

# Important!

This conversion was made right when pathfinder 2e first came out, and it's bad. The Game Mastery guide hadn't even been released yet, and I hadn't played 2e for more than a month..

While you're welcome to look at it, Paizo has released a 2e version of **D0: Hallows Last Hope** as part of **Crown of the Kobold King**.

<https://paizo.com/products/btq02e4g?Pathfinder-Adventure-Crown-of-the-Kobold-King>

Which you know, is actually good and official. So consider using that instead.

## D0: Hollow's Last Hope

*A fanmade Pathfinder to Pathfinder Second Edition adventure conversion  
For four 1st level adventures*

Hey! And welcome to my first adventure conversion for Pathfinder 2e. Before I get into the mechanics, let me go over a couple things.

The way I converted this adventure was by taking all the encounters, skill DCs and treasure and converting them to 2nd edition rules. I tried to keep as close as I could to the stuff from the actual adventure, and whenever possible attempted to use 100% stuff from 2nd edition. That being said, in some places I custom made monsters or items that were unique to the adventure, to try and keep some of the flavor. These sections are clearly marked, and they all have alternatives if you aren't comfortable using homebrew monsters or items.

For this adventure I used the following books:

- GameMastery Module D0: Hollow's Last Hope
- Pathfinder 2nd Edition Core Rulebook
- Pathfinder 2nd Edition Bestiary

While you could use an online SRD to replace the Core Rulebook or Bestiary, you absolutely need to own Hollow's Last Hope to run this adventure. I included no story in this conversion, it's simply a mechanical rules swap.

Lucky for you, Hollow's Last Hope is completely free, and can be downloaded from Paizo here:

<https://paizo.com/products/btpy82r0?GameMastery-Module-D0-Hollows-Last-Hope>

A final note; At some points I include completely unsolicited advice for GMs which, in my opinion, will help the game run smoother. It's clearly marked, feel free to ignore it if you like.

Rothnar

# Introduction

## The Affliction

The Blackscour taint is waterborne, so there's no way the players should get it unless they drink from Brookmans Well. If your players are dumb enough to do so, using the following affliction.\*

**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

\*From the Giant Rat, p. 276 of the Bestiary.

## Part 1: An Elusive Remedy

Finding Laurel can be achieved with a DC 10 Society check.

## Roots and Remedies

If the players ask about payment for the ingredients, Laurel offers the party 20 sp per person. If the players bargain with her, a successful DC 14 Diplomacy check can convince her to pay 30 sp per person.

## Mapping the Vale

Location	Recall Knowledge check and DC
Ulizmila's Hut	Nature (geography) DC 15, Herbalism Lore DC 15, Society DC 17
Eldest Tree	Nature (geography) DC 17, Forest Lore DC 20
Dwarven Monastery	Nature (geography) DC 15, Dwarf Lore DC 15, Religion DC 20

## Part 2: Darkmoon Vale

The length of the journey and back is about 35 miles. The first 5 miles to the lumber camp is done at normal speed, but after that moving through the woods is done at half speed, due to the terrain.

This means that a party with a speed of 25 feet can make the journey in three days, assuming they travel 8 hours a day at full travel speed, without taking an exploration activity to slow them down. A group moving at a speed of 20 feet will take an extra 6 hours.

Starting Location	Ending Location	Rough Distance	Time (25 ft.)
Falcon's Hollow	Lumber Camp	5 miles	2 hours
Lumber Camp	Eldest Tree	7.5 miles (Difficult)	6 hours
Eldest Tree	Ulizmila's Hut	2.5 miles (Difficult)	2 hours
Ulizmila's Hut	Dwarf Monastery	2.5 miles (Difficult)	2 hours

## Random Encounters in Darkmoon Vale

### 1: Foul Tracks

Instead of a set DC, whichever player gets the highest Perception check notices the tracks. A successful DC 10 Survival check gives them the information about the tracks, and allows them to be Tracked.

### 2: Dead Fey

A DC 13 Nature check identifies the piskies, while a DC 15 Society check remembers the local legend.

### 4: Glow Mold

It's a DC 13 Survival check to collect the mold properly.

### 5: Wyvern Sighting

Roll a Secret Perception check for each person in the party. The highest result notices the Wyvern.

