

SECOND EDITION

PATHFINDER[®]



AGE OF ASHES

ADVENTURE PATH

PLAYER'S GUIDE

By James Jacobs

PATHFINDER

AUTHOR

James Jacobs

ADDITIONAL WRITING

Amanda Hamon

DEVELOPMENT LEAD

James Jacobs

DESIGN LEAD

Logan Bonner

EDITING LEAD

Leo Glass

EDITORS

Judy Bauer and Leo Glass

COVER AND PAGE BORDER ARTIST

Leonardo Borazio

INTERIOR ARTISTS

Kiki Moch Rizky and Firat Solhan

CARTOGRAPHER

Jason Juta

ART DIRECTION AND GRAPHIC DESIGN

Sonja Morris and Sarah E. Robinson

CREATIVE DIRECTOR

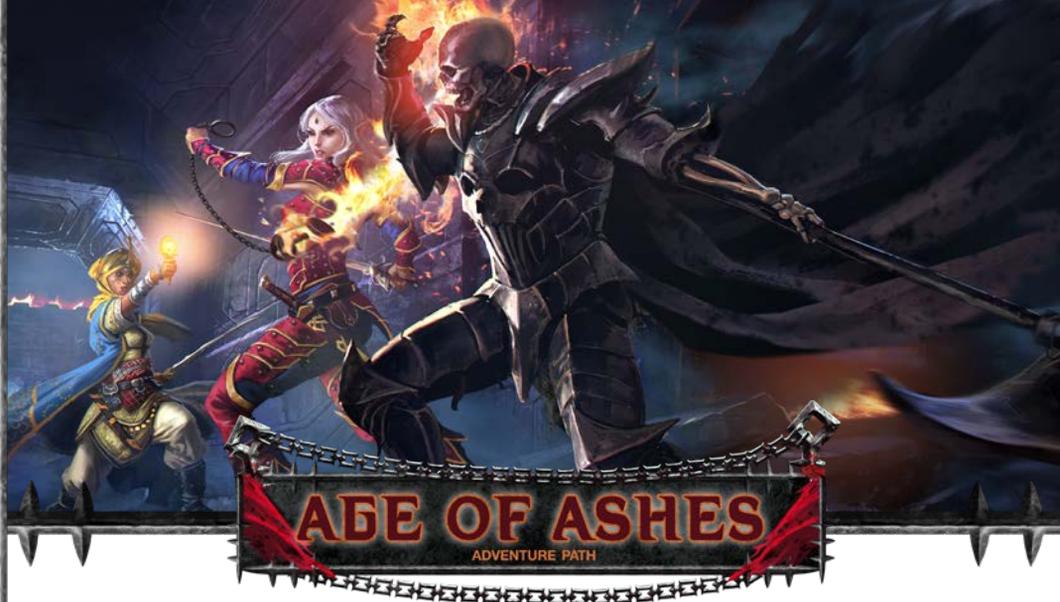
James Jacobs

PROJECT MANAGER

Gabriel Waluconis

PUBLISHER

Erik Mona



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Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

The castle atop Hellknight Hill, Citadel Altaerein, has stood abandoned for years in eastern Isger—a legacy left behind by the Hellknight Order of the Nail that's largely ignored these days by the populace of the nearby town of Breachill. But when strange signal fires begin to burn atop the citadel's battlements, a local goblin and friend of Breachill's citizens begins to worry, for her tribe, the Bumblebrashers, live within the castle. She fears the fires are distress signals, and hopes to attend Breachill's monthly Call for Heroes to ask for help from a band of local adventurers. As fate would have it, this call for aid comes to your group of heroes, and as a mysterious doom draws near, who could have predicted that such an act of local heroism would eventually lead to the unmasking of one of the most insidious and dangerous conspiracies of the Age of Lost Omens?

Creating Characters

Age of Ashes begins in the small town of Breachill near the eastern border of Isger. A brief gazetteer of this relatively remote town appears on pages 6–9 of this guide. As Age of Ashes begins, your characters should be in the town—as either citizens or visitors—and should have no immediate plans or goals to move on to another location. At the same time, though, keep in mind that while your group will come to see Breachill as their hometown, you'll be traveling across the continents of Avistan and Garund during the course of the campaign to come, so you should be ready to spend time away from home.

