

SECOND EDITION

PATHFINDER[®]



A FEW FLOWERS MORE

A PATHFINDER ADVENTURE FOR 4TH-LEVEL CHARACTERS BY LINDA ZAVAS-PALMER

HARVESTER'S CAMP
1 SQUARE = 5 FEET



GATEWAY TO THE FIRST WORLD
1 SQUARE = 5 FEET



PATHFINDER

AUTHOR
Linda Zayas-Palmer

DEVELOPMENT LEAD
James Jacobs

EDITOR
Patrick Hurley

COVER ARTIST
Raymond Sebastien

INTERIOR ARTIST
Luis Salas Lastra

ART DIRECTION AND GRAPHIC DESIGN
Sonja Morris

CREATIVE DIRECTOR
James Jacobs

DIRECTOR OF GAME DEVELOPMENT
Adam Daigle

PUBLISHER
Erik Mona



A FEW FLOWERS MORE

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

paizo.com

A Fistful of Flowers is a Pathfinder Adventure designed for four 4th-level characters and uses the rules from the *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Advanced Player's Guide*, *Pathfinder Lost Omens Character Guide*, and *Pathfinder Lost Omens World Guide*. This adventure is designed for play in the Pathfinder campaign setting but can easily be adapted for use with any world. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.



Adventure Background

The lush Verduran Forest is teeming with diverse flora and fauna. Though some in nearby nations wish to profit from the woodland's vast resources, the forest has numerous guardians protecting it from exploitation. These include the druids of the Wildwood Lodge, fey, centaurs, and leshys. To the south, the Wildwood Lodge enforces an ancient treaty with Taldor that regulates the quantity of lumber and other resources that Taldans are allowed to harvest. Recently, unscrupulous forces from Taldor attempted a particularly heinous theft, but a group of four heroic leshys put a stop to their schemes.

Yet a hero's work is never done, and these four leshys are about to be called into action once more. The Verduran Forest is steeped in primal magic, and in some places, the boundary between the forest and the First World, the primeval home of the fey, wears particularly thin. Under the right conditions, it can even rip apart, creating portals that allow for travel between worlds.

Recently, a nefarious band of fey from the First World known as the Thricetakers destabilized the planar boundary near the forest's edge and opened such a portal. This one-way breach allows life and magic to flow from the First World into the Verduran Forest but doesn't permit it to return. What began as an infusion of primal magic has grown more dangerous, as more fey discover the gateway and entered the forest. The first to pass through were a band of destructive jinkin gremlins. A member of the Thricetakers, the redcap Carl the Cobbler, arrived soon after and commandeered the gremlins into his mischief. It would be troublesome enough if invasive species and violent fey were all the forest had to contend with, but the explosion of new flora has intrigued Taldan herbalists, who have sent harvesters into the forest to gather some of its newfound bounty. The fey newcomers have targeted these unsuspecting harvesters for all manner of cruel jokes and sabotage, and it's only a matter of time before the pranks turn deadly.

Getting Started

Read or paraphrase the following to begin the adventure.

For the four of you, the past several months have been a welcome reprieve from your duties as guardians in the Verduran Forest. Each you is a leshy, a spirit of nature that walks in a body woven of plants and magic. But you are no ordinary leshys—while the weakest leshy spirits require assistance to maintain their tiny bodies, and the stronger typically content themselves with guarding a particular patch of land, you have made a name for yourselves across the Verduran Forest and beyond. The four of you have worked together against danger in the past, and today, you've gathered together to swap tales of what has happened since last your paths crossed. Yet before you can begin your long-anticipated reunion, a large bat swoops down from the treetops above, carrying a parcel of colorful fabric. In the blink of an eye, it drops the parcel to the ground before flying off as quickly as it came.

When you begin, each player should choose one of the four leshy characters presented on pages 8–15 of this adventure (or alternatively, create 4th-level leshy characters of their own). Full rules for leshy PCs appear on pages 52–55 of *Pathfinder Lost Omens Character Guide*. If you run this adventure with custom leshy characters, adjust the information given in the read-aloud sections and Recall Knowledge entries to include features that are relevant to those PCs' abilities and equipment.

Give the players a chance to familiarize themselves with their characters and present their heroes to the group. The characters are assumed to know each other from a past adventure, but they do not yet know what their fellow heroes have been up to since their last meeting.

When a PC investigates the parcel, they find that it contains a letter wrapped around a stone. The text is written in quick and angular Sylvan, the language of leshys and fey.

Most esteemed and well-sprouted heroes of the Wildwood,

Word has reached my ears that you have returned to this corner of the Verduran Forest. And not a moment too soon. There's something strange afoot, and matters are likely to get dangerous around here soon if someone doesn't put a stop to it. But it would be exceedingly rude of me to burden you with a request without offering you hospitality first. When you can, please come meet me at my home.

Warmest Regards,
Stella

Two of the PCs have heard of Stella before (Popcorn and Bottlespeaker). They both know that Stella is a nyktera, a tiny, bat-featured sprite known for being

kind and welcoming. Popcorn knows that Stella has a broad network of friends and is typically well-informed about current events. Bottlespeaker knows that Stella's home is never empty; she is a respected pillar of the local sprite community, known for looking after its youngest members. In addition to adopting numerous children over the years, she provides a safe home for any child whose parents are away on dangerous adventures or otherwise unavailable to look after them properly.

Stella's home is nearby, and the PCs should face no difficulties reaching it after an hour's walk through the woods. When the PCs arrive at Stella's home, read or paraphrase the following.

A gray-furred nyktera woman opens the door, greeting you with a smile. "Oh good, you're here! Please, come in, come in and have a seat, have a seat and enjoy some snacks." Though she stands just over a foot tall, the table she gestures toward has a smattering of seats for taller people as well. The spread on the table is an eclectic one, with vials of bottled sunlight, various colorful drinks, and a bowl of rotten vegetation. A chorus of chirping voices carries down from the rafters high above, where a group of young nykteras cluster together, hanging upside down just above a safety net. Their voices blend together, and the pitch often veers too high for a leshy's ear to hear.

"As much as I'd love to have a long, friendly chat with you, I'm afraid there's trouble brewing. My ears tell me that there have been some rather unusual plants cropping up in the woods to the east, and they've been spreading unnaturally fast. To make matters worse, humans have noticed the new plants and established a camp to harvest them. That's got the fey worked up something fierce. So I'm asking you, heroes of the forest: please figure out what's going on. The druids of the Wildwood Lodge worked things out between fey and humans with a big fancy treaty where nobody would step on each other's toes, but these new plants could shake things up. Where do you think they could have come from?"