### 6: Kobold Shaman      Trivial 1

Zombie Shambler (Small); Creature -1  
Bestiary p. 340

### 7: Giant Mosquito      Trivial 1

Bloodseeker; Creature -1  
Bestiary p. 42

### 8: Hunter's Snare

Hidden Pit; Hazard 0  
Core Rulebook p. 522

### 9: Giant Moorsnake      Trivial 1

Ball Python; Creature 1  
Bestiary p. 302

### 10: Wolves      Trivial 1

Wolf (2); Creature 1  
Bestiary p. 343

## A: Lumber Consortium Camp

It's a DC 17 Diplomacy or Intimidate check to find Milon Rhoddam, or a DC 13 Diplomacy check or 5 sp if the players are talking to the foreman.

**XP Award:** Each player in the party gets 10 XP if they get the map from Milon.

## B: Bait      Moderate 1

It's a DC 15 Thievery (Disable Device) or DC 15 Athletics (Force Open) check to free the fox. The Force Open check takes a -2 penalty if the character doesn't use some sort of lever, like a crowbar or a dagger. The fox currently has 4 hitpoints, and if the character critically fails at the check to open the trap, the fox gains the Bleeding 1 condition. As an important NPC, use the Dying rules for the fox, instead of just having it die at 0 hit points.

### **Unsolicited Advice**

Animal cruelty might be upsetting to some players. If you feel like using an injured animal as bait would upset your group, replace the trap with a simple wire snare: Enough to immobilized, but not enough to hurt. Remove the critical failure damage, and when set free the fox sticks around long enough for them to attempt to make friends before running off.

### **Grung Knifetongue**

Hobgoblin Soldier; Creature 1

Bestiary p. 206

**Tactics:** Because of his hidden position, Grung is Avoiding Notice and uses Stealth for his initiative check, with a +2 because of his cover. He uses his first action to fire his shortbow, and his next two actions to Interact to release the Razorcrows.

### **Razorcrows (2)**

Eagles; Creature -1

Bestiary p. 141

**Tactics:** At the start of the combat, the Razorcrows are bound to branches in the tree Grung is hiding in, and have the Restrained condition. It takes an Interact action to release them. Grung keeps his pets half starved, and they will attack creatures on sight, without Grung needing to command them. The razorcrows prefer lightly armored, small targets. Grung has commanded them to ignore the fox.

### **The Firefoot Fennec**

The fox uses the stats for a guard dog (Bestiary p. 102), and has the Uncommon trait. When the players find it, it has Drained 4 condition from it's wounds, and the Immobilized condition as long as it's Drained. If the players leave the fox alone, it dies. If taken care of for 4 days while it recovers from the Drained condition, it recovers fully. After this time, the fox is Friendly to the player that took care of it, and if they take the Bonded Animal feat it becomes their bonded animal without the need to spend downtime or make Nature check. A character with the Animal Companion class feature can choose the fox to be their animal companion after it's healed. If not taken as a companion, the fox returns to the forest, but might

show up at a later date to aid the players at the GM's discretion. (By the way, small creatures weigh 3 bulk, just in case your players want to lug the fox around.)

## C: The Forest Elder      Low 1

The branches of the tree have a Climb DC of 10. It's a DC 10 Perception check to find the bodies while climbing the tree, and a DC 20 check to notice them from outside it's branches.

### **Tatzlwurm**

Weak River Drake; Creature 2

Bestiary p. 131 (p. 6 for the Weak adjustment)

**Tactics:** The River Drake is Avoiding Notice, and using the Take Cover action in the tree, giving it a +4 to stealth checks.

### **Treasure**

A DC 12 Perception check finds the Elderwood Moss. If the players search the bodies, they find the following: a shortbow, 10 arrows, a signet ring with the image of a flaming hawk worth 5 sp, a week's worth of trail rations, and mixed currency worth 10 sp.

**XP Award:** Each player in the party gets 30 XP for finding the Elderwood Moss.

### **Unsolicited Advice**

Making the tree actual darkwood is a terrible idea, like putting adamantite doors in 1st level adventures. Smart players will know they can make massive amounts of money just by picking up fallen branches. Instead, have the players make a DC 16 Nature check. If they succeed, they realize the tree is not darkwood, but instead a mahogany tree that's not native to this climate. Otherwise, let them carry around the branches until they try to sell them, and have the merchant notice the difference.

## D: The Hag-Haunted Hollow      Low 1

It's a DC 10 Athletics (Force Open) check to get through the hut's door. There's no good replacement for the cauldron in the Bestiary, so instead we're going to use a slightly tweaked animated armor. Flavor it as a giant cauldron, and use the following stats:

### **Ulizmila's Cauldron**

Animated Armor; Creature 2

Bestiary p. 20

Instead of the Cauldron's normal attacks, use the following (taken from the Warg, a creature of the same level, Bestiary p. 322).

