

# The Summer That Never Was

## Campaign Overview

### Chapter 1: To Light the Night

### Chapter 2: Reclaiming Willowshore

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### Chapter 4: The Wall of Ghosts

## Willowshore

## Adventure Toolbox

less important than defeating the creatures that now control downtown Willowshore.

**Ugly Cute:** Granny Hu did hear from some survivors that the spider statue has gone missing, but she finds the idea of the stone statue “waking up on its own” to be ridiculous superstition. If anything, she suspects the statue might have been animated by magic, or perhaps it has become haunted. Since the source of its mobility is unknown, she warns against assumptions that Ugly Cute is friendly, though she doesn’t see it as a foremost threat that needs to be handled.

**The Unlit Lantern:** While Granny Hu only vaguely knows the legend of the *Eternal Lantern*, Kim can recount how Master Zhi Hui lit the lantern with coins blessed by Calistria, Kofusachi, and Shelyn and suggests that seeking their shrines for blessings might be the best tactic.

### Additional Requests

Granny Hu’s primary objective is to retake the barracks downtown for its armory, but she trusts her son-in-law and current guard captain, Zheng Peng, to be able to hold his own for a week. Therefore, she only mentions this quest to the PCs if they manage to reach and liberate the barracks before she does.

While she begrudgingly agrees that the missions given to the PCs by Old Matsuki are important, there are other tasks that she feels are more pressing. Granny Hu asks the PCs to help with the following first before they look to Matsuki’s tasks.

**Checking the Doctor:** Despite Granny Hu’s invitation to Dr. Damihansig Mababangoob (“Doctor Dami” for short) to join her at the trade office, the doctor refused to abandon his clinic, the Hand Of Spring. Being the only doctor in Willowshore, Granny Hu wants to ensure that when this is all over, the village still has a physician—and if she can personally claim some of the responsibility for the doctor’s safety, so much the better (see Clash at the Clinic on page 20).

**Missing Grandchildren:** On a more personal level, Granny Hu is worried about some of her missing grandchildren. They were last seen heading toward the northern drying yards near the Mushroom House (area W24) on the evening of the Reenactment Festival. Granny Hu speculates they hosted their own private party there and somehow ended up unable to return home (see The Worst Puzzle on page 21).

**Reward:** Grant the PCs 40 XP for meeting Granny Hu for the first time in this adventure.



Granny Hu

## First Missions

Before the PCs get to the larger task of confronting the creatures in downtown Willowshore or seeking to relight the *Eternal Lantern*, the town’s elders have the following missions for them to attempt.

### A1. THE TRAPPED HUNTER SEVERE 1

If the PCs agree to seek out a Silvermist lodge member to deliver Old Matsuki’s request for a hunter to track Ugly Cute when possible, the PCs will need to spend an hour Searching in Southbank, after which each PC who took part in the Search can attempt a DC 17 Perception or a DC 15 Survival check. On a success, they find their way to a small farm where a strange commotion is taking place.

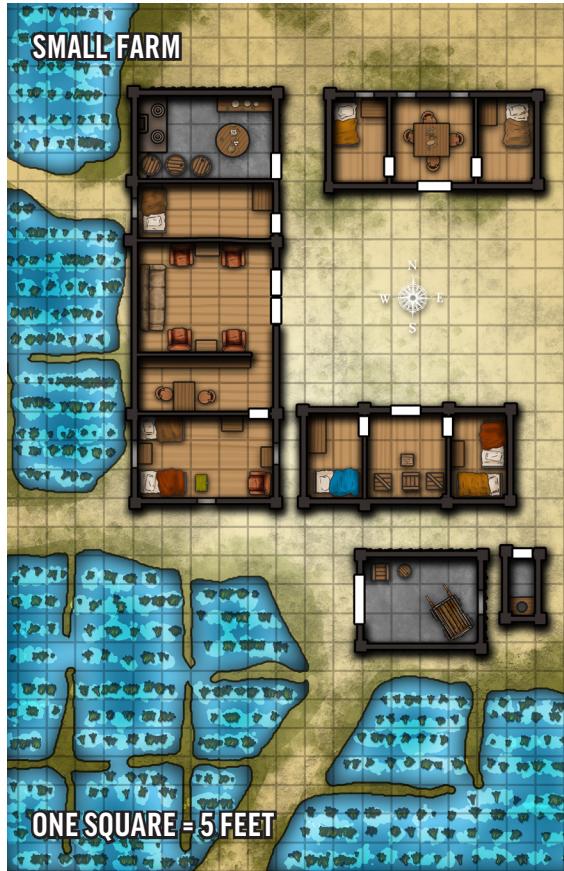
Use map the map for Small Farm on page 20 for this encounter.

**Creatures:** A pair of jinkins by the names of Midori and Murasaki, plus two mean-spirited animals (a weasel named Noodles and a raven named Sparrow), have trapped one of the Silvermist hunters, a half-elf named Sumika. She was tricked into investigating this farm by the creatures’ voices, which she mistook for crying children. After being critically wounded by a spring-loaded spear trap the gremlins rigged in the farmhouse’s southwest communal room, Sumika managed to crawl into the southern bedroom and barricaded the door.

The four are now gathered near the entrance to the southwest building, calling out taunts to Sumika. “Blue like the dawn! Purple and miraculous! Swift like a fawn! Together, we are the Abacus Sisters!” cry out the two jinkins. As their nonsense rhyme concludes and they fall into a fit of cackling, Noodles elaborates, “That means we’re here to steal all your cattle!” Sparrow remains perched on the roof above the entrance, calling out to Sumika as if trying to lure out a trapped cat with a high-pitched, “Here, kitty, kitty! Come on out and get a treat!”