If the PCs have questions, Stella does her best to answer them. She's familiar with the general information about the Verduran Forest presented in the background, and she has numerous connections among sprites in this region. She doesn't know what the cause of the recent trouble is. She has a hunch, but she'd rather hear what the PCs think first.

A PC who succeeds at a DC 18 Nature check to Recall Knowledge has heard that plants growing at great speed can be a side effect of a breach into the First World, the plane from which many fey originate. Regionally, such breaches sometimes occur in the deepest parts of the Verduran Forest, but they're unheard of this close to the forest's edge. If one of the PCs points this out, the nyktera

chirps, “I wondered that too, but I didn’t want to jump to conclusions. A breach all the way out here, can you imagine?”

If the PCs ask Stella about the fey who are worked up, she thinks for a moment, then says, “You know, I heard it was gremlins, but gremlins aren’t usually too common around here.”

As the PC wrap up their conversation with Stella, she gives them directions to the camp where the humans are and asks them to check things out. If none of the PCs mentions the potential connection to the First World during their conversation with her, she mentions her theory before they leave.

HARVESTER’S CAMP

LOW 4

Following Stella’s directions takes about half a day. As the PCs get closer to the camp, they notice more and more unusual plants, which tend to be larger and more colorful than the native flora. They also spot alien-looking wildlife, including a blue and green striped creature that looks vaguely like a six-legged deer. When the PCs arrive at the camp, it’s strangely quiet, with no signs of humans anywhere.



Nestled in the center of a tranquil forest clearing is a camp that looks both new and ruined. A collections of tents has been set up around an extinguished campfire, close by to a small but sturdy log cabin. Several of the tents are rent with jagged holes, and haphazard chunks are missing from the cabin’s walls. The area is quiet, save for a soft breeze rustling through the trees.

Until recently, this camp was occupied by humans who were harvesting plants from the nearby forest. Their expedition faced numerous troubles from a band of six jinkin gremlins who recently arrived from the First World. While their woes began with a series of mishaps that were initially mistaken for unlucky accidents, the gremlins eventually grew tired of the humans’ persistence and attacked, terrifying the herbalists who fled into the forest.

The holes in the log cabin may seem haphazard, but they allow Tiny creatures to enter and exit the building without using its front door (these openings are marked as secret doors on the map on the inside front cover). Determining which openings are suitable for this purpose before observing a gremlin using them requires a Searching PC to succeed at a DC 20 Perception check. The passages twist and turn, blocking line of sight between the building’s interior and exterior. The front door is secured with a simple lock, requiring three successful DC 20 Thievery checks to Pick a Lock.

The log cabin’s ceiling is 15 feet high. It contains crates of collected plants, as well as lightweight wood and twine racks where plants can be hung to dry.

Creatures: The jinkins have made this camp their new home. Four of the gremlins lurk inside the log cabin, including the group’s long-time leader, Vilm. When Carl the Cobbler first crossed paths with the jinkin gremlins, he immediately demanded that they follow him. Impressed by the caliber of the redcap’s shoes and hat, Vilm quickly agreed, and none of the other gremlins dared oppose her decision. Vilm boasted to Carl of her group’s nastiest traps, and the redcap was so impressed by their inventiveness that he gifted his new follower with a red pair of *boots of elvenkind*. This pair is one of Carl’s creations; while such boots can normally only be made by elven hands, Carl discovered a way to use elven blood instead.

As the PCs approach the building, the gremlins attack. Initially, they prefer to dart out of the building, making a single melee attack and darting back inside where they have total cover from the PCs’ attacks. The PCs can use several strategies to thwart this tactic, however, such as tripping the gremlins or moving far enough away that the gremlins can’t continue to harry them. Once the PCs

shut down their initial strategy, any remaining gremlins retreat inside the building, move behind crates so they can't be seen from the entrance, and then wait for the PCs to trigger the trap just inside (see Hazard below). Finally, they attempt to harry the PCs who make it past the trap by flanking and making attacks with their pincer claw, using Rip Flesh if they start their turn adjacent to a PC. A gremlin reduced to 5 Hit Points or fewer attempts to flee, or surrenders if flight seems infeasible.

The pincer claws used by the jinkins are jury-rigged contraptions made of wood, scrap metal, and bones. When worn, a pincer claw gives one of the jinkin's hands the appearance of a crab pincer. A jinkin ripclaw can Strike with a pincer claw, and can Grab and Rip Flesh with it, but the contraption is too small and awkward to be much use for anyone else. In fact, a character who makes a DC 20 Crafting or Perception check to Recall Knowledge about a pincer claw notes that the contraption looks somewhat fragile and could easily be broken (and once Reaching Rings observes a jinkin armed with one, you should prompt that player to attempt such a check with a comment like "There's something about those strange claws the gremlins are using that catches your interest.")

A pincer claw has Hardness 5 and 20 Hit Points (BT 10). Reaching Rings might use Sabotage to break a gremlin's pincer claw. If a gremlin's pincer claw is broken, it screams in rage, drops it on the ground, and switches to attacking with their fists instead. Their fists do not have any reach, so they must enter a PC's square to attack them. The first time Reaching Rings demonstrates their destructive skill by breaking something, all other gremlins in the fight are so impressed that they temporarily lose sight of the battle at hand. These gremlins are slowed 1, as they spend their first action on their next turn praising Reaching Rings before returning to the battle at hand. While the other PCs are not as effective at breaking objects as Reaching Rings, it's possible that they may wish to break objects as well. Each PC who manages to break a sufficiently durable object earns the same acclaim the first time they demonstrate their ability; in general, the gremlins don't care about the destruction of objects with Hardness less than 3.

JINKIN RIPCLAWS (3)

CREATURE 1

RARE CE TINY FEY GREMLIN

Perception +7; darkvision

Languages Undercommon

Skills Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7

Str -2, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +2

Items pincer claw

AC 17; **Fort** +6, **Ref** +10, **Will** +7

HP 19; **Weaknesses** cold iron 2

WHAT ARE JINKINS?

If a PC attempts a DC 15 Nature check to Recall Knowledge about jinkins, they receive the following results.

Critical Success As success, and the PC knows that jinkins often live in groups of 6, because it takes 6 of them to curse objects. Their favorite targets for curses are magic items. Common curses include giving items a chance to fail outright or adding specific requirements that prevent thieves from using them effectively. They can sometimes be distracted or even impressed by the sight of someone dramatically breaking an object.