**Melee** [one-action] jaws +11, **Damage** 1d8+4 piercing plus Grab

**Swallow Whole** [one-action] (attack); Small, 1d6+2 bludgeoning, Rupture 9

Don't apply the Hardness to the Rupture value (or a swallowed creature may never get free.)

If you don't want to use a homebrewed monster, instead use two Animated Brooms (Bestiary p. 20)

**Treasure:** It's a DC 15 Perception check to locate the rat's tail, a DC 20 if the players want to do it without disturbing the shelves. In addition, the players can make a DC 14 Crafting to identify rare statues and stones that are worth a total of 30 sp. A *detect magic* spell identifies the *soulspeaker* (see below) as magical. If you don't want to give your players a homebrewed magic item, replace the *soulspeaker* with an *aeon stone* (dull gray).

Soulspeaker	Item 1
Uncommon; Illusion; Magical	
<b>Price</b> 15	
<b>Usage</b> held in 1 hand; <b>Bulk</b> L	
This grotesque, amulet-like shrunken head is said to contain the enslaved soul of its former owner. <b>Activate</b> [two-actions] Interact; <b>Frequency</b> once per day; <b>Effect</b> You specify a trigger (described on Core Rulebook p. 305) and a message up to 25 words long. When the specified trigger occurs within 5 feet of <i>soulspeaker</i> , the head speaks the message. While it carries a message, the eyes of the stitched head stretch open, closing as soon as its message has been delivered. Activating the <i>soulspeaker</i> while it still contains a message erases the old message.	

**XP Award:** Each player in the party gets 30 XP for finding the rat's tail.

## Part 3: The Ruined Monastery

### 1: Approaching the Ruins      Moderate 1

It's a DC 17 Society or Dwarf Lore check to identify the statue.

#### **Wolves**

Wolf (2); Creature 1  
Bestiary p. 343

### 2: The Yard

The check to identify what killed the adventurer is either a DC 14 Medicine check or a DC 16 Nature check. The pony bones can be identified with a DC 10 Nature check. A DC 15 Survival check can find the tracks, and identify them as reptilian and four-legged mammals.

**Treasure:** Hidden at the base of the well is a belt pouch that contains a compass, a *minor healing potion* and 9 sp, 8 cp.

### 3: Watchtower                      Trival 1

Opening the trapdoor requires a DC 15 Athletics (Force Open) check. Climbing the stairs is a DC 10 Acrobatics (Balance) check.

#### **Monstrous Spider**

Hunting Spider; Creature 1  
Bestiary p. 306

**Treasure:** In a crate, wrapped in oil cloth, the players find a suit of dwarven made half-plate.

### 4: Entry Hall

It's a DC 17 Survival check to track the tracks in this area.

### 5: Waiting Room

Opening the stuck door requires a DC 15 Athletics (Force Open) check.

**Treasure:** On the dwarf the players find a masterfully etched light hammer, with a holy symbol engraved into the head. A DC 15 Religion check can identify the holy symbol. If sold to a collector, the hammer would be an art object worth 1gp, instead of it's normal price.

### 6: Cloak Room

**Treasure:** The single ironbloom mushroom can be found with a DC 12 perception check.

### 7: Guest Quarters                      Hazard 2

The door is poorly locked, and requires two DC 15 Thievery checks to open.

Gurtlekep has set up a spear launcher trap in this room, directly behind the door. If the trap goes off, it warns Gurtlekep in the next room.

#### **Trap**

Spear Launcher; Hazard 2  
Core Rulebook p. 523

### 8: Gurtlekep's Room                      Low 1

#### **Gurtlekep**

Elite Kobold Scout; Creature 2  
Bestiary p. 213 (p. 6 for the Elite adjustment)

**Tactics:** If the PC's set off the trap in the next room, Gurtlekep hides under the bed and Takes Cover, using Stealth with a +4 from cover for his initiative. It's a DC 10 Athletics check for Gurtlekep to flee through the hole in the wall of his room.

**Treasure:** On the spare bed is a hammer, a crowbar, a basic crafter's book, 1 gp, 3 sp, and the Gemstone which is worth 3 gp.

## 9: Ruined Library

The fungus in this library is Minor Environmental Damage (Core Rulebook, p. 512). Each round that they're in the room, the player must make a Basic DC 10 Fortitude save, or take 1d6 points of poison damage.

**Treasure:** The beautifully illustrated book is worth 2 gp, and contains a *scroll of magic weapon*.

## 10: Desecrated Shrine                      Moderate 1

Identifying the anvil is a DC 5 Religion check. When the magic gem is placed into the altar, it heals 1d8 damage, and gives the players +1 to attack rolls for an hour.