These four mischievous tormentors aren’t particularly interested in fighting the PCs. Rather, they seek to “befriend” animals by taking them by force and have mistaken Sumika for this farm’s rancher. If any PCs have a companion animal, familiar, mount, or eidolon, the group fixates on the most powerful-looking of them, using a combination of obviously untrustworthy promises of food and outright threats to try to get the animal to join them.





While the PCs can certainly fight the Abacus Sisters, this is a dangerous encounter. If instead a PC calls out to the four before attacking, the strange group cackles in delight. Midori gives the party a mock salute, and Murasaki says, “Oh! So you’re a chatty bunch then? Think you’ve got the wits to win out against the Abacus Sisters?” Sparrow chirps out a snarky, “I doubt it! I do! I doubt it! Don’t you?” Once it becomes obvious there are visitors, Sumika leans up to peer out of a window in the room and mouths the words “Help me!” to the PCs after waving a hand to attract their attention.

To help Sumika make her escape, the PCs can engage with the Abacus Sisters in a “battle of wits.” Allow the players to engage in any sort of conversation they wish, then have each of them attempt a DC 13 Deception, Diplomacy, or Intimidation check, as they see fit. If more than half of the PCs are successful, they confuse and distract the Abacus Sisters. You should also allow each PC to attempt a secret DC 17 Society or a secret DC 15 Farming Lore check to realize a mistake the four made—if they point out that the word “abactor” is the one that means “one who steals cattle,” not “abacus,” the four immediately fall to bickering and arguing among themselves about the revelation, allowing the PCs to automatically win the battle of wits.

If the PCs manage to distract the Abacus Sisters, Sumika can clamber out through the window to limp away to safety. The PCs can then follow, leaving the bickering creatures behind before they can attack. Otherwise, the Abacus Sisters grow impatient and decide to attack the PCs. In combat, each member squeals in fear if reduced to fewer than 4 Hit Points and flees for their life.

### MIDORI AND MURASAKI

Female jinkin gremlins (*Pathfinder Bestiary* 193)

**Initiative** Perception +7

### CREATURE 1

### NOODLES

### CREATURE -1

Weasel (*Pathfinder Bestiary* 3 291)

**Initiative** Perception +4

### SPARROW

### CREATURE -1

Raven (*Pathfinder Bestiary* 2 221)

**Initiative** Perception +5

### SUMIKA

### CREATURE 2

NG female variant poacher (*Gamemastery Guide* 218)

**Initiative** Perception +9

**HP** 30 (currently 2)

**Rescuing the Hunter:** Sumika joins the party once she escapes the Abacus Sisters (or once the creatures have been defeated) and thanks the PCs with enough supplies to craft two *spirit traps* (page 83) along with additional materials to craft two other common 1st-level snares of the PCs’ choice. If Sumika learns about the effort to reignite the *Eternal Lantern*, she suggests the PCs visit one of the Ketephys shrines at the Silvermist hunting lodges (area **W5**).

If the PCs convey Old Matsuki’s request that the hunters seek out Ugly Cute, Sumika nods in understanding and promises to deliver that information to her allies soon. If the PCs provide healing, Sumika is confident that she can make her way back to the Matsuki estate safely on her own but won’t turn down an offer by the PCs to escort her.

**Reward:** Reward the PCs full XP as if they defeated the Abacus Sisters in combat, no matter how they resolve this encounter.

### A2. CLASH AT THE CLINIC

### LOW 1

Willowshore’s only clinic, the Hand of Spring (area **W19**), has become an impromptu haven for townsfolk who are unaffiliated with either faction. Some, such as Igawa Jubei (a wizard’s apprentice from Mother’s Coil, area **W20**) and Huo Tian-Zhe (a tinkerer from Second Best, area **W18**) are here due to injuries. Jubei badly

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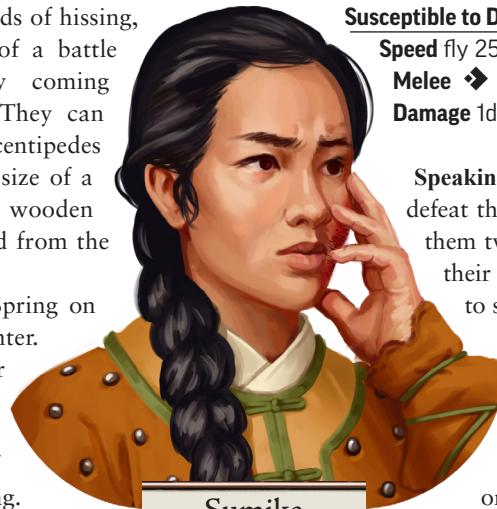
### Chapter 2: Reclaiming Willowshore

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## Willowshore

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sprained her ankle escaping from a jinkin contraption, while Tian-Zhe sports a large burn wound from a backfired alchemical explosion.

When the PCs first arrive, the western half of the clinic appears to be boarded up and abandoned, but as they approach, the sounds of hissing, growling, and the thumping of a battle become apparent, seemingly coming from the eastern courtyard. They can plainly see several giant centipedes attacking a ghostly gecko the size of a human by peering through the wooden lattice separating the courtyard from the exterior path.

Use the map for Hand of Spring on page 22 to play out this encounter.