Age of Ashes features a wide range of traditional adventuring elements: the PCs will negotiate deadly dungeons, interact with colorful NPCs in stressful social encounters, acquire legendary treasures, explore wilderness regions, and navigate urban sprawls. But between adventures, you'll be returning home to Breachill, where your group is likely to have earned the right to dwell in and rebuild the abandoned castle atop Hellknight Hill—provided you can survive the initial adventures set within those walls in the campaign's first adventure, of course!

When concepting and creating your character, work with the other players and your GM to ensure you're building a character that'll work well with the other PCs and the overall plotline of Age of Ashes. The following advice should help you stay on course while generating your character.

ALIGNMENT

There isn't any restriction on PC alignments in the Age of Ashes Adventure Path, although the fight against an impending doom and the push against a mysterious

THE CALL FOR HEROES

Breachill's local government has a long history of hiring adventurers to tackle challenges its residents face that fall outside the scope of the town guard's duties. The merchant whose expected shipment of goods hasn't yet arrived, the shepherd whose herd of goats mysteriously died in the night, the farmer whose entire season's harvest was ruined or stolen—investigating and resolving any of these matters are considered good jobs for adventurers, and so Breachill's town council uses its resources to hire heroes as needed. These monthly meetings, known as the Call for Heroes, are distinct from the council's normal regular governance meetings, a tactic that separates such matters from regular municipal business and shows the townspeople that the council takes seriously the issues that are often most important to them personally.

Age of Ashes begins with your PCs gathering to attend this month's Call for Heroes. You'll need to decide if your PCs know each other or are meeting for the first time—you'll have a chance to introduce yourselves to the other PCs and to interact a bit with town locals before the Call for Heroes begins!

organization of slavers works best for non-evil PCs. As long as your PCs can get along and aren't the type who want to raze and ruin the towns they visit instead of help the locals out (whether this is out of a sense of altruism and kindness or in the pursuit of fame and fortune), your PCs should fit in fine.

ANCESTRIES

As Age of Ashes features a number of traditional adventuring plots and locations, all of the core ancestries work well in this campaign. Indeed, themes closely associated with goblins, elves, halflings, dwarves, gnomes, and humans play major roles in the six parts of Age of Ashes. Other ancestries should have little problem fitting in, but choosing one of the six core ancestries for this first Second Edition Pathfinder Adventure Path should be the most rewarding from the story's point of view.

CLASSES

Members of any class will have plenty of moments to shine in the Age of Ashes Adventure Path. A well-rounded selection of skills, feats, and class options will serve your party well, as there are a wide range of challenges to face. Note that there will be ample opportunities between adventures (and sometimes

LORE SKILLS

If you're thinking of choosing a Lore skill for your character, consider choosing one of the following: Architecture, Breachill, Dahak, Darklands, Desert, Dragon, Dwarf, Elf, Engineering, Gnome, Goblin, Guild, Halfling, Jungle, Kintargo, or Politics.

If you're the GM of Age of Ashes, make sure you keep track of what Lore skills your PCs choose; keep them in mind when calling for checks to Recall Knowledge, and make a point of including Lore skills as options in such cases!

even during them) to pursue downtime activities, and indeed part of this campaign involves renovating and running a castle of your very own, so having a few characters who are skilled at Crafting is a wise choice.

LANGUAGES

Common is certainly the most important language to know in this Adventure Path, along with Dwarven, Elven, Gnomish, Goblin, and Halfling. Draconic is a key language in many parts of the campaign as well. Other languages will have their moments to shine, but in most cases key lines of communication should function if the above languages are represented in the group.

RELIGION

Any of the religions detailed in the *Pathfinder Core Rulebook* will work fine for characters in Age of Ashes. Note that while this campaign features dragons as a repeating theme, worshipping a draconic god isn't well-suited for this campaign. Draconic deities either are not particularly involved or are involved to an extent that PC worshippers of them could be problematic. Speak to your GM if you want your character to worship a deity like Dahak to see if they're willing to make certain adjustments to the Age of Ashes plotline as needed to accommodate such a choice, but when all is said and done, you might be better served setting aside such a character concept for another campaign entirely. After all, Age of Ashes is more about opposing draconic influence than bolstering it!

AGE OF ASHES BACKGROUNDS

When it comes time to choose a background for your PC, you should strongly consider selecting one of the Age of Ashes backgrounds presented below. These backgrounds will help align your character's themes to those of the Adventure Path, and also include a built-in explanation of why your PC might attend the

Call for Heroes that starts the first adventure, giving you a reason right out of the gate to want to join up with the other PCs and go on your first adventure.

