

Part 1: The Road North

The Journey Begins

Creatures and Hazards:

Ashwing Gargoyle: [Elite Gargoyle \(Bestiary pg.161\)](#)

The Cinderlander: <https://monster.pf2.tools/v/LFO7J6Mr>

Neverfar: <https://monster.pf2.tools/v/6rS8PSct>

Items:

Repeating Heavy Crossbow: <https://template.pf2.tools/v/rwtB4qOf>

Part 2: Trials of Respect

Trials of Respect

Skill Checks, Saves, Other:

- DC 28 Recall Knowledge Check (Lore or Survival) to know the location of Kallow Mounds
- DC 24 Recall Knowledge Check (Lore or Society) to know the Shoanti practice of hunting trophies

The Kallow Mounds

Skill Checks, Saves, Other:

- DC 24 Recall Knowledge Check (Lore or Society) to recognize Skoan-Quah warning markers.
- DC 26 Recall Knowledge Check (Lore or Society) to recognize sredna band.
- DC 31 Society check to gather information on Krojun.
- DC 31 Recall Knowledge Check (Lore or Arcana) to recognize Thrallkeeper mark as a Sihedron rune.

Creatures and Hazards:

- Krojun Eats-What-He-Kills: <https://monster.pf2.tools/v/PlhTQW32>

- Skoan-Quah Bone Slayers: <https://monster.pf2.tools/v/VD6JJsSj>

Items:

- Klar: <https://template.pf2.tools/v/oo4hTFSs>

Into the Cinderlands

Skill Checks, Saves, Other:

- DC 38 to recognize Krojun as leader of the trailing party.

The Acropolis of the Thrallkeepers

Skill Checks, Saves, Other:

- DC 24 Thievery to jam door open.
- DC 29 Athletics or Acrobatics to escape being pinned by door.
- DC 31 Diplomacy or DC 27 Intimidate check to convince the Sklar Quah group to help against the Red Mantis
- **A1:** DC 15 Survival check to follow human tracks.
DC 27 Survival to follow the trail.
- **A2:** DC 31 Perception to notice hidden gaps.
DC 27 Survival to follow the Sklar trail.
- **A4:** DC 28 Religion to recognize Kurshu statue.
- **A5:** DC 29 Arcana to deduce Illumacore function.
DC 26 Thievery to align plates around core.
- **A6:** DC 26 to notice drawer at base of the statue.
- **A7:** DC 31 Religion or Lore to identify the carvings.
DC 31 Decipher Writing (religion) and 10 minutes to decipher.
- **A9:** DC 27 Perception to discover stone plug.
- **A11:** DC 26 Nature or Lore to recognize ancient map.
DC 31 Arcana to understand magical nature of the globe.
DC 24 Will save or gain stupefied 1 each minute within the globe.

Creatures and Hazards:

- Red Mantis Assassins (**Elite**): <https://monster.pf2.tools/v/WsJj11F6>
- Krojun Eats-What-He-Kills: <https://monster.pf2.tools/v/PlhTQW32>
- Sklar-Quah Thundercallers: <https://monster.pf2.tools/v/twHo85FD>
- **A2:** Haverio: <https://monster.pf2.tools/v/3Qyx5dcF>
Haverio Tentacle: <https://monster.pf2.tools/v/IXj1MxCS>
- **A7:** Eternal Glyphs: <https://template.pf2.tools/v/2BJpYFp>

Items:

- Totem Spear: <https://template.pf2.tools/v/jlsXB09J>
- Shoanti War Paint: <https://template.pf2.tools/v/s6cDczrl>
- Thrallkeeper's Mark: <https://template.pf2.tools/v/v2MsvM3o>

House of the Moon

Skill Checks, Saves, Other:

- DC 26 Perception to note expressions of worry.
- DC 31 Diplomacy or 23 Intimidate to convince Moon Maidens to stay behind.
- DC 28 Society or Lore to recognize respect damage in forcing Moon Maidens to stand down.

Creatures and Hazards:

- Lyrune-Quah Moon Maiden: <https://monster.pf2.tools/v/sVrB2HFp>
- Red Reaver: <https://monster.pf2.tools/v/Dv0R2LL9>
- Akram: <https://monster.pf2.tools/v/M0ytv9bM>

Belly of the Beast

Creatures and Hazards:

- Cinderpaw: <https://monster.pf2.tools/v/sp7OjZbM>

Flameford

Skill Checks, Saves, Other:

- **D1:** DC 31 Perception to determine if a square contains spike stones.
- DC 31 Diplomacy or DC 28 Intimidate to mollify the Chieftain about their purpose. Akram's presence grants a +5 to this check.