**Creatures:** Despite Doctor Dami's precautions, giant centipedes have been attracted to the area by the presence of those sheltering in the building. The ghostly gecko is the manifestation of a guardian spirit that has long protected the clinic but has never been forced into being. As the PCs approach, the gecko is doing its best against two centipedes, but three more clamber out through gaps in the lattice to attack the PCs before they can even reach the front door.

The centipedes fight to the death. While the phantom gecko itself isn't a manifestation of the evil infusing the mindscape, it still regards the PCs as potential intruders. If the PCs defeat the three centipedes that attack them, the gecko finishes off its last centipede and then threatens the PCs by attempting to Demoralize them on its turn. It doesn't initiate an attack, and one round after the last centipede is slain, Doctor Dami emerges from the western building and blurts out, "Don't kill it!" with the hope of preventing the PCs from attacking the phantom gecko. If a round passes without any hostile action from the PCs after all the centipedes have been slain, the phantom gecko fades back into the Ethereal Plane.

### Giant Centipedes (3)

Pathfinder Bestiary 61

**Initiative** Perception +6

### Creature -1

### Phantom Gecko

### Creature 1

RARE N MEDIUM ETHEREAL INCORPOREAL PHANTOM SPIRIT

Variant phantom (*Pathfinder Bestiary 3* 202)

**Perception** +5; darkvision

**Skills** Acrobatics +6, Intimidation +6

**Str** -5, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

### Walk the Ethereal Line ♦♦ As phantom knight.

**AC** 15; **Fort** +5, **Ref** +8, **Will** +5

**HP** 15; **Immunities** disease, paralyzed, poison, precision;

**Resistances** all damage 2 (except force or ghost touch; double resistance vs. non-magical)

### Susceptible to Death As phantom knight.

**Speed** fly 25 feet

**Melee** ♦ jaws +7 (finesse, force, magical),

**Damage** 1d6+2 force

**Speaking to the Doctor:** If the PCs help defeat the centipedes, Doctor Dami gives them two lesser antidotes in thanks for their timely services. If they managed to spare the gecko from being killed as well, he also gives them a lesser darkvision elixir. He has five more vials of lesser darkvision elixirs, should the PCs be interested in buying or bartering for more. He also offers to use Treat Wounds on the PCs whenever they come to the clinic at no cost, so long as the monsters are still in town.

If the PCs mention their intention to relight the *Eternal Lantern*, Doctor Dami opens his shrine to Qi Zhong for them to seek the god's blessing. Also, Jubei informs the PCs about the Nalinivati shrine in Mother's Coil (area W20).

As for Granny Hu's concerns for his safety, Dami dismisses that concern with a wave of the hand, noting his disinterest in her posturing and politics. Despite the centipede attack, he still feels safe in his clinic and refuses to abandon it, noting that moving the wounded may do them more harm than good. If the PCs really want to help, they should work toward reclaiming Willowshore.

Finally, if the PCs mention a plan to poison or drug the buso at Dawnstep Bridge, Doctor Dami nods grimly and admits he can help, although he makes it clear that he doesn't normally condone poisoning. He supplies the PCs with a dose of dreamtime tea (*Gamemastery Guide* 121), warning them to be careful with it and to use it only against the monster (he keeps this small supply of the drug on hand for rare personal use and knows that it can be addictive).

**Reward:** If the PCs let the phantom gecko live, they receive full XP as if they defeated it.

### The Worst Puzzle

### Trivial 1

As Granny Hu suspected, three of her grandchildren and one of their troublemaking friends (a



woodcarver's apprentice) held their own private party on the night of the Reenactment Festival in a lumber drying yard not far from the Mushroom House (area W24). They passed out and spent the night in the yard, and that morning, a group of jinkins found them and decided to cruelly trap the youths before the gremlins moved on to other parts of town.

**Creatures:** When the PCs arrive, they find the four endangered revelers trapped in a small area at the center of a lumber drying yard that the jinkins rigged into a dangerous trap. As the four hear the PCs approach, they call out for help but also warn the PCs to watch out—"There's all sorts of trip lines and triggers set!" The four locals huddle together in a 10-foot-square area in the middle of several stacks of lumber, and an unnerving amount of blocks of wood, heavy timbers, and sharpened stakes have been arranged all around them within a tangled web of trip lines and tension-bearing wood dowels.

### ENDANGERED REVELERS (4)

Commoners (Gamemastery Guide 214)

**Initiative** Perception +3

**Hazard:** As long as the four villagers remain still, they'll be safe at the heart of this hazard. In order for them to escape, the PCs must disarm the trap the jinkins built.

### CREATURE -1

## HAPHAZARD WOOD PILE

## HAZARD 1

UNCOMMON MECHANICAL TRAP

**Stealth** DC 17 (trained) to notice how the pile might fall on a person disabling it; DC 0 to see the pile.

**Description** Beams of heavy and sharp wood rest against one another to form a precariously balanced cage tied to several trip lines and tension-bearing dowels.

**Disable** DC 17 Thievery (trained), Crafting (trained), or Engineering Lore (trained) to figure out how to safely dismantle the pile without it collapsing on anyone.

**Collapse Inward** **Trigger** Any of the four revelers within the hazard perform any action with the Move trait; **Effect** The pile collapses onto the four revelers, dealing 1d6+5 bludgeoning damage (DC 17 basic Reflex save) to each of them. All four also take 1d6 persistent bludgeoning damage until they're pulled from the rubble with a DC 17 Athletics check or can Escape (DC 17).

**Collapse Outward** **Trigger** An attempt to disable the hazard from outside critically fails, or the hazard is intentionally triggered by someone from outside of the wood pile; **Effect** The pile collapses outward, inflicting 1d6+5 bludgeoning damage to the four revelers (DC 15 basic Reflex save), and 2d6+5 bludgeoning damage (DC 17 basic Reflex save) to all creatures in a 10-foot area surrounding the central 10-foot-square where the revelers were trapped.

