret's camp.

Aside from Prembret's tent (marked C on the map), this area is devoid of a canopy to protect the PCs from the worst of the Sodden Land's torrential rains. All creatures take a -2 circumstance penalty to visual Perception checks. Creatures who are 100 or more feet apart are concealed from each other. Squares containing water are difficult terrain. Crossing the stream using the available wet logs requires a successful DC 14 Acrobatics check to Balance, with failure resulting in no movement and a critical failure knocking the creature prone. Use the map on page 7 for this encounter.

Creatures: The giant leeches that attacked Prembret's camp while the gripli was gone have already consumed everything remotely edible and now lay in the underbrush (randomly determine their start location by rolling 1d4), waiting for anything that resembles food. The alchemical supplies that the leeches consumed have granted them a burst of alchemically enhanced speed for the duration of the encounter, but has weakened them in other ways. The leeches use Stealth for initiative as the PCs approach. GMs can place the leeches in one of four starting locations, as indicated on the map. As soon as the PCs spot any of the leeches, the creatures lurch forward to attack.

ALCHEMY-GORGED GIANT LEECHES (2) CREATURE 1

RARE N MEDIUM AMPHIBIOUS ANIMAL

Variant giant leeches (*Pathfinder Bestiary 2* 156)

Perception +3; tremorsense 30 feet

Skills Athletics +6, Stealth +5

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

AC 15; **Fort** +7, **Ref** +5, **Will** +3

HP 22; **Weaknesses** salt 5

Speed 15 feet, swim 30 feet

Melee ♦ mouth +8, **Damage** 1d4+4 piercing plus Grab

Blood Drain ♦ **Requirements** The giant leech has a creature grabbed or restrained; **Effect** The giant leech drains blood from the creature it has grabbed. This deals 2d4 damage. A creature that has its blood drained by a giant leech is drained 1 until it receives any kind or amount of healing.

Development: Once the PCs defeat the leeches, Ecmund and Prembret quickly rejoin them. The two help tend to any wounded characters and also clean up the campsite. The pair of new friends cook a celebratory meal for the

SCALING ENCOUNTER A

To adjust for larger groups of PCs, use the following adjustments.

Five PCs: Having gorged on alchemical fruits, the leeches have the quickened condition. They can only use this extra action to Stride.

Six PCs: Add one leech to the encounter and give the leeches the quickened condition. They can only use this extra action to Stride.

PCs: smoked sausage and sadza, a mix of dwarf and gripli favorites!