Trial of the Totem

Skill Checks, Saves, Other:

- DC 15 Athletics check to keep totem standing every 6 hours.
- DC 24 Athletics check to stabilize a toppling totem (including when a Bulette passes by while a PC is holding the totem)
- During Trial: After 16 hours without full rest, PCs gain the fatigued condition. After 24 hours, PCs are fatigued and gain enfeebled 1. After 32 hours, PCs are fatigued and gain enfeebled 2 and clumsy 1. One hour of sleep removes all penalties beyond the fatigued condition.

- DC 27 Survival check to disguise evidence of changing the stone basins and surroundings.

Creatures and Hazards:

- Bulette: [Bulette \(Bestiary pg. 48\)](#)

The Flameford Assault

Creatures and Hazards:

- Red Mantis Assassins: **(Elite)** <https://monster.pf2.tools/v/WsJj11F6>
- Ashwing Gargoyles: [Elite Gargoyle \(Bestiary pg.161\)](#)
- The Cinderlander: <https://monster.pf2.tools/v/LFO7J6Mr>
- Neverfar: <https://monster.pf2.tools/v/6rS8PSct>
- Krojun Eats-What-He-Kills: <https://monster.pf2.tools/v/PlhTQW32>

Part 3: Mantis and Maiden

An Unexpected Opportunity

Skill Checks, Saves, Other:

- DC 21 Society or Lore check to have heard of Deathhead Vault.
- DC 30 Diplomacy to increase Boule's reward for the Arkona documents.

Deathhead Vault

Skill Checks, Saves, Other:

- **E1:** DC 26 Perception to confirm rust is actually paint.
DC 41 to notice the secret door. Boule's information gives +15.
- **E2:** DC 41 Thievery to pick north door.
- **E3:** DC 26 Athletics to climb the ledges or pit walls.
DC 28 Society to recognize the manananggals for who they are.
- **E4:** DC 28 Arcana to notice the facade was made recently with shape stone.
DC 26 Religion to recognize Achaek.
- **E5:** DC 30 Perception to notice the crimson parchment.
- **E6:** DC 41 Perception to notice secret door. Boule's information gives a +15 to check. The illusory scene gives a -15 penalty to check.
- **E7:** DC 30 Society or Lore to recognize Shoanti crypts.
- **E8:** DC 30 Society or Lore to recognize Shoanti shaman crypt.
DC 31 Religion or Lore to recognize the Manananggal / Penanggalen
- **E9:** DC 41 Perception to notice the secret door. Boule's information gives a +15 to check.
- **E12:** DC 33 Perception to find the secret door.

- **E14:** DC 41 to find the secret door to Endrin's cell. Documents from **E20** give a +15 to this check. Lock as good lock (CRB pg. 288)
DC 30 Diplomacy or Intimidate to convince Marcus to help the party.
- **E21:** DC 33 Perception to find the secret door. Lock as good lock (CRB pg. 288)

Creatures and Hazards:

- **E1:** Catoblepas: [Catoblepas \(Bestiary 2 pg. 48\)](#)
- **E2:** Mogmora: [Elite Greater Barghest \(Bestiary pg. 37\)](#)
- **E3:** Dispelling Mist: <https://template.pf2.tools/v/3QO6ySHX>
Red Mantis Assassin (**Elite**): <https://monster.pf2.tools/v/WsJj11F6>
Manananggal: <https://monster.pf2.tools/v/TBtBlbSv>
- **E4:** Cytillipede: <https://monster.pf2.tools/v/Y2rRyCjV>
Red Mantis Assassin (**Elite**): <https://monster.pf2.tools/v/WsJj11F6>
- **E5:** Cinnabar: <https://monster.pf2.tools/v/mwZSmSy9>
- **E6:** Koriantu: <https://monster.pf2.tools/v/6QBZdCX2>
- **E8:** Vylloth: [Elite Meladaemon \(Bestiary 2 pg. 59\)](#)
- **E11:** Mother of Thorns: <https://monster.pf2.tools/v/RZ1vP2Y1>
- **E13:** Gray Maiden Recruits: [Guard \(GMG pg. 233\)](#)
- **E14:** Marcus Endrin: <https://monster.pf2.tools/v/MOOct5tVy> (Currently under the Critical Failure effects of *feblemind*.)
- **E15 & E16:** Gray Maiden Guard: <https://monster.pf2.tools/v/0lhQdlxS>
- **E17:** Tisharue: <https://monster.pf2.tools/v/87SbfsVR>
- **E18:** Zenobia Zenderholm: <https://monster.pf2.tools/v/SiYobLpv>
Gray Maiden Guard: <https://monster.pf2.tools/v/0lhQdlxS>
Gray Maiden Recruits: [Guard \(GMG pg. 233\)](#)
- **E21:** Kordaitra: <https://monster.pf2.tools/v/Jlv1htpy>