Success Jinkin gremlins are vengeful fey that delight in sabotage, traps, and inflicting pain. Their fighting style relies on quick movements and precise strikes to make up for a lack of physical strength. In large groups, they can apply curses to objects. More powerful gremlins, violent fey like redcaps, and powerful evil fey like rusalka can command their loyalty.

Critical Failure These creatures are known as rock goblins. They can burrow underground, and often do so to set ambushes. They always live in shady areas, because if they're exposed to direct sunlight, their bodies begin to petrify. This curious weakness has led some to speculate that they may be distantly related to cavern trolls.

Speed 30 feet

Melee ✦ pincer claw +9 (finesse); **Damage** 1d8-2 piercing plus Grab

Melee ✦ fist +9 (agile, finesse, magical, nonlethal, unarmed, reach 0 feet); **Damage** 1d4-2 bludgeoning

Primal Innate Spells DC 17; **Cantrips (1st)** *prestidigitation*

Rip Flesh ✦ **Prerequisite** A jinkin has a creature grabbed with their pincer claw; **Effect** The jinkin forcefully pulls the pincer claw out of the creature, ripping flesh and cackling in sadistic glee. The creature takes 1d8 piercing damage and is no longer grabbed.

Sneak Attack The jinkin deals 1d6 extra precision damage to flat-footed creatures.

Tinker (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

WHAT'S A REDCAP?

If a PC attempts a DC 20 Nature check to Recall Knowledge about redcaps, they receive the following information.

Critical Success As success, and the PC knows if a redcap knocks someone unconscious with their scythe, they can continue the swing to reap another target. In addition to attacking with their scythes, redcaps like to knock their foes over and stomp their faces into the dirt with their metal boots.

Success Redcaps are named for their hats, which they soak in the blood of fallen enemies to gain strength. So long as a redcap wears its cap, their body regenerates from injuries at an alarming rate. Removing the cap is difficult, however, and often requires knocking the redcap unconscious first. Redcaps fight with their scythes and iron boots.

Critical Failure Redcaps are only interested in attacking creatures that have red blood. Those who do not, such as leshys, have little to fear from a redcap unless they threaten the redcap first. The best way to negotiate with a redcap is by walking up to them and screaming at them with Intimidation to show your strength.

VILM

CREATURE 1

UNIQUE CE TINY FEY GREMLIN

Variant jinkin ripclaw (page 5)

Skills Acrobatics +8, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7

Items *boots of elvenkind* (cursed, see below), pincer claw, shortbow (20 arrows)

Ranged \blacklozenge shortbow + 9 (range increment 60 feet, deadly d10); **Damage** 1d6 piercing

Hazards: Just inside the front door, the jinkins have rigged up a spiked pit trap.

HIDDEN SPIKED PIT

HAZARD 2

MECHANICAL TRAP

Stealth DC 21 (trained) or DC 0 if the trapdoor is disabled or broken

Description A wooden trapdoor covers a pit that's 10 feet square and 20 feet deep. Knives are arrayed at the bottom of the trap, impaling anyone who falls on them.

Disable Thievery DC 18 (trained) to remove the trapdoor

AC 15; **Fort** +5, **Ref** +5

Trapdoor Hardness 7, **Trapdoor HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

Pitfall \blacklozenge **Trigger** A creature walks onto the trapdoor; **Effect** The triggering creature falls in and takes falling damage (10

bludgeoning damage) as well as 2d6 piercing damage from falling on to the knives. That creature can use the Grab an Edge reaction to avoid falling.

Reset Creatures can still fall into the trap, but the trapdoor must be reset manually for the trap to become hidden again.

Rewards: If the PCs take the *boots of elvenkind* off Vilm, they notice that she's wearing a pair of red socks made of knitted wool. Vilm has been wearing this same pair of socks for months, and they have an odor to match, which assaults the PCs' nostrils the moment they remove them. The odor is unpleasant to everyone except Reaching Rings. The socks are all bunched up and too big for her feet. While the PCs may at first have no interest in these smelly socks, canny PCs may eventually realize their value.

The *boots of elvenkind* have a special jinkin-made curse to punish anyone who would dare to steal them from Vilm. If anyone wears these boots without a pair of red wool socks underneath them, with every step they experience the sensation of walking with a rock in their shoe. No matter how much they search for the offending rock, however, they'll never find it. When a wearer without red socks Activates the boots, they constrict painfully around their feet, dealing 2d10 bludgeoning damage (DC 18 basic Fortitude save). Vilm's socks are large enough to fit the feet of any of the PCs if they dare to put them on, and when worn they completely suppress the curse.

Seeking the Gateway

After defeating the gremlins, the next step for the PCs is to confirm that a First World portal is the cause of the strange occurrences in the forest. The PCs can use several methods to accomplish this goal. Likely strategies and appropriate checks include convincing a gremlin to explain what's been going on (DC 22 Intimidation), following the gremlins' tracks (DC 20 Survival to Track), or following ley lines to a nearby concentration of magical energy (DC 20 Nature). The PCs might also use their specific abilities to solve this challenge. For example, Bottlespeaker can use Survey Wildlife to determine the source of the unusual animals and plants with a DC 18 Nature check, or Fluff Fang could disguise himself as a fey creature that would naturally command the gremlin's respect and convince them to talk with a DC 18 Deception check.

Whatever strategy the PCs use, they'll eventually find their way to the First World breach, about a 15-minute walk away from the campsite. If the PCs fail all of their checks and run out of ideas, they'll wind up wandering around for a while before stumbling into the breach's vicinity. See page 7 for the effects of this delay.

THE BREACH

MODERATE 4

Branches coil around a glowing violet portal which bathes its surroundings in surreal light. Plants and fungi in a rainbow of colors sprout from the ground, competing for space between the trees in a chaotic frenzy.

The breach to the First World exudes and enhances primal magic. All creatures in this area take a –1 status penalty to their saving throws against primal magic. Creatures with a fundamental tie to primal magic (including fey and leshys) within 15 feet of the portal gain a +1 status bonus to AC and saving throws. Squares with foliage are difficult terrain.

Creatures: Carl the Cobbler lurks near the First World portal. He is accompanied by the remaining two members of the jinkin band. The gremlins eagerly help the redcap flank foes. While Carl is conscious, they fight to the death. If the redcap is defeated, any conscious gremlins panic. They attempt to run back through the First World portal only to unceremoniously smack themselves against an invisible wall. With their retreat cut off, the gremlins surrender. Carl fights to the death; he is too proud to surrender to the PCs, and he doesn't realize that unlike on the First World, death for a fey like himself on this plane is permanent.