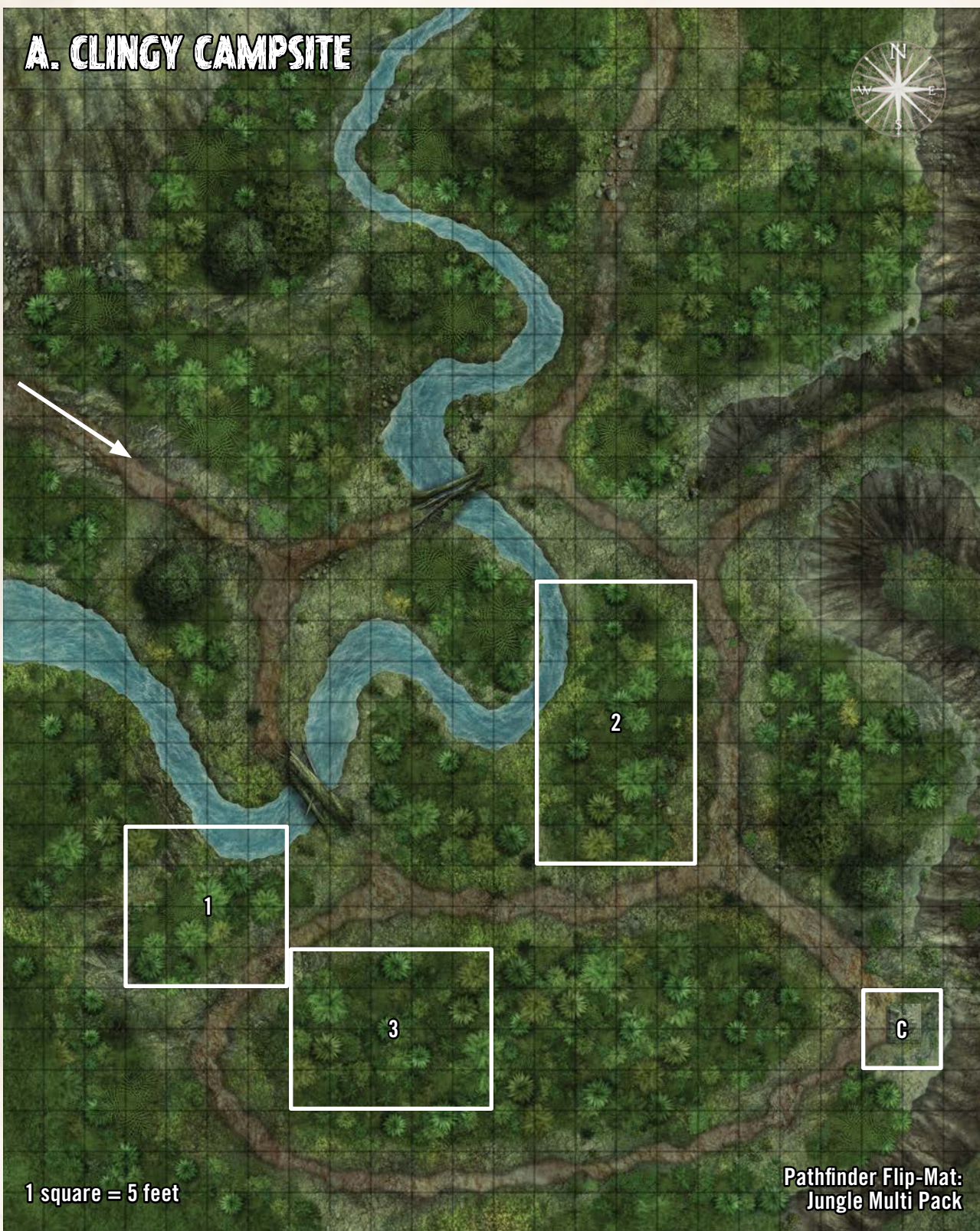
CONCLUSION

Ecmund and Prembret continue to swap stories over food. One of the more sincere accounts the dwarf shares was his first-time meeting griplis on board: a magical, gripli-run city-barge currently taking on supplies at Hyrantam. As Prembret's eyes fill with wonder at the sound of this place, Ecmund decides that bringing his new friend there would generate many more tales than wandering through the jungle. He has the party retrace its steps, heading back to the coast with new stories to tell.

OBJECTIVE

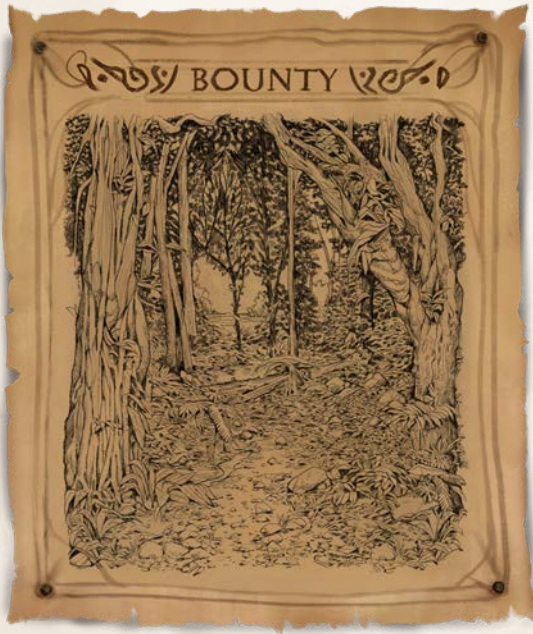
The PCs fulfill their objective if they defeat the leeches and reclaim Prembret's campsite. For home groups, award 100 XP to your players, which includes their awards for overcoming the challenges and foes in this adventure. Pathfinder Society GMs, see Organized Play on page 9 to determine appropriate rewards.

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APPENDIX 1: GAME AIDS



JUNGLE BOUNTY



PREMBRET

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs kill the leeches, allowing them to return to Hyrantam alongside Ecmund and Prembret, they earn 4 gp each. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the , simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

SODDEN STORIES



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Reputation Earned: _____

Character Name: _____		Faction:		
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Slow Track
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Dead
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Infamy
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