You are, of course, free to choose a background from the *Pathfinder Core Rulebook*. If you do so, the following choices make the most sense for Age of Ashes: Acolyte, Artisan, Artist, Bounty Hunter, Detective, Emissary, Entertainer, Gladiator, Guard, Hunter, Laborer, Martial Disciple, Merchant, Nomad, Scholar, Scout, Tinker, or Warrior.

DRAGON SCHOLAR

BACKGROUND

Dragons have fascinated you for as long as you can remember. The potent power they possess, the long lives they lead, the ancient traditions they inspire—whatever the source of your interest, you've spent much of your life to this point immersed in all things draconic. These studies have bolstered your self-confidence and given you a wide range of methods and tactics you can use to impose your will on others.

You've likely chosen to attend the Call for Heroes as a way to seek funds as an adventurer to afford more texts about dragons or perhaps out of a desire to encounter one in real life.

Choose two ability boosts. One must be Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Dragon Lore skill. You gain the Intimidating Glare skill feat.

EMANCIPATED

BACKGROUND

Until recently, the nation of Ravounel was part of the larger nation of Chelixa, where the church of Asmodeus is the law and slaves are traded freely in the open market. You had the poor fortune to be born into slavery, but the good luck to have grown up in the city of Kintargo. When Ravounel seceded from Chelixa, the leaders of this new nation freed all slaves, and you've wasted no time in exploring and establishing your new life. How and why you've come to Breachill is left to you to decide—but the fact that you feel empowered to determine your own destiny continues to drive you!

The chance to become an adventurer has excited you for some time, as you hope to build a new life for yourself as a hero rewarded with fame and fortune. Joining the Call for Heroes is a great opportunity to find a group to adventure with.

Choose two ability boosts. One must be Dexterity or Charisma, and one is a free ability boost.

You're trained in the Stealth skill and the Kintargo Lore skill. You gain the Terrain Stalker skill feat.

HAUNTING VISION

BACKGROUND

You've been haunted by frightening dreams of fires

your whole life. This could be the result of a past, near-death experience with fire or it might have no obvious source that you know of. Recently, you stumbled upon an image, story, or other omen featuring the dragon god of destruction, Dahak, and you were struck with an unnerving sense of *deja vu*—you’ve come to think that the draconic deity might have something to do with your dreams, and as such have been studying all you can about the god. Your visions have bolstered your faith as well; even if you don’t worship a specific deity, you have a deep passion for matters of faith.

Your latest dream, for the first time, had enough details to identify its setting—in this last dream, you saw the town of Breachill burning. You’ve decided to join the Call for Heroes hoping to save the town you fear might burn to the ground soon.

Choose two ability boosts. One must be Constitution or Wisdom, and one is a free ability boost.

You’re trained in the Religion skill and the Dahak Lore skill. You gain the Student of the Canon skill feat.

HELLKNIGHT HISTORIAN **BACKGROUND**

The various Hellknight Orders intrigue you, whether you seek to become one of their number yourself, wish to oppose their goals at every turn, or are merely inspired by or curious to learn more about them. You’ve heard that when the Order of the Nail abandoned Citadel Altaerein, they left behind the deed to the castle so anyone brave enough to explore the ruins and the defenses no doubt left behind would be rewarded with ownership of the abandoned fortress.

You decided to join the Call for Heroes to hoping to gain an opportunity to explore Citadel Altaerein.

Choose two ability boosts. One must be Strength or Intelligence, and one is a free ability boost.

You’re trained in the Society skill and the Architecture Lore skill. You gain the Courtyl Graces skill feat.

LOCAL SCION **BACKGROUND**

You’re from Breachill and have lived there most, if not all, of your life. You might be the son or daughter of a well-known local adventuring family, or a family with a storied tradition of military or other martial service. You likely also have some sort of skill with your hands, as the people of Breachill are very self-sufficient.

The Call for Heroes is one of your hometown’s most iconic traditions, and you want to attend so you can prove your own merits to the council—beyond simply those of your family’s name.

Choose two ability boosts. One must be Constitution or Charisma, and one is a free ability boost.

You’re trained in the Crafting skill and the Breachill Lore skill. You gain the Specialty Crafting skill feat.