JINKIN RIPCLAWS (2)

CREATURE 1

Page 5

Initiative Perception +7

CARL THE COBBLER CREATURE 5

Variant redcap (*Pathfinder Bestiary* 278)

Initiative Perception +12

Skills Acrobatics +13, Athletics +15, Crafting +13 (+15 for shoes), Deception +11, Intimidation +13, Nature +10, Stealth +13

Conclusion

With Carl the Cobbler defeated, the PCs can take their time deciding what they want to do about the portal. Broadly speaking, the three main choices they have are to close the portal, alter its function, or leave it alone. The most likely alteration would be to reverse the portal's direction so it only allows travel to the First World, but if the PCs come up with other changes they would like to implement (such as limiting who can use the portal or making it a two-way portal), they can attempt those as well. In general, closing the portal requires the PCs to succeed at a DC 18 Nature check. Each PC can attempt this check once; failure means that the PC does not sufficiently understand the portal's nature. On a critical failure, the PCs are drawn

into the portal for a brief moment, winding up in the First World before being “spat” back out into the forest, after which they're stupefied 1.

Instead of dealing with the portal themselves, the PCs might wish to call upon their allies—for example, Popcorn might ask her sprite friends for aid, or Fluff Fang might enlist assistance from Taldor. If the players try such tactics, their allies reach the portal in time to close or alter it before anything else too troublesome happens.

In any event, now that the cause of the trouble has been found (and hopefully dealt with), the heroes are free to celebrate their victory with friends and admirers in any way they see fit. They can enjoy a well-earned rest... at least, until the Verduran Forest has need for the heroes once again!



BOTTLESPEAKER

Bottlespeaker is a fierce advocate for embodied nature spirits of all sizes and strengths, as well as a self-appointed protector of other leshys. After learning the fundamentals of leshy creation from his ritual mother, Bottlespeaker used them to grant a body to a spirit who would've been too weak to manifest without his aid. This spirit became his familiar, Twinsprout, whom he treats like a beloved daughter and often carries around inside his hollow head.

Twinsprout is cheerful and curious. She has a habit of poking around at anything unfamiliar, which sometimes leads her into trouble. When startled or frightened, she retreats into hiding within Bottlespeaker's head.

While Bottlespeaker primarily sees himself as a guardian of plants and a champion of leshys, he knows that animals are just as vital to a balanced ecosystem. As a reminder of this interdependence, he carries an *onyx*

dog wondrous figure, which he uses to summon a dog that he has named Midnight.

Bottlespeaker's most prized possession is a bundle of forget-me-not flowers wrapped in several mismatched ribbons, which he superstitiously believes have inherent memory-boosting powers. He entwines their stems in patterns to help record information and regularly pulls out the bundle throughout the day to check if there was something he was supposed to remember. While he often forgets the meaning behind the patterns he creates, the mere fact that the stems are entwined helps jog his memory.

Since the events of *A Fistful of Flowers*, Bottlespeaker has spent time traveling around with his new friend Fluff Fang, mentoring the weaker leshy spirits who look up to them both with admiration. Inspired by Fluff Fang's tales of epic adventure in Taldor, Bottlespeaker asked his friend to take him and a group of their leshy companions on a journey through the country. The trip was everything they'd hoped it would be, and the group has recently returned to their home Verduran Forest. The ribbons in Bottlespeaker's flower bundle each come from a different Taldan settlement, though he can rarely remember which is which.

Playing Bottlespeaker

Bottlespeaker is wise and thoughtful, and pays close attention to his surroundings. With his keen eyes and knowledge of the woods, he's skilled at noticing details others might overlook, such as strange behavior in animals or unusual tracks.

- He takes out his forget-me-not bundle, either as a memory aid or simply something to fidget with. This charm has no inherent magical powers, but it's helpful to him.
- He believes that social groups depend on diverse perspectives just as much as ecosystems depend upon diverse species. Unless time is of the essence, he prefers to listen to what other have to say first, encouraging quiet voices to speak up before providing his opinion.
- Twinsprout has a childlike personality and is happy to socialize with others. At the first sign of danger, she hides in Bottlespeaker's head or transforms into a motionless Tiny tree.

Anathema: As a leaf order druid, it's anathema for Bottlespeaker to do the following: wear metal armor or a metal shield, despoil a natural place, teach the Druidic language to non-druids, or commit wanton cruelty to plants. If he performs these actions enough times, he might eventually lose his druidic powers.

Combat: Bottlespeaker has several options in combat. To attack his foes with magic, he can hamper their



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movement with *entangle* or *tanglefoot*, scare them with *fear*, or damage them from a distance with *acid arrow*, *acid splash*, or *ray of frost*. He can additionally use magic to boost his abilities or those of his allies: *barkskin* helps protect someone from many types of weapon attacks, and *fleet step* makes someone move very fast. Bottlespeaker can also go into the front lines and bonk foes with his staff.

Bottlespeaker has two primary combat styles to utilize in battle: he can chose a defensive style, where he Raises his Shield each round for extra defense, or he can ignore his shield and hold his staff in two hands for extra damage. When he uses the two-handed style, he often starts by casting *guidance* on himself to make his first attack more accurate.

Exploration Mode: When exploring a new area, Bottlespeaker is likely to Search around to see what he can find, to follow a trail using Track, or to Raise his Shield if he expects trouble.

Healing: If he or his allies get hurt, Bottlespeaker can treat their injuries with the *heal* spell, feed them a *goodberry*, use a *minor healing potion*, or wait until after the fight to Treat their Wounds with his Nature skill. As long as he's in the woods (as he is for the entirety of this adventure), he has access to fresh ingredients to use with Natural Medicine.

Other Characters

Fluff Fang: Fluff Fang's background and tales of daring exploits are fascinating, and it's a delight to work together with them to mentor weaker leshys. Fluff Fang adds a dash of exaggeration to their tales, but there's enough truth in them to inspire wonder.

Popcorn: Popcorn's decisiveness and short temper contribute a valuable perspective to the group, but these qualities can at times stir up unnecessary trouble. Her devotion to the unusual craft of creating food for non-leshys is worthy of respect.

Reaching Rings: Many leshys either stay and protect a particular area or embark on a life of adventure. People like Reaching Rings, who has experience switching between these lifestyles, are valuable fonts of knowledge.