**Reward:** The PCs gain XP for each surviving reveler as if they'd defeated that reveler in combat. The party also earns 1 Reputation Point with Northridge.

## Blessing the Coins

In order to light the *Eternal Lantern*, the PCs must place three blessed copper coins into the lantern's fuel receptacle. To bless a copper coin, the PCs must seek out one of several shrines found in Willowshore's town limits and perform the following activity.

### INVOKE SHRINE BLESSING

CONCENTRATE EXPLORATION MANIPULATE

**Requirements** You are holding an unblessed copper coin and are adjacent to one of Willowshore's shrines.

You offer prayers to a shrine and implore its associated deity to bless a copper coin. Place the copper coin before the shrine, then spend 10 minutes in prayer before the shrine. Attempt a DC 15 Religion or deity Lore check or a DC 17 skill check associated with the deity's teachings—two alternate skills are available for each shrine, as detailed in the Willowshore's Shrines table on page 23. If you worship the deity in question, increase the result of your check by one degree of success.

**Critical Success** The deity blesses the copper coin but also imbues you with additional divine energy and insight.

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## WILLOWSHORE'S SHRINES

Deity	Location	Discover	Alternate Blessing Skills
Abadar	Abadar Shrine (area W3)	Automatic	Society or Willowshore Lore
Daikitsu	Nine Ear Shrine (area W9)	Automatic	Farming Lore or Survival
Kofusachi	Trade Office (area W21)	Automatic	Mercantile Lore or Performance
Pharamsa	Lady of Souls (area W10)	Automatic	Fortune-Telling Lore or Medicine
Shelyn	Downtown (area B17)	DC 12	Art Lore or Performance
Qi Zhong	The Hand of Spring (area W19)	DC 13	Herbalism Lore or Medicine
Ketephys	Silvermist Lodges (area W5)	DC 14	Hunting Lore or Survival
Nalinivati	Mother's Coil (area W20)	DC 15	Midwifery Lore or Nature
Shizuru	Mother's Coil (area W20)	DC 15	Diplomacy or Warfare Lore
Tsukiyo	Mother's Coil (area W20)	DC 15	Genealogy Lore or Occultism
Desna	Abandoned Estates (area W26)	DC 16	Scouting Lore or Survival
Lao Shu Po	Mushroom House (area W24)	DC 17	Thievery or Underworld Lore
Yaezhing	Bones of the Forgotten (area W28)	DC 18	Intimidation or Legal Lore
Calistria	Thrice-Blessed Inn (area W7)	DC 19	Deception or Guild Lore
Lady Nanbyo	Woodraft Lake* (area W13)	DC 20	Nature or River Lore

\*This shrine is 25 feet underwater.

You heal  $1d8+8$  Hit Points and can cast *guidance* once in the next 24 hours as a divine spell. You treat all further critical successes at Invoking Shrine Blessing as regular successes instead.

**Success** The deity blesses the copper coin.

**Failure** You fail to achieve a blessing but suffer no ill effects. You can't attempt to invoke a blessing at this specific shrine again for 24 hours.

**Critical Failure** You anger the deity.

The copper coin vanishes, you can't attempt to invoke a blessing at this shrine again for 1 week, and you become stupefied 1 for 1 hour.

## SHRINE LOCATIONS

Although most of the town's residents are either followers of Sangpotshi or worship Abadar, Daikitsu, Lady Nanbyo, or Pharamsa, a large number of additional shrines can be found in town. Some of these shrine locations are automatically known to the PCs, while others require the character to succeed at a Willowshore Lore check to locate.

A PC who worships the deity in question automatically knows the location of their deity's shrine. The PCs can also learn of some of these more obscure shrine locations by exploring the town or by speaking to various NPCs. At your discretion, if a PC worships a deity or follows a faith not listed on the following table, they might have a small personal shrine to their faith set up in their own home.

When a PC attempts a Willowshore Lore check to Recall Knowledge about shrine locations, they roll

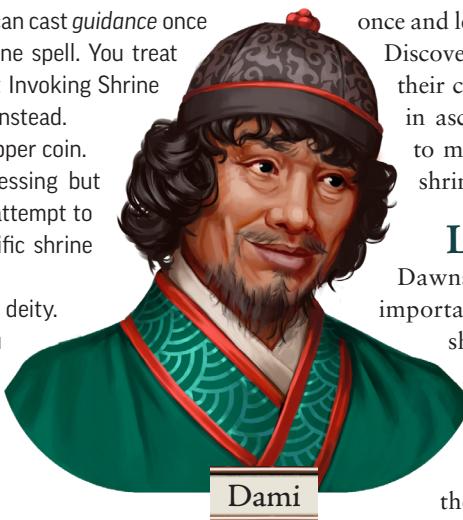
once and learn the locations of all shrines with a Discover DC equal to or less than the result of their check. The table entries are organized in ascending order of Discover DC value to make it easier to tell at a glance what shrines a character discovered.

## Liberating the Bridge

Dawnstep Bridge (area W11) is an important link between the town's two shores, but if the PCs decide to investigate at this time, they'll find the bridge is heavily guarded by a buso and several jinkins. Read or paraphrase the following once the PCs come within 100 feet and the details become visible through the mist or under the eerie moonlight.