OUT-OF-TOWNER

BACKGROUND

You’ve never been to Breachill, nor do you have roots in the town, but as chance has it you find yourself visiting. You might be here traveling with a friend, visiting an old acquaintance, or merely here to see a new part of the world. Before coming to town, though, you spent many years living with an ancestry other than your own, and your diverse childhood has left you with an open mind and a curious nature.

You’re excited to meet new people and cultures, and answering the Call for Heroes seems to be an interesting way to do so.

Choose two ability boosts. One must be Constitution or Intelligence, and one is a free ability boost.

You’re trained in the Diplomacy skill and one of the following Lore skills thematically associated with the members of the ancestry you grew up with: Dwarf, Elf, Gnome, Goblin, or Halfling. You gain the Hobnobber skill feat.

REPUTATION SEEKER

BACKGROUND

You’re likely from Breachill, but unlike the Local Scion, your family has no notable legacy in the area. You might not even have much of a family at all to call your own, and could be an orphan. You’ve seen so many people make names for themselves that you set out on your own and spent some time abroad in the jungles or deserts of Garud or in the upper reaches of the Darklands—regions that proved too dangerous to remain in for long on your own. You returned home with more caution and knowledge of the world beyond Breachill’s borders, but still determined to win fame.

You’ve decided that joining an adventuring group would be the best way to secure aid in your quest to build your own reputation, and are attending the Call for Heroes to find such allies.

Choose two ability boosts. One must be Dexterity or Intelligence, and one is a free ability boost.

You’re trained in the Survival skill and the Darklands, Desert, or Jungle Lore skill. You gain the Terrain Expertise skill feat (underground if you have Darklands Lore, desert if you have Desert Lore, or forest if you have Jungle Lore).

RETURNING DESCENDANT

BACKGROUND

You aren’t from Breachill yourself—you might not even be from Isger or Avistan at all. You’ve lived a hard life, in any event. You have often had to make tough decisions, and have developed a knack for understanding how things work (and the best way to take them apart) that has helped you support yourself. Recently you discovered that an ancestor was from the town of Breachill and had a modest career as an adventurer. You can’t help but wonder if you would have had an easier life if you’d grown up there instead, and have decided to seek out this small town to learn more about it.



You've decided to respond to the Call for Heroes to follow in your ancestor's footsteps, either to honor their memory or accomplish the great deeds they did not.

Choose two ability boosts. One must be Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Thievery skill and the Engineering Lore skill. You gain the Pickpocket skill feat.

TRUTH SEEKER

Whether you are a local or from out of town, you've heard rumors that Breachill's past contains a hidden secret. Perhaps you've heard strange rumors that the town's founder, Lamond Breachton, was not the hero everyone touts, or maybe your grandmother heard stories from her own grandmother that contradict the town's accepted narrative of its establishment. In the pursuit of the truth, you've learned to navigate the tangles of politics, and to never take anyone's word at face value.

You plan to join the Call for Heroes so that you can make yourself known to the council, or perhaps even ingratiate yourself to them, so you can seek the truth and eventually uncover Breachill's secrets!

Choose two ability boosts. One must be Strength or Wisdom, and one is a free ability boost.

You're trained in the Deception skill and the Politics Lore skill. You gain the Lie to Me skill feat.

BACKGROUND

Breachill Gazetteer

The town of Breachill is nestled in the foothills of the Five King Mountains in the wilds of eastern Iser, about 50 miles from the Druman border. Compared to the region's other settlements, this small town is young—just shy of 170 years old—though it has a fascinating history that rivals those of many far older places. Breachill began with the humblest of origins, as a barely functional outpost of human amnesiacs, but the aid and mentorship of a powerful wizard led these shivering and dying unfortunates to found the hardy and thriving town that exists today.

Many of Breachill's 1,300 residents are humans who trace their ancestry to one of these original pioneers, leading to the townsfolk's identity as people who persevere and are self-sufficient by birthright. As a result, the residents of Breachill are brave and community minded. Unlike the insular inhabitants of many Iseri towns, they welcome adventurers of all types. After all, the townspeople owe their existence to the benevolence of a powerful wizard and adventurer—Lamond Breachton—whose legacy is so beloved that it is almost a religion. Practically without exception, any harsh words spoken in town against Breachton are taken as a challenge to most residents' honor.

Breachill's townsfolk are hardy, and the town is focused on self-sufficiency and creature comforts. Residents are friendly and tend to help each other, and the town's history makes them open-minded toward outsiders. Breachill's citizens tend to play as hard as they work, so the town counts numerous taverns among its many businesses.