BOTTLESPEAKER

UNIQUE NG SMALL LESHY PLANT

Male leshy druid 4 (*Pathfinder Lost Omens Character Guide* 53)

Heritage gourd leshy

Background herbalist

Perception +12; low-light vision

Languages Common, Druidic, Sylvan

Skills Athletics +9, Diplomacy +6, Herbalism Lore +5, Leshy

Lore +5, Medicine +10, Nature +10 (+12 to Treat Wounds during this adventure), Stealth +7, Survival +12

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 8 (-1), **Wis** 18 (+4), **Cha** 10 (+0)

Items bundle of forget-me-not flowers, healer's tools, hide armor, holly and mistletoe, *minor healing potions* (4), +1 *striking staff*, *wondrous figurine (onyx dog)* named Midnight, wooden shield (2; **Hardness** 3, **HP** 12, **BT** 6). 6 gp

AC 20 (+22 with shield raised); **Fort** +10, **Ref** +7, **Will** +12

HP 48

Shield Block ↻

Speed 30 feet

Melee staff +10 (two-hand d8), **Damage** 2d4+3 bludgeoning
Primal Prepared Spells DC 20, attack +10; **2nd** *acid arrow*, *barkskin*, *entangle*; **1st** *fear*, *fleet step*, *heal*; **Cantrips (2nd)** *acid splash*, *guidance*, *ray of frost*, *stabilize*, *tanglefoot*

Druid Order Spells 1 Focus Point, DC 19; **2nd** *goodberry* (Core Rulebook 399)

Other Abilities anathema, druidic order (leaf), wild empathy

Ancestry Feat Leshy Lore

Class Feats Enhanced Familiar, Leshy Familiar, Woodland Stride

General Feats Fleet, Shield Block

Skill Feats Experienced Tracker, Natural Medicine, Survey Wildlife

TWINSPOUT

N TINY LESHY MINION PLANT

Familiar Abilities damage avoidance (Reflex), manual dexterity, plant form, speech

Perception +8, low-light vision

Languages Common

Skills Acrobatics +8, Stealth +8

AC 20; **Fort** +10, **Ref** +7, **Will** +12

HP 20

Speed 25 feet

Change Shape ✦ (concentrate, polymorph, primal, transmutation) Twinsprout transforms into a Tiny tree. This ability otherwise uses the effects of *tree shape*.

MIDNIGHT

N SMALL ANIMAL MINION

Perception +6; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +4, Stealth +5, Survival +4 (+8 for Tracking)

Str +1, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** -1

AC 15; **Fort** +5, **Ref** +7, **Will** +4

HP 8

Speed 30 feet

Melee ✦ jaws +6, **Damage** 1d4+1 piercing

Pack Attack Midnight's Strikes deal 1d4 extra damage to creatures within the reach of at least two of Midnight's allies.

FLUFF FANG

Twisted together from weeds that plagued the quads of Kitharodian Academy, the leshy known as Fluff Fang was an unorthodox agent created by an equally unorthodox Lion Blade of Taldor. Dorian Hatchet was a gardener by day and a secret agent for Taldor's government by night. He used leshy agents like Fluff Fang as his hidden eyes and ears around the city, scouting promising talents for recruitment and ferreting out secrets from those who enjoyed sharing them in outdoor settings.

Despite their experience dealing with humans, however, some aspects of Taldan custom were beyond Fluff Fang's comprehension. Over their career as a Lion Blade, they kept hearing about agents or nobles who suddenly vanished from public life and "retired to the country." Fluff Fang took this euphemism literally and innocently concluded that this was the proper thing for Lion Blades to do upon finishing their work. Once Grand Princess Eutropia was safely crowned, the leshy packed up their belongings and headed out to the Verduran Forest, ready to settle into retirement. The druids of Verduran were somewhat shocked by the cosmopolitan leshy, but otherwise Fluff Fang settled in without a hitch.

Fluff Fang enjoys thrilling leshys and other residents of the forest with tales of their antics, reenacting epic battles, and telling somewhat embellished stories of what life in Oppara was like. Their audience mainly consists of the tiniest leshys in Verduran, who cluster around Fluff Fang like small children hoping for a bedtime story. Fluff Fang has gleefully accepted this minuscule mob as apprentices, arming them with sticks and sending them out on missions to herd stray sheep or whack carnivorous plant sprouts who've gotten too bold.

Since the events of *A Fistful of Flowers*, Fluff Fang has spent time traveling with their new friend Bottlespeaker, and mentoring the smaller leshys who look up to them both with admiration. Fluff Fang's tales inspired such curiosity about life in Taldor that the pair took their little friends on a whirlwind tour of the country before returning to the Verduran Forest. Though Fluff Fang met up with several old friends from the Lion Blades during this journey, these friends believed that Fluff Fang had simply chosen to take a break from spy duties for a while. Thus, the misunderstanding that provoked Fluff Fang to abruptly end their career in espionage remains.

Playing Fluff Fang

When in social situations, Fluff Fang tends to be jovial and gregarious, a real life-of-the-party. They are a master at avoiding offending people; even when making ridiculous requests.

- Fluff Fang is used to people underestimating them for any number of reasons, most often because they think that the leshy is too cute and small to be dangerous or because they confuse Fluff Fang for a common plant. Fluff Fang uses this tendency to their advantage in both espionage and combat, often seeking ways to set things up via trickery or distraction so they can use Deception to roll for initiative at the start of a fight.
- They sometimes disguise themselves as a member of different Small ancestry, such as goblin, gnome, or halfling. These disguises can be useful on missions, and they're also great aids for acting and storytelling.
- Fluff Fang can be very sneaky when they want to be. They can use *invisibility* to temporarily vanish, they can read lips, and they can conjure *unseen servants* to invisibly perform tasks like moving light objects or opening doors. They can also use *message* to pass whispered messages right into the ear of a nearby ally.

Combat: Fluff Fang has several options in combat. They're likely to want to bolster their allies with *inspire courage*. They can use their *lingering composition* focus spell to make *inspire courage* last longer. For direct attacks, they can create an explosive burst of noise with *sound burst* or hurl nearby objects at their foes with *telekinetic projectile*. They also possess subtler spells: *invisibility* to temporarily vanish or *mirror image* to shroud themselves in duplicates that make them hard to hit. They can use *command* to briefly trick an opponent into doing a simple task like dropping an object, approaching, falling to the ground, or running away. Fluff Fang can also stab opponents with their rapier. Before attacking, they might want to cast *true strike* to make their blow particularly accurate. If they get a critical hit, they can expend the *owlbear claw* on their rapier to catch their foe flat-footed and make them easier to hit until the start of Fluff Fang's next turn.