Blood smears the gray stone of Dawnstep Bridge, evidence of a recent fight. The flame of Willowshore's iconic stone lantern is—for the first time in memory—extinguished. A large humanoid figure sits on a throne made of stolen furniture heaped on the bridge. As he drinks from a brewing pot, several much smaller humanoids around him caper about, apparently mimicking and mocking death throes and reactions of recent victims.

The PCs can spend some time observing the monsters, who are cavorting loudly enough that the PCs can watch their antics from a distance without needing to roll Stealth checks. However, they do need to attempt a secret DC 15 Perception check to pick up on clues from 10 minutes of observation.



Dami





**Critical Success** The PC notes that the jinkins speak Common (the gremlins are mostly just play-acting roles of comically frightened townsfolk), but the larger figure doesn't seem to be paying attention. The few times the larger figure speaks, it's to drunkenly sing out (in Sylvan) a few rhymes of bad poetry about alcohol or boast of his violent triumphs against the locals. After listening for 10 minutes, the PC learns the names of what appear to be the three ringleaders of the invading force—Gurglegut, Gray Butcher, and Mo Douqiu—although there's no indication who's who or what these three creatures are.

**Success** The PC learns that the jinkins and larger figure don't seem to share a language, but don't learn the three names.

**Failure** The PC learns nothing of note from their observations.

**Critical Failure** The PCs mistakenly interpret the scene and comes to the erroneous conclusion that the large figure is drunk and on the verge of passing out.

The PCs can attempt additional DC 15 Perception checks beyond the first 10 minutes, but each additional 10 minutes they do so, the monsters get a chance to notice the PCs if they don't succeed at their Stealth checks to remain hidden. If the PCs are noticed, the jinkins shriek in excitement, and four of the gremlins give chase. A fight against four jinkins is an Extreme 1 encounter—one from which the PCs

would be wise to flee. The jinkins hoot and shriek and give up the chase after a few rounds, pleased to have scared the humans, but if they fight and defeat the PCs, the party might need to be rescued by locals before Gurglegut gets involved.

**Reward:** Grant the PCs 10 XP and 1 Reputation Point with both factions for successfully spying on the monsters.

### RETAKING DAWNSTEP

**MODERATE 1**

Use map the map for Dawnstep Bridge for this encounter.

**Creatures:** The large figure seated on the improvised throne on Dawnstep Bridge is a lumbering buso named Gurglegut, while the smaller crowd are several jinkins who are doing their best to keep their violent leader entertained. Fortunately for the PCs, they don't need to fight all of these monsters at once—any approach to the bridge quickly attracts their attention, but only Gurglegut steps forward to confront the PCs. The jinkins hang back to jeer and taunt the PCs, but any actual attack directed toward them causes the gremlins to shriek and flee in panic.

If the PCs approach with a gift of wine, Gurglegut laughs in delight and quickly snatches up the gift and drinks it, waving the PCs away. If he falls unconscious from the drink the jinkins panic and flee, thinking he died, but if the PCs approach again (or refuse to leave in the first place) while he's still conscious, he attacks at once.

Gurglegut is drunk enough that he's effectively sickened 3 during this encounter. He opens the fight by spending his first action to attempt a DC 15 Fortitude save to reduce his sickened value, then uses his second action to try to Demoralize the toughest-looking PC. His third action is either to Stride up to that PC or to Strike an adjacent character with his kukri. He starts each following round with an action to try to reduce his sickened condition until he's fully recovered. In any event, he fights to the death.

### GURGLEGUT

**CREATURE 3**

Male buso (*Pathfinder Bestiary 3* 39)

**Initiative** Perception +8

**Treasure:** Gurglegut has gathered a few treasures that he keeps near his impromptu throne—a silver scepter set with semi-precious stones worth 15 gp and a *full-pack cantrip deck* (*Pathfinder Secrets of Magic* 181). In addition, the buso carries three ancient copper coins in a pocket—a character who succeeds at a DC 15

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Willowshore Lore check to Recall Knowledge correctly identifies these three coins as those that, for so long, kept the *Eternal Lantern* lit. These three coins no longer bear blessings and are worth precisely that—3 cp.

**Reward:** If the PCs rid Willowshore of Gurglegut and thus reopen Dawnstep Bridge, they earn 1 Reputation Point with each faction.