Breachill's notable locations are described in brief below, and shown on the map on page 10.

1. BREACHILL ARCHIVES

Kept in a sprawling (if musty) facility just across the fence from Breachill Town Hall, the town archives consist of official records and historical accounts dating back to the settlement's founding. Chief archivist **Jorell Blacktusk** (male half-orc librarian) is one of the most knowledgeable citizens in the settlement about the town's history. Jorell is happy to assist any visitors with finding even the most obscure records here, though the fact that he is woefully understaffed means that he is often preoccupied and distracted while doing so.

2. BREACH CREEK LUMBER

This facility on the edge of Crimson Tide Wood serves as a logging mill and a carpenter's shop. One of the largest logging companies in Breachill, the business provides lumber for much of the town's construction needs and regularly sends contingents of lumberjacks into the nearby wood—though the aggressive boars, cougars, and even wargs and owlbears often make this a dangerous prospect. As a result, chief logging forewoman **Narine Howerdell** (female half-elf lumberjack) often hires adventurers to accompany these lumberjack teams. The associated carpenter's shop employs some of the best artisans in Breachill; the eccentric **Xandel Rynearsohn** (male human carpenter) oversees it.

3. BREACHILL TOWN HALL

In addition to the chamber used for Breachill's public meetings—including town council meetings and the Call for Heroes—Breachill Town Hall holds the offices of all staff members who support the town's government and its myriad municipal functions, as well as facilities for its town guard and courts.

4. CAYDEN'S KEG

This rousing, well-kept tavern is one of Breachill's most popular places to enjoy a hearty meal and a pint of ale, and it doubles as a temple of Cayden Cailean, the freewheeling Accidental God. The proprietor, primary bartender, and head priestess is **Brynn Taithe** (female human cleric of Cayden Cailean), who



loves little more than when adventurers tell rousing tales of their daring exploits and deeds, preferably in conjunction with frequent purchases of ale.

5. CRIMSON WOOD FURS

Despite the specificity of its name, Crimson Wood Furs is a comprehensive haberdashery known for its high-end tailoring, gorgeous cold-weather outerwear, and fine cobbling. The establishment takes pride in its origins as a luxury supplier to high-ranking Hellknights, and portraits of early Order of the Nail leaders wearing the shop's fine clothes line the store's mahogany walls. Current owner and chief tailor **Winthrop Finney** (male human tailor) is a relative newcomer to Breachill, but he is passionate about his craft and about outfitting his customers in exquisite finery.

6. THE GREAT DREAMHOUSE

One of the few dedicated temples in Breachill, the Great Dreamhouse is a monastery-like establishment dedicated to the goddess Desna. About 30 priests and acolytes who live, work, study, and pray in the temple's peaceful lounges and verdant indoor gardens call the place home. The Great Dreamhouse offers a place for weary travelers of all stripes to

rest, and most of its resident faithful are willing to provide healing at a reasonable price. On clear nights in the summer, head priest **Kellen Carondil** (male elf cleric of Desna) invites the public into the temple's observatory to gaze at the stars and ponder the callings of the goddess of travelers.

7. LAMOND'S LAMENT

Located in one of the most hardscrabble parts of Breachill, Lamond's Lament is a soup kitchen and place for the downtrodden to rest. The operation is funded through a mix of public money and donations, and its staff consists of volunteers from throughout the community. **Renatta Gilroy** (female human chef) currently oversees Lamond's Lament. This quiet but deeply kind woman often helps guests of the operation at her own personal expense.

8. MONUMENT CIRCLE

This marble-paved circle is the visual centerpiece of Breachill. Around it stand six deep wells that the nearby residents and businesses rely on for fresh water. In the center of the ring is an elegant, 15-foot-tall bronze statue of the wizard Lamond Breachton, Breachill's founder and the town's most important historical figure.

9. MORTA'S MORTUARY

This imposing, black-painted building with heavy, onyx-colored curtains serves as the home and place of business for **Morta Valaskin** (female human mortician), an eccentric woman whose daily fashions include elaborate mourning gowns, gauzy black veils, and elbow-length satin gloves. Morta views death as both a business and a lifestyle. She is said to be one of the most informed gossips about town.