If a visual or auditory effects would harm Fluff Fang or their nearby allies, they can use *counter performance* to bust out an act that draws attention away from the trouble and grants protection.

Exploration Mode: When exploring a new area, Fluff Fang is likely to take one of two very different paths if they expect trouble: they might sneak around and Avoid Notice, or they might loudly shout words of encouragement with *inspire courage* so their allies are in peak fighting form. If they don't expect trouble, they might Search the area to see if anything seems amiss.

Healing: If Fluff Fang or their friends get hurt, they can use *soothe* to treat the injuries. If they run out of *soothe* spells, Fluff Fang does their best to protect other healers in the group from harm.

Other Characters

Bottlespeaker: Bottlespeaker is a loyal, dependable, and perceptive friend. He would be an excellent partner for an espionage operation, should the opportunity arise.

Popcorn: Popcorn's flair and zest for life are a sight to behold. It'd be good if she was more willing to look before she leaps, but there's never a dull moment when she's around.

Reaching Rings: Reaching Rings may have seemed at first to be a philosophical sort trying out adventure for the first time, but there's more to them than meets the eye. They are a bit too deft with their fingers and quick to spot danger for a fungus leshy who's spend most of their life resting on the side of a tree. Perhaps a new adventure will provide a chance to learn more about them.

FLUFF FANG

UNIQUE CG SMALL LESHY PLANT

Nonbinary leshy bard 4 (*Lost Omens Character Guide* 53)

Heritage leaf leshy

Background servant (*Advanced Player's Guide* 49)

Perception +9; low-light vision

Languages Common, Halfling, Kelish, Sylvan

Skills Deception +10 (+11 when rolling initiative), Diplomacy +10, Espionage Lore +6, Labor Lore +6, Occultism +6, Performance +12 (+14 for acting), Society +6, Stealth +10, Thievery +8

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0),

Wis 12 (+1), **Cha** 18 (+4)

Items adventurer's pack, owlbear claw talisman, persona mask, +1 striking rapier, studded leather armor, thieves' tools (2 replacement picks), 4 gp

AC 20; **Fort** +7, **Ref** +10, **Will** +9

HP 44; takes no damage from falling

Speed 25 feet

Melee ♦ rapier +8 (finesse, deadly d8); **Damage** 2d6+1 piercing

Occult Spontaneous Spells DC 20, attack +10; **2nd** (3/day) *invisibility*, *mirror image*, *sound burst*; **1st** (3/day) *command*, *soothe*, *true strike*, *unseen servant*; **Cantrips (2nd)** *ghost sound*, *light*, *mage hand*, *message*, *telekinetic projectile*

Bard Composition Spells 2 Focus Points, DC 20; **2nd** *counter performance* (*Core Rulebook* 386), *lingering composition* (*Core Rulebook* 387); **Cantrips (2nd)** *inspire courage* (*Core Rulebook* 386)

Lion Blade Dedication Fluff Fang never takes circumstance penalties for attempting to take a disguise of a different ancestry, age, and so on, as long as the disguised form is Small.

Other Abilities muse (polymath), signature spells (*sound burst*, *soothe*)

Ancestry Feat Harmlessly Cute (*Pathfinder Lost Omens Character Guide* 54)

Class Feats Lion Blade Dedication (*Pathfinder Lost Omens World Guide* 131), Multifarious Muse (maestro), Versatile Performance

General Feat Feather Step

Skill Feats Multilingual, Read Lips, Shameless Request, Virtuoso Performer



POPCORN

No one is certain why a spirit of burning forests chose to possess the form of a leshy. Whatever the reason, the leshy's druidic creator expected her creation to have a sweet temperament to go alongside the colorful snapdragon plants that composed its body—what she got was a raging, temperamental troublemaker.

Eventually, the snapdragon leshy left her druid to seek her own way. More grouchy than dangerous, most reacted to her with a roll of the eyes; notably, she entered into a semi-serious feud with the local sprites, who considered her dramatic fits to be great entertainment. The sprites would allow themselves to be chased into trees, then throw fruits and vegetables and watch the furious leshy torch them. Kernels of corn became the favorite object of these games, and thus, the snapdragon leshy became known as “Corn Popper,” and then, finally, as “Popcorn”—a nickname given to her by a particularly playful local pixie named Glimmer.



In time, Popcorn recognized her activities with the sprites as a game as well. She began to examine the things being tossed down at her and entertained herself by seeing how her flames would char and cook various foods. Though Popcorn had no interest in eating anything, she liked the different smells she created, noting that certain scents caused the sprites to drool and risk flitting down from the trees to snag a bite.

After the events of *A Fistful of Flowers*, Popcorn decided to venture out of the forest to broaden her culinary horizons and meet with chefs from different parts of the region. During these travels, she met a dwarven chef from Otari named Agna, who taught her a recipe that allows people to tolerate even the spiciest of cuisine. Since then, Agna and Popcorn have been unlikely pen pals.

Playing Popcorn

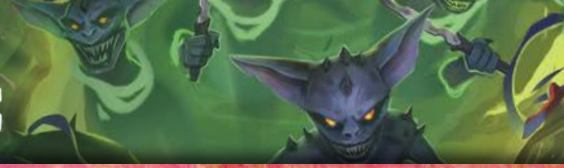
Popcorn is short-tempered. She isn't the type to forget a slight, though she's far more likely to respond with biting words or immediate revenge than drawn-out plots. Of course, if anyone dares to threaten her or her allies, she's not afraid to unleash the full force of her burning anger to lay them low.

- Popcorn enjoys games, particularly those that involve physical activity. When it comes to cooking or brewing up alchemical mixtures, she is patient, inquisitive, and creative. She even happily hums to herself off-key when engrossed in her work. Those who wish her good mood to continue had best not comment on her singing.

- Popcorn's temper might flare into a full-on Rage when something threatens her or her friends, or when something is particularly frustrating. While she is raging, all of her senses are heightened; she can see in the dark and her sense of smell is heightened as well.

Anathema: Popcorn's instincts drive her to never let a personal insult against her slide, as well as to respect red dragons. If she goes against these instincts too much, she may lose her ability to turn her rage into draconic flames.

