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QUEST FOR THE FROZEN FLAME

ADVENTURE PATH

PLAYER'S GUIDE

By Patrick Renie

PATHFINDER

AUTHOR

Patrick Renie

DEVELOPER

Patrick Renie

DESIGN LEAD

Mark Seifter

EDITING LEAD

K. Tessa Newton

EