

Daughters of Fury (Part 1) PFS Intro

As you make your way inside the Pathfinder Lodge within the city of Vigil, you begin to wonder if you entered the wrong building. It looks more like a magic shop or fortune-teller's boutique. The walls are enveloped with beautiful silk tapestries colored in dark purples and deep reds, all embroidered with stars, moons, and various astronomy symbols. You eventually come to ease as, looking down a short hallway, you see an open door leading to a room with the familiar mahogany desk you've come to find in other offices of a Venture-Captain.

Evni Zongnoss, a gnome of some known repute as a fortune-teller and seer, looks up from her desk and kindly gestures you all to come in. She wears a dark blue hooded robe and a vibrantly colored blouse that's a mix of purples, golds, and reds. Her office mirrors the same textures, colors, and designs as the rest of the lodge interior. Two small sofas sit opposite her desk, both of a comfortable looking leather design, each with decorative throw pillows for extra comfort. On her desk rests a crystal ball atop its stand.

"Come in, come in. And close the door, please. I have a mission for you all. Do make yourselves comfortable. If you're hungry or thirsty, don't hesitate to help to tea and cookies." She points to a lavish looking tray and tea set next to a wicker basket containing a variety of cookies and figs.

"If you're at all cold, there are blankets in the closet that you may use. Wouldn't want any of you to get run-down before you complete your assignment and I would hate if any of you got sick on my watch." Her mannerisms and tone of voice seem more motherly than that usually communicated by a Venture-Captain. Once everyone is settled, Evni begins the briefing, her face warm and gentle.

"I have received a request from Wate Arwyll, a noble and the figurehead of the city of Arwyll Stead. He has asked for help with the unusual orc activity and apparent devil sightings in the hills nearby his city. The Pathfinder Society has had dealings in the past with the Hold of Belkzen and its orcs. But, devils? That's a little new. I want you to aid Wate Arwyll in any way he requires. I've learned that he was to also visit with the Knights of Ozem here in Vigil and try gain their aid as well, before heading back. If you leave now, depending on how that meeting went, you should be able to catch up with him as he enters Arwyll Stead. I have already arranged for a horse and cart to be ready with the necessary food and water rations you'll likely be requiring. I don't know how long you're going to be or their food situation. Hopefully everything works out for the best. Do be careful, and make us proud here at the Society."

If anyone has questions, Envi apologies and comments that Wate might be a better person to ask. She'll do what she can though. She does know the Arwyll Stead lore found in the module (see page 5), as well as info on Lastwall and Belkzen.

KNOWLEDGE (HISTORY OR RELIGION)

Based on the result of a Knowledge (history or religion) check, the PCs might know more about Lastwall. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Lastwall was established in 3828 ar, when it seceded from Taldor. It is a military dictatorship, primary focused on keeping the Whispering Tyrant locked away and the orc hordes of Belkzen at bay.

15+: Lastwall originated from the remnants of crusaders living in the area after the conclusion of the Shining Crusade, the great war against the evil wizard-king Tar-Baphon (also known as the Whispering Tyrant, who rose after his death as a lich).

20+: Lately, Lastwall has had to recruit less pious individuals to fill its ranks. On the borders, followers of Gorum and Kurgess are more common than paladins of Iomedae and Sarenrae.

KNOWLEDGE (LOCAL OR GEOGRAPHY)

Based on the result of a Knowledge (local or geography) check, the PCs might know more about Belkzen. The PCs learn all of the information whose DC is equal to or less than the result of their check.

10+: Hordes of orcs live in the Hold of Belkzen, most of which is a barren wasteland with terrifying creatures and very few resources.

15+: Fresh water is one of the most important commodities when traveling in Belkzen, as there are very few natural sources available.

20+: Most major orc settlements and fortresses are in the ruins of castles and keeps built by the Shining Crusade or the dwarves before them.