Combat: If combat breaks out, Popcorn begins by flying into a Rage, often using her draconic instinct to turn her anger into a blazing fire. In battle, she is the opposite of subtle. She attacks her enemies with her war flail. When two of her opponents



are next to each other, she prefers to use Swipe to attack them both with one accurate swing. If her foes are just outside of her reach, she can spend an action to extend her reach to hit opponents who are up to 10 feet away at the cost of dealing a bit less damage. Popcorn has a lot of Hit Points compared to her friends, and she's not afraid to take a few blows. If an obstacle stands in her way, she uses her powerful legs to leap over it, using her Quick Leap feat. Angry as she is, Popcorn rarely attacks heedlessly. After attacking twice or using Swipe, she moves to set herself up better for the next turn, such as by moving to flank an opponent or diving deeper into the thick of battle.

Even Popcorn likes to shake things up from time to time, though. When not smashing enemies with her war flail, Popcorn can be found setting them ablaze with thrown flasks of alchemist's fire, or drinking capsaicin tonic and then spewing out clouds of burning spicy smoke.

Exploration Mode: In exploration mode, Popcorn typically keeps a close eye on her surroundings, Searching for trouble.

Healing: Popcorn's a lot more capable at creating wounds than healing them, but she carries a single *lesser healing potion* for emergencies.

Other Characters

Bottlespeaker: Bottlespeaker's always listening, watching, and waiting. Someday he's gonna grow roots and get stuck that way.

Fluff Fang: Fluff Fang's a tricky one. At first, they seemed like the type to just blow away in a stiff breeze, but it's more like they want people to underestimate them. The moment you think you've got them figured out, they spin another tale or show off another magic spell.

Reaching Rings: Reaching Rings sure knows how to stab people where it hurts. Just stay away from them at mealtime. Fungus leshy food rarely smells great since they like the rotten stuff, but Reaching Rings's food is so nasty they've learned to weaponize the stink. Blegh.

POPCORN

UNIQUE CN SMALL LESHY PLANT

Female leshy barbarian 4 (*Pathfinder Lost Omens: Character Guide* 53)

Heritage vine leshy

Background cook (*Advanced Player's Guide* 48)

Perception +9; low-light vision

Languages Common, Sylvan

Skills Acrobatics +7, Athletics +10, Cooking Lore +7, Crafting +9 (+10 to Craft food, drink, and potions), Intimidation +6, Nature +7, Survival +7

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 10 (+0)

Items alchemist's tools, bottle of ground peppercorns, breastplate, capsaicin tonic (2; see below), jar of salted lemons, *lesser healing potion*, moderate alchemist's fire (2), oil (2), recipe book, +1 *striking war flail*

AC 21; **Fort** +10, **Ref** +7, **Will** +9

HP 68

Speed 25 feet

Melee \blacklozenge *war flail* +11 (disarm, sweep, trip), **Damage** 2d10+4 bludgeoning

Ranged \blacklozenge moderate alchemist's fire +8 (range increment 30 feet), **Damage** 2d8 fire plus 2 persistent fire damage and 2 fire splash damage

Grasping Reach When Popcorn wields a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, she can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in her extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

Rage \blacklozenge

Other Abilities anathema (respects red dragons), deny advantage, instinct (red dragon)

Ancestry Feat Grasping Reach (*Pathfinder Lost Omens Character Guide* 54)

Class Feats Acute Scent, Acute Vision, Swipe

General Feat Toughness

Skill Feats Alchemical Crafting, Quick Jump, Seasoned (*Advanced Player's Guide* 209)

CAPSAICIN TONIC

ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Price 17 gp

Usage held in 1 hand; **Bulk** L

This translucent, pale-yellow drink has several pepper seeds suspended within it. Although the tonic is painfully spicy when first consumed, the heat soon fades as the tonic coats your throat. In the next hour, you can use the activation below up to three times; the third time you use it, the effects of the capsaicin tonic end. While under the effects of the tonic, you can easily consume even the spiciest of foods without trouble. This item originally appeared in *Troubles in Otari*.

Activate \blacklozenge Interact; **Effect** You belch out a foul-smelling cloud of blisteringly spicy gas that fills a single square adjacent to you. Creatures within the cloud are concealed, and all creatures outside the cloud are concealed to creatures within it. The cloud remains for 1 minute but can be dispersed by a strong wind. The cloud deals 1d4 fire damage to creatures that enter the cloud on their turn, as well as to creatures that start their turn in the cloud (a creature takes this damage no more than once per round, even if it moves back and forth into the cloud multiple times during the round).

REACHING RINGS

The druid who created Reaching Rings's body, Briboribix, was pulled between two worlds. He was born in the gnome logging town Wispil, the only logging operation that the druids of the Verduran Forest permit to exist. But he also felt a kinship to the trees that the town harvested for its survival and was deeply troubled by the attacks that Wispil faced from treants and other forest denizens unhappy with its operations. He retired to the woods to seek answers and created Reaching Rings as a means to hear the voice of the forest.

When they first came into being, Reaching Rings enjoyed pondering philosophy while resting comfortably on a tree. Eventually, conversations with their creator fostered within them a desire for action. Perhaps if they helped Briboribix battle threats to the forest and thereby prove himself to the forest's denizens, Briboribix could eventually serve as a mediator. With that in mind, the pair set off for the northern reaches of the Verduran Forest on a mission to stamp out corruption and drive off those who would dare take too deeply of the forest's bounties.

Unfortunately, one such mission claimed Briboribix's life, causing Reaching Rings to retreat into quiet contemplation for a time. When they emerged from their meditations after decades of isolation, they wandered the forest in search of other places that might need aid.

After the events of *A Fistful of Flowers*, Reaching Rings returned to the northern Verduran Forest near Wispil where they learned that someone was preying on homes far off from the city's center. While Reaching Rings at first suspected the attackers might be angry fey, they ultimately determined that those responsible were in fact gnomes. After figuring out the truth, the leshy teamed up with a group of locals to catch the thieves once and for all. In thanks for their aid, all they asked for was a wagon of overripe fruit.

Playing Reaching Rings

Reaching Rings has the Dubious Knowledge skill feat. This means that while they know quite a bit, their facts are mixed up with legends and folklore that bears only passing resemblance to the truth. Even when you aren't directly rolling Recall Knowledge checks to determine what Reaching Rings remembers, feel free to add tidbits of questionable information to their speech and beliefs.

- While they are not as optimistic as they were when they first set out to help Briboribix make peace between the factions of the Verduran Forest, Reaching Rings still wants the different groups that call it home to coexist peacefully.
- Having spent considerable time in contemplation, Reaching Rings is enjoying being active in the world

once again. They enjoy socializing in moderation, though after decades of isolation, they are still shaking the dust off their social skills.