## Light the Night

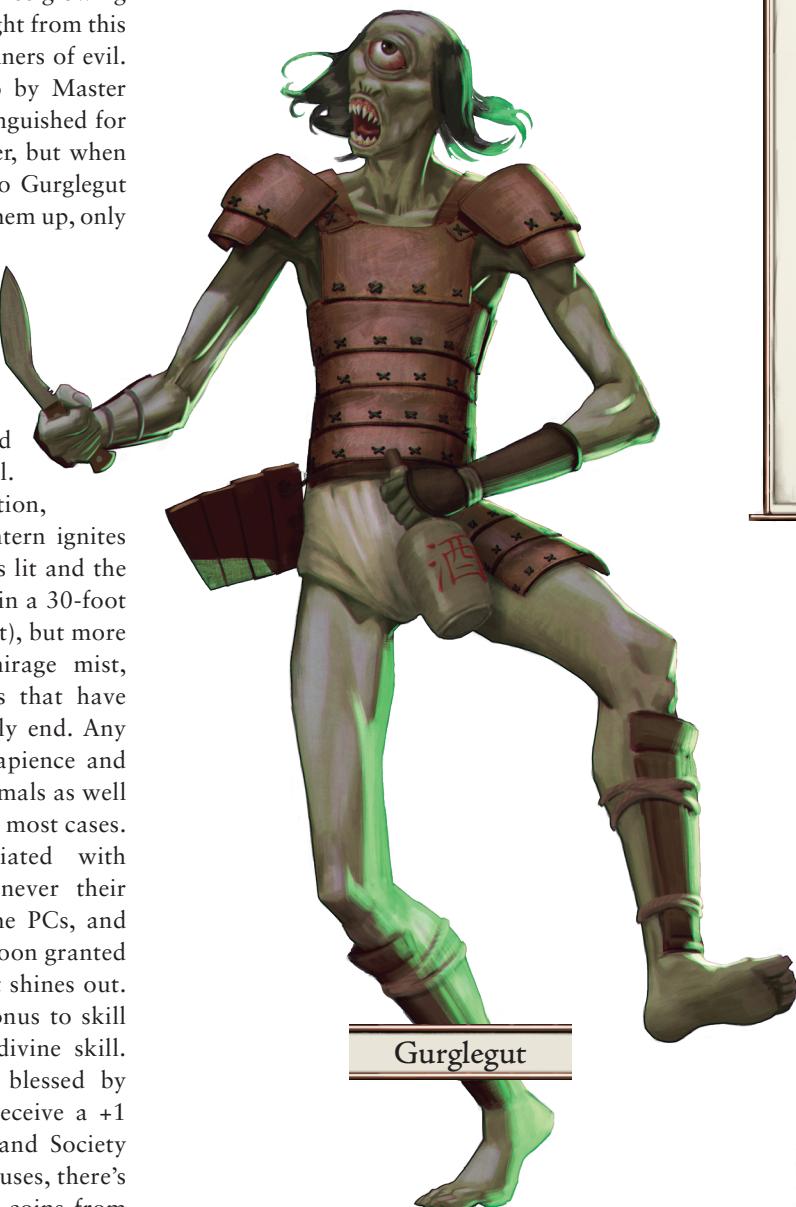
The *Eternal Lantern* is an immobile 15th-level magical item located on the southern side of Dawnstep Bridge. This stone lantern is a 5-foot-tall stone lamp carved from silver-laced granite from the Gossamer Mountains. Its interior contains a cold iron cage with a lotus-shaped pedestal on which three glowing copper coins once sat. It's said that the light from this lamp protects Willowshore from all manners of evil. Gifted to Willowshore many years ago by Master Zhi Hui, the lantern has never been extinguished for as long as anyone in town can remember, but when the monsters invaded the town, the buso Gurglegut spotted the glowing coins and snatched them up, only to be disappointed when the "magic" coins went dark after he took them from the bowl.

To relight the lantern, all the PCs need to do is open the grill on the *Eternal Lantern*'s southern face, place three blessed copper coins in the cold iron cage within, and then close the grill. Each of these is a single Interact action, and once the last is completed, the lantern ignites once more. While the *Eternal Lantern* is lit and the three coins remain inside, it sheds light in a 30-foot radius (and dim light for the next 30 feet), but more importantly, lighting it causes the mirage mist, crimson moon, and blood rain effects that have settled over Willowshore to immediately end. Any animals that had been granted cruel sapience and the ability to speak revert to normal animals as well and make their way back out of town in most cases.

The various divine forces associated with Willowshore's shrines take note whenever their blessings are used in the lantern by the PCs, and their interest and approval results in a boon granted to the PCs as soon as the lantern's light shines out. This boon grants the PCs a +1 item bonus to skill checks they attempt with the deity's divine skill. For example, if the PCs place coins blessed by Calistria, Desna, and Shizuru, they'll receive a +1 item bonus to Deception, Acrobatics, and Society respectively. Since these are all item bonuses, there's no advantage to using multiple blessed coins from

the same shrine or from deities who share the same divine skill. Likewise, the PCs might eventually find that magic items they gain during the rest of the campaign could provide greater item bonuses than those granted by these boons. Each PC gains the effects of these boons, regardless of who placed the coins, as the gods know the PCs are working together, and that it's their destiny that can save or damn Willowshore.

**Reward:** Grant the PCs 80 XP the first time they light the *Eternal Lantern*. This also increases the PCs' reputation in town. They gain 1 Reputation point with both of Willowshore's factions the first time they light the lantern.





## Chapter 2: Reclaiming Willowshore

Once the *Eternal Lantern* is lit and the eerie supernatural mists and moonlight are banished, the monsters and perils in most of Willowshore abate as well. Citizens who have been hiding in their homes or gathering in safe zones emerge cautiously, yet the people of Willowshore remain frightened. Nothing like this has happened before, and the town's leaders have their hands full keeping the citizens comfortable, safe, and calm. One notable part of town is still in danger, though: downtown Willowshore remains controlled by monsters, and any citizens who were trapped there remain prisoners or worse. More disturbing, now that the mists are gone, the light of day reveals something truly unsettling. The governor's manor, once

situated at the northeastern corner of downtown Willowshore, has vanished!

At this point, the PCs should've met with Willowshore's most influential elders, "Granny Hu" (Hu Ban-niang, representing Northridge) and "Old Matsuki" (Matsuki Shou, representing Southbank). Both of these NPCs have full write-ups at the end of this adventure, including influence stat blocks the PCs can use to gain additional benefits. Both want the PCs to do what they can to liberate downtown while the elders focus on keeping their constituents safe during these troubled times. Which elder the PCs choose to work with is up to them, but their choice of which faction to support will help decide Willowshore's future throughout the remainder of this campaign.