10. PICKLED EAR

This rough-and-tumble dive bar and tavern is frequented by locals and hardscrabble adventurers alike—many of whom clash in rowdy and sometimes vicious brawls that take place far too regularly for the town guard's liking. Proprietor **Roxie Denn** (female human tavernkeeper) is always looking for ways to expand her customer base.

11. POSANDI BROS.

Located on the shores of Breach Creek for more than five generations, this masonry business has provided most of the bricks for new construction in Breachill for the past 50 years. Posandi Bros. is a family-owned business, and all of its employees are somehow connected to its titular clan, whether they're direct scions or cousins, or have married into the family. Town councilor **Quentino Posandi** (male human councilor) is the business's owner and manager. As he's often at the town hall handling his duties, Posandi cousin **Amera Lang** (female human mason) currently administrates day-to-day duties. The family is notoriously tight-lipped about its business practices.

12. QUARTERS AND BITS

This dual storefront is home on one side to a general store called Bits, and on the other, a weapon and armor smithy called Quarters. From the outside, the businesses seem separate—until it becomes clear that both are the effort of proprietor **Crink Twiddleton** (male halfling merchant), a fast-talking halfling whose sales skills often help him sell outlandish items to customers and convince them they never knew how much they needed his wares. Crink is known for wearing a smart suit and a jaunty hat, and for having a mischievous twinkle in his eye, but beyond his cheesy charisma, he's also known for importing some of the finest goods and employing several highly skilled smiths.

13. RELIANT BOOK COMPANY

This niche retailer buys and sells rare tomes and is known for its stuffy and academic selection, ranging from ancient history texts to the personal diaries of

long-dead heroes in myriad languages. Owner **Voz Lirayne** (female half-elf bookseller) runs this shop with the help of her new apprentice **Calmont Trenault** (male halfling scribe).

14. SHELYN'S SMILE

This segmented building on Breach Creek is both the headquarters of Breachill's artisan guild and a temple to Shelyn, goddess of art, beauty, love, and music. In one wing, the faithful worship the Eternal Rose through sculpture and painting classes as well as via choirs and orchestral performances, and priests offer healing to those in need. In the other wing, representatives for Breachill's artisans and tradespeople are available on most days of the week, and customers can pay a small fee to be matched with the right proprietors for all their renovation, building, and decorating needs. Guild president **Tarindlara Vallindel** (female elf cleric of Shelyn) is an immaculate professional representative—the picture of sartorial splendor and class—and a prominent Shelynite herself.

15. TUSKHEAD STONEMWORKING

A new venture in the last decade, Tuskhead Stonemworking does brisk business building limestone foundations and walkways, installing landscaping stonework, and carving gravestones. The business is known for importing large barges of quarried stone straight into its building on the banks of Breach Creek, and management's strong relationship with the town council has ensured that all permit requests are readily approved. In recent years, Tuskhead has poached a few prominent clients from the Posandi Bros. masonry company—a coup for owner **Rorsk Axebane** (male dwarf mason), who has always suspected that his rivals dabble in shady business practices.

16. VUSKER'S CARTS & WHEELS

Located just inside the Breachill town limits, Vusker's Carts & Wheels is the go-to wainwright for the many traveling merchants and adventuring caravans that pass through the town. Chief wainwright and business owner **Fadelby Vusker** (male human wainwright) is clever and hardworking, and he has built up a robust business from the small mom-and-pop store that his father opened just before he was born.

17. WIZARD'S GRACE

Owing to its proximity to Breachill Town Hall, the Wizard's Grace tavern is the favored establishment of many adventurers who hope to gain work from the council by attending the town's monthly Call for Heroes. Adventurers and municipal workers regularly

mingle here, exchanging stories and generally enjoying the atmosphere created by the diverse clientele. In the days leading up to each council meeting, the tavern is particularly busy, as adventurers schmooze with town officials and even the occasional council member who might show up for a drink and a meal. Before each meeting, the inn's tavern has a long-standing tradition of holding toasts and serving meals of boar stew with lentils—a practice owner **Trinil Uskwold** (female human innkeeper) inherited from her grandfather, a prominent local adventurer who loved eating that meal before embarking on his own many daring journeys. Because of the politics of socializing here, the crowd tends to be both well-mannered and chatty, though occasionally a brash adventurer or two gets rowdy.

DOWNTIME IN BREACHILL

During the course of Age of Ashes, you'll have ample opportunities to pursue downtime activities, particularly between adventures. Now and then, you'll even have such opportunities during the adventures themselves. Your GM will be supplied with specialized downtime activities that tie directly into the adventure as the story progresses (particularly ones related to the ongoing task of repairing a castle and running it as a base of operations), but when you're building your character, you should consider the downtime activities you might wish to pursue.

One particularly relevant downtime activity to consider is the Earn Income activity. With Crafting, Lore, or Performance, you can take advantage of downtime to earn extra coin doing various tasks and jobs. The exact nature of the job is left to you to determine—work with your GM to decide what sort of thing your character is doing to Earn Income with their chosen skill.

Breachill is a 4th-level settlement, but now and then your GM might inform you of higher level one-time tasks and jobs that could be more lucrative.

ADVENTURER'S DISCOUNT

Adventurers serve as lucrative sources of income for the business owners in Breachill—cash-laden heroes freshly returned from their quests are a well-known source of money for local artisans and crafters. To encourage adventurers to spend their money in town, Breachill offers an “adventurer's discount” to any group that has established itself as capable and has the town's best interests at heart.

During a point in the first adventure, after your group of PCs has accomplished its first significant quest, you'll earn this discount. Once you've done so, you'll receive a flat 5% discount off the price of all items and services purchased in Breachill.

In addition, you can select one NPC in town to attempt to form a special bond of friendship and trust with as you continue to grow and progress through Age of Ashes—many of these NPCs are mentioned in the gazetteer above, but you might also meet others during the course of play. Forming a close friendship with someone in Breachill not only further establishes your role in town as someone the citizens trust and admire as a whole, but can also grant you additional boons or discounts, as detailed in the Befriend Local downtime activity below.

BEFRIEND A LOCAL

CONCENTRATE DOWNTIME LINGUISTIC

You spend the day in the company of an NPC whose companionship you value in order to strengthen the bonds of your friendship with them. You can always roll a Diplomacy check to determine your degree of success when you try to Befriend a Local, but you can instead attempt another skill check of your choice to engage that NPC in an area of expertise they might be interested in. For example, if you seek to befriend a local smith, you could instead roll a Crafting check to make friends. Or if you seek to befriend an herbalist, you could attempt a Medicine check or a Nature check. As you interact with an NPC, you might discover other personality traits that suggest other skill check options—for example, after a few days of chatting with a local hunter you might learn that they have a deep appreciation of music, allowing you to attempt a Performance check to befriend them. If you elect to attempt a skill check other than Diplomacy, your GM will decide if the check you chose is applicable—if not, the outcome of your check is one degree of success worse. Regardless of the skill you choose, the DC is 20.

Critical Success You befriend the NPC, and that NPC particularly favors your company. If the NPC is a merchant, goods and services purchased from them are discounted by 10% rather than 5%. If the NPC is not a merchant, their friendship instead grants you a +1 circumstance bonus to Diplomacy checks you attempt as part of downtime activities in Breachill, as long as they favor you. These benefits are permanent, as long as you don't take actions that jeopardize this friendship (as determined by the GM). Once you have permanently gained an NPC's favor in this way, the GM might decide the NPC helps you in other ways as well.

Success Per critical success, except the NPC's favor lasts for a number of weeks equal to your Charisma modifier (minimum of 1 week).

Failure The NPC does not favor you.

Critical Failure The NPC is offended or insulted by something you did. You no longer gain the effects of an ongoing success or critical success with that NPC, and the DC to use Befriend a Local with that NPC in the future increases by 5.

Breachhill



16. VUSKER'S CARTS & WHEELS •

10. PICKLED EAR •

7. LAMOND'S LAMENT

13. RELIANT BOOK COMPANY

4. CAYDEN'S KEG

6. THE GREAT DREAMHOUSE

9. MORTA'S MORTUARY •

14. SHELYN'S SMILE

5. CRIMSON WOOD FURS •

15. TUSKHEAD STONEMWORKING •

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12. QUARTERS AND BITS •

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3. BREACHHILL TOWN HALL •

17. WIZARD'S GRACE

1. BREACHHILL ARCHIVES •

2. BREACH CREEK LUMBER

Tuskhead Slope

Breach Creek

Crimson Tide Wood



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PAIZO INC.

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson

Director of Game Design • Jason Bulmahn

Managing Developers • Adam Daigle and Amanda Hamon

Organized Play Lead Developer • John Compton

Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini,

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Starfinder Design Lead • Owen K.C. Stephens

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