Combat: Reaching Rings prefers to attack flat-footed foes whenever possible so they can get sneak attack damage. If they rolled Stealth for initiative, foes that haven't acted yet are flat-footed to them. Otherwise, they can flank with their allies, or use Two-Weapon Feint. Instead of attacking three times in one turn, they prefer to set themselves up for their next turn. If they're in an area with cover like foliage, they might Hide, making themselves harder for opponents to attack while setting themselves up for a sneak attack on their next turn. They might also move into a flank. When fighting opponents whose gear has moving parts, they can use Sabotage to break the gear.

At range, Reaching Rings prefers to attack people by "gifting" them with a hefty helping of fungus-friendly food, in the form of a putrid sack of rotten fruit. While nutritious to Reaching Rings, this high-velocity delivery is likely to provoke pain and vomiting in other recipients. If they run out of snacks to weaponize, Reaching Rings can always fall back on their shortbow.

Exploration Mode: Reaching Rings typically trusts their keen senses for danger to notice traps (represented by their Trapfinder ability), though if they have reason to suspect an area might be trapped, they might check more carefully just in case. When danger is nearby, they prefer to stay hidden, Avoiding Notice and preparing to strike from the shadows. Their Quiet Allies skill feat lets their fellow party members sneak more effectively if they follow Reaching Ring's lead. If the whole group does this together, then only Popcorn needs to roll a Stealth check; thanks to Reaching Ring's help, Popcorn's Stealth modifier for this check is +7.

Healing: Reaching Rings has a couple of *healing potions*, and they can Treat Wounds with their Medicine skill between encounters. During a fight, if they've used up their potions, Reaching Rings moves to protect any other healers in the group while they attend to the wounded.

Other Characters

Bottlespeaker: Bottlespeaker's always looking out for everyone, like a team parent. The way he talks about everybody being important and tries to encourage people to get along is kind of like Briboribix. Hopefully, he won't meet the same fate as Briboribix!

Fluff Fang: As a former spy, Fluff Fang understands the value of subtlety. Some people say her stories aren't completely true, but they are full of valuable information. And entertaining to boot!

Popcorn: Say what you will about her, but Popcorn makes truly interesting food. If only she'd let some of it rot for a while, it would be delicious, but the mere suggestion of such is enough to get burned by her famous temper. It's worth trying to figure out a way to convince her that sometimes letting food "ripen" or "ferment" is for the best—just take care not to use words like "decay" or "spoil." Her habit of drawing all the attention in battle makes her an excellent diversion.

REACHING RINGS

UNIQUE NG SMALL LESHY PLANT

Nonbinary leshy rogue 4 (*Pathfinder Lost Omens Character Guide* 53)

Heritage fungus leshy

Background hermit

Perception +10; darkvision

Languages Common, Gnomish, Sylvan

Skills Acrobatics +10, Arcana +9, Athletics +6, Crafting +7, Forest Lore +7, Medicine +8, Nature +8, Occultism +7, Religion +8, Society +7, Stealth +12, Survival +8, Thievery +10

Str 10 (+0), **Dex** 18 (+4), **Con** 14 (+2), **Int** 12 (+1), **Wis** 14 (+2), **Cha** 10 (+0)

Items healer's tools, leather armor, *minor healing potions* (2), putrid sack of rotten fruit (3, see below), repair kit, rope (100 feet), shortbow (20 arrows), shortsword, +1 *striking rapier*, thieves' tools (3 replacement picks), 3 gp

AC 21; **Fort** +8, **Ref** +12, **Will** +10; +1 circumstance vs. emotion effects

HP 49

Recognize Spell ↷

Speed 25 feet

Melee rapier +11 (deadly d8, disarm, finesse), **Damage** 2d6+4 piercing

Melee shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Ranged putrid sack of rotten fruit +10 (range increment 20 feet), **Damage** 2d6 bludgeoning

Ranged shortbow +10 (deadly d10, range 60 feet), **Damage** 1d6 piercing

Twin Feint ◆◆

Other Abilities deny advantage, racket (thief), sneak attack 1d6, surprise attack

Ancestry Feat Undaunted (*Lost Omens Character Guide* 54)

Class Feats Sabotage (proficiency bonus +8), Trap Finder, Twin Feint

General Feat Toughness

Skill Feats Dubious Knowledge, Pickpocket, Quiet Allies, Recognize Spell, Terrain Stalker (underbrush)

PUTRID SACK OF ROTTING FRUIT

ITEM 3

UNCOMMON CONSUMABLE

Price 12 gp

Usage Held in 1 hand; **Bulk** L

Activate ◆ Strike

Each of these unassuming sacks contains enough rotting fruit to provide a fungus leshy with 1 week's worth of rations, along with clusters of stones to help press out the fruit's juices. Since their last adventure, Reaching Rings has refined their rations's ability to serve as a weapon in addition to delicious, flavorful sustenance.

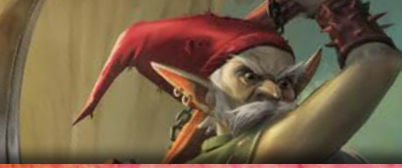
A sack of rotting fruit has a range increment of 20 feet. When you succeed at a ranged Strike on a creature by hurling a putrid sack of rotten fruit at them, the sack is consumed while the creature takes 2d6 bludgeoning damage and must attempt a DC 17 Fortitude save.

Success The creature is unaffected by the foul smell of the fruit.

Failure The creature becomes sickened 1.

Critical Failure The creature becomes sickened 2.





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Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips

Customer Service Team • Jonathan Morgantini, James Oakes,

Khangi Wampler, and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Summer Foerch, James Mafi,

Zac Moran, Evan Panek, and Jesus Reynoso Ortiz

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FLOWER POWER!

A hero's work is never done! Especially when strange new plants start appearing in the woods—plants whose presence draws all manner of trespassers eager to take advantage of the sudden, mysterious bounty. But where are these plants coming from, and what sinister development in the heart of the forest does their arrival signify? Could it be the beginning of an invasion from another dimension... or something worse?

In *A Few Flowers More*, you take on the role of one of four unique leshys—mobile plants who have been granted wills of their own. When word of strange supernatural developments in the depths of the forest comes to light, it falls to you and your friends to take care of things!

A Few Flowers More is a short adventure for 4th-level characters that serves as a sequel to *A Fistful of Flowers*, yet it can be played on its own. This adventure takes a band of leshy heroes into the very depths of a primeval forest and pits them against a supernatural threat that's literally out of this world. The four pregenerated characters also provide a quick way to jump into this exciting Free RPG Day offering right away! Grab your friends, grab some dice, and play the role of the forest's newest heroes!



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