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## Liberating Downtown

Whomever the PCs ally with, the request is the same—downtown Willowshore must be liberated. It's likely that the PCs have already defeated one of the three monster ringleaders (Gurglegut, the “muscle” of the group), but the other two (Gray Butcher and Mo Douqiu) are firmly ensconced in downtown and will be more difficult to defeat.

With Gurglegut defeated and the *Eternal Lantern* lit, Gray Butcher and Mo Douqiu realize that their grip on Willowshore has grown tenuous. Gray Butcher takes to patrolling downtown's streets, and the PCs could encounter them at any time. To confront Mo Douqiu (who serves as the mastermind of the monsters), the PCs must infiltrate the building he has chosen as his fortress—the ruined Cerulean Teahouse.

Regardless of whether the PCs ally with Granny Hu or Old Matsuki, their patron doesn't send them into downtown without support. While the PCs were handling the encounters in Chapter 1, their patron gathers up a supply of ten *minor healing potions* and eight *potency crystal talismans* and delivers the items to the PCs for them to use as they see fit.

### DOWNTOWN LOCATIONS

General details on downtown Willowshore (area **W15**) are provided on page 75, but that information relates to the area during safer times. Currently, the streets of downtown are empty. Evidence of violence lies everywhere—splashes of blood on the streets and walls, broken weapons in gutters, and smashed doors and windows.

Many of the locations on the map of downtown (see inside front cover) lack numerical codes. These unlabeled buildings are either empty homes, abandoned shops, or partially completed structures. They can provide the PCs with hiding spots or shelter. If one of your players has selected a downtown building as their home, then use Returning Home (page 16) to resolve that encounter after working with that player to determine which building is theirs.

### B1. EMPTY LOT

The opulent Governor's Manor, just yesterday the crowning jewel of downtown, has vanished without a trace. The only indication that there was once a building in this empty lot are the two guardian stone lions that once guarded the entrance of the manor. Both have been defaced and damaged.

Governor Heh became trapped in a parallel mindscape, along with his entire manor. Each time

Willowshore's mindscape resets, the townsfolk must contend all over again with the discovery of their missing leader and his vanished manor. See the start of Chapter 3 for a few additional repercussions to the town in the wake of this mystery.

### B2. IMPERIAL GUARD OFFICE

The office looks like a hurricane has been through it, with documents strewn about the room. Very few furnishings remain in the room at all.

The furniture from this office was used to build Gurglegut's throne on Dawnstep Bridge, leaving only one flimsy bookshelf, a desk, and a couple of broken chairs behind among the criminal records now scattered all over the floor.

### B3. GUARD HOUSE COURTYARD

This small sunken courtyard is hidden from above by a canopy of wisteria in full bloom.

This courtyard used to be a place for guards to relax, though many have pointed out how they would much rather have a practical use for the space.