Since there's no darkmantle in the Bestiary, instead have your players face off against a pair of earth mephits, as that battle sounds about as annoying as fighting darkmantles.

### Earth Mephits

Earth Mephit (2); Creature 1  
Bestiary p. 150

## 12: Infested Ruins                      Moderate 1

It's a DC 15 Perception check to notice the bat swarms.

### Bat Swarms

Vampire Bat Swarm (2); Creature 1  
Bestiary p. 39

## 13: Armory

Spotting the secret door is a DC 20 Perception check.

**Treasure:** Under the racks is a single piece of Shining Ammunition (for whatever ranged weapon your players have, default to arrow). It's a DC 15 Perception check to find it, or *detect magic* automatically finds it.



## 14: Secret Prison

Low 1

### Dwarf Skeletons

Skeleton Guard (3); Creature -1

Bestiary p. 298

**Treasure:** A pair of ironbloom mushrooms, and a Ring of Torag (see below). If you don't want to use a homebrew item, instead replace the Ring of Torag with a *+1 weapon potency rune* in a *runestone* set into a gold ring.

Ring of Torag	Item 2
Uncommon; Abjuration; Invested; Magical	
<b>Price</b> 30	
<b>Usage</b> worn	
This simple golden ring has a large red gemstone set into it that sparkles with an inner fire.	
<b>Activate</b> [reaction] envision; <b>Frequency</b> once per day; <b>Trigger</b> You would take Fire damage; <b>Effect</b> You gain fire resistance 10 against the triggering damage.	

## 15: The Wolf Den

Moderate 1

### Wolves

Wolf (2); Creature 1

Bestiary p. 343

**Treasure:** A DC 15 Perception check finds the secret compartment. Inside is a *+1 handaxe*, a pouch containing 50 silver pieces, and the prayer book, which is worth 5 gp to a historian.

## 15: Greypelt's Chambers

Moderate 1

### Wolves

Elite Worg; Creature 3

Bestiary p. 322 (p. 6 for the Elite adjustment)

**Treasure:** Behind the pillar is an *oil of potency*, a *crying angel pendant*, a dwarven clan dagger, and 2 gp in assorted currency. There's also a patch of 6 ironbloom mushrooms.

### XP Award

At this point players should have found the 7 ironbloom mushrooms they need. Grant them 30 xp for this achievement.

## Conclusion

At this point, the players have the cure. Unless they were incredibly unlucky and hit all the random encounters with creatures, they should be just shy of enough XP for level 2. Grant them enough XP to hit 1000 after the turn over the cure. If the players didn't ask for a reward, have Laurel give them the reward anyways to keep the party loot even.

# Under the Hood

Below are the charts that I used as notes for encounters, XP, and treasure. If you want to tweak stuff yourself, this should help.

Encounter	Difficulty	XP
Kobold "Shaman"	Trivial	20
Giant Mosquito	Trivial	20
Hunter's Snare	Hazard 0	6
Giant Moorsnake	Trivial	40
Wolves	Moderate	80
-		
A. Lumber Camp	-	10
B. Bait	Moderate	80
C. The Forest Elder	Low	60
Elderwood Moss	-	30
D. The Hag-Haunted Hollow	Low	60
Rat's Tail	-	30
1. Approaching the Ruins	Moderate	80
3. Watchtower	Trival	40
7. Guest Quarters	Hazard 2	16
8. Gurtlekep's Room	Low	60
10. Desecrated Shrine	Moderate	80
12. Infested Ruins	Moderate	80
14. Secret Prison	Low	60
15. Wolf Den	Moderate	80
16. Graypelt's Chamber	Moderate	80
Ironbloom Mushroom	-	30
Curing the Plague	-	Enough to get to level 2

<b>Permanent Items</b>	<b>Level</b>
+1 Handaxe	2nd
Ring of Torag	2nd
Soulspeaker	1st
Half plate	1st
<b>Consumables</b>	<b>Level</b>
Crying Angel Pendant	2nd
Oil of Potency	2nd
Magic scroll (1st)	1st
Shining ammunition	1st
Healing potion, minor	1st
<b>Currency</b>	<b>GP</b>
Reward from Laurel	8
The Forest Elder	5
The Hag-Haunted Hollow	3
The Yard	2
Waiting Room	1
Gurtlekep's Room	5
Ruined Library	2
Wolf Den	10
Graypelt's Chamber	4