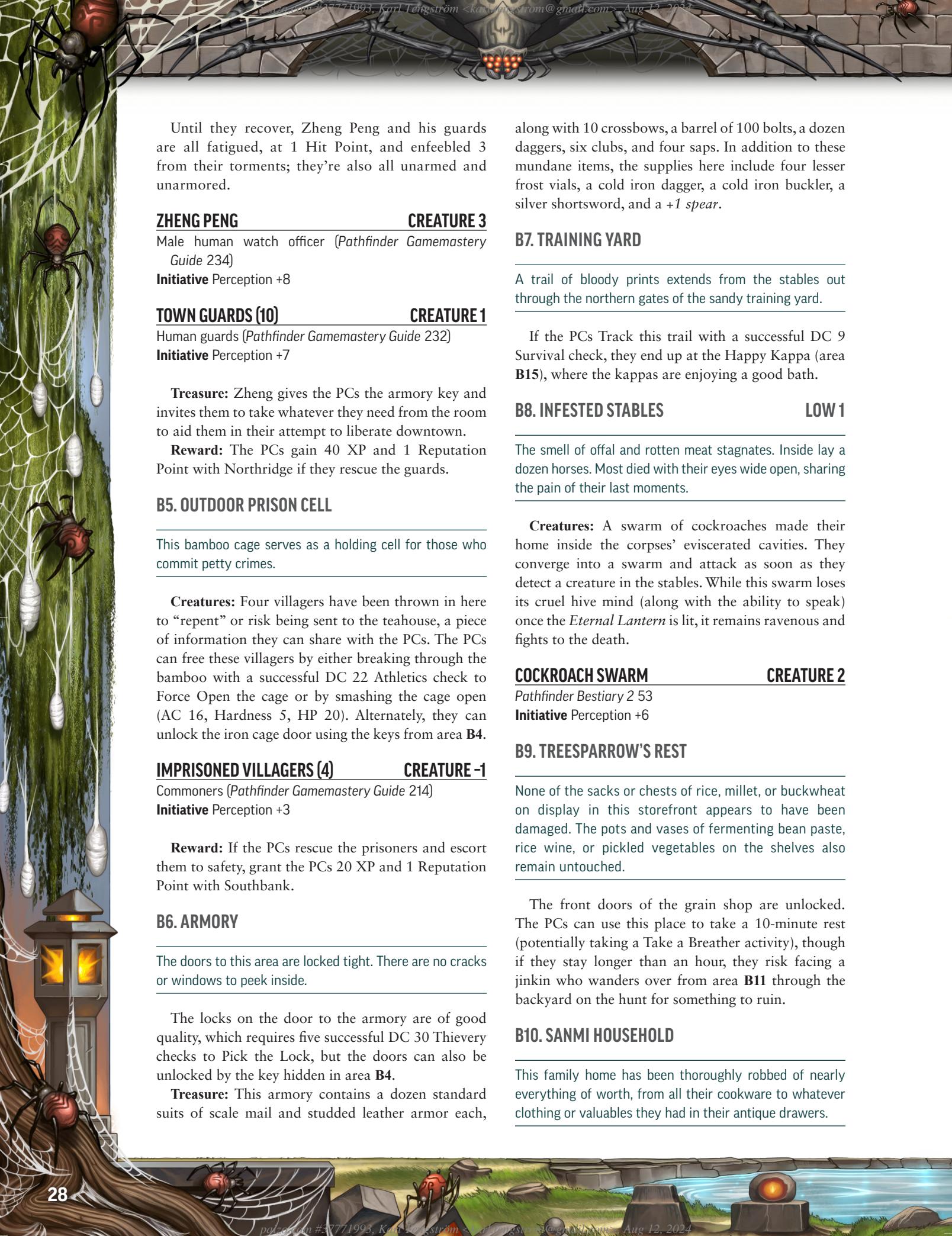
### B4. PRISON

The inside of this dingy room is where Willowshore's prison cells are located. The seven cells have iron bars and brick walls.

**Creatures:** When the monsters invaded, 10 guards were captured and thrown into the seven cells here, with captain of the guard, Zheng Peng, locked away in the northeastern-most cell on his own. While each of the cells has a lock of average quality (four DC 25 Thievery successes can Pick the Lock), Zheng Peng's contingency plan of hiding backup keys to the cells and armory finally pays off. When the PCs arrive, he calls over to them and informs them that a spare set of keys for the cells are hidden under a loose brick in the southwest corner of the room. He asks the PCs to retrieve the keys and release him and the other guards at once. Without his aid, a PC who Searches this room can discover the hidden keys with a successful DC 20 Perception check.

Zheng Peng describes how one human-looking figure—a bald man with sharp teeth who wore a hooded cloak and whose neck seemed capable of rotating more than it should—organized the attack on the barracks along with several jinkins. He's unaware of where the man and his goblins headed next.





Until they recover, Zheng Peng and his guards are all fatigued, at 1 Hit Point, and enfeebled 3 from their torments; they're also all unarmed and unarmored.

### ZHENG PENG

### CREATURE 3

Male human watch officer (*Pathfinder Gamemastery Guide* 234)

**Initiative** Perception +8

### TOWN GUARDS (10)

### CREATURE 1

Human guards (*Pathfinder Gamemastery Guide* 232)

**Initiative** Perception +7

**Treasure:** Zheng gives the PCs the armory key and invites them to take whatever they need from the room to aid them in their attempt to liberate downtown.

**Reward:** The PCs gain 40 XP and 1 Reputation Point with Northridge if they rescue the guards.

## B5. OUTDOOR PRISON CELL

This bamboo cage serves as a holding cell for those who commit petty crimes.

**Creatures:** Four villagers have been thrown in here to “repent” or risk being sent to the teahouse, a piece of information they can share with the PCs. The PCs can free these villagers by either breaking through the bamboo with a successful DC 22 Athletics check to Force Open the cage or by smashing the cage open (AC 16, Hardness 5, HP 20). Alternately, they can unlock the iron cage door using the keys from area B4.

### IMPRISONED VILLAGERS (4)

### CREATURE -1

Commoners (*Pathfinder Gamemastery Guide* 214)

**Initiative** Perception +3

**Reward:** If the PCs rescue the prisoners and escort them to safety, grant the PCs 20 XP and 1 Reputation Point with Southbank.

## B6. ARMORY

The doors to this area are locked tight. There are no cracks or windows to peek inside.

The locks on the door to the armory are of good quality, which requires five successful DC 30 Thievery checks to Pick the Lock, but the doors can also be unlocked by the key hidden in area B4.

**Treasure:** This armory contains a dozen standard suits of scale mail and studded leather armor each,

along with 10 crossbows, a barrel of 100 bolts, a dozen daggers, six clubs, and four saps. In addition to these mundane items, the supplies here include four lesser frost vials, a cold iron dagger, a cold iron buckler, a silver shortsword, and a +1 spear.

## B7. TRAINING YARD

A trail of bloody prints extends from the stables out through the northern gates of the sandy training yard.

If the PCs Track this trail with a successful DC 9 Survival check, they end up at the Happy Kappa (area B15), where the kappas are enjoying a good bath.

## B8. INFESTED STABLES

LOW 1

The smell of offal and rotten meat stagnates. Inside lay a dozen horses. Most died with their eyes wide open, sharing the pain of their last moments.

**Creatures:** A swarm of cockroaches made their home inside the corpses’ eviscerated cavities. They converge into a swarm and attack as soon as they detect a creature in the stables. While this swarm loses its cruel hive mind (along with the ability to speak) once the *Eternal Lantern* is lit, it remains ravenous and fights to the death.

### COCKROACH SWARM

### CREATURE 2

*Pathfinder Bestiary* 2 53

**Initiative** Perception +6

## B9. TREESPARROW’S REST

None of the sacks or chests of rice, millet, or buckwheat on display in this storefront appears to have been damaged. The pots and vases of fermenting bean paste, rice wine, or pickled vegetables on the shelves also remain untouched.

The front doors of the grain shop are unlocked. The PCs can use this place to take a 10-minute rest (potentially taking a Take a Breather activity), though if they stay longer than an hour, they risk facing a jinkin who wanders over from area B11 through the backyard on the hunt for something to ruin.

## B10. SANMI HOUSEHOLD

This family home has been thoroughly robbed of nearly everything of worth, from all their cookware to whatever clothing or valuables they had in their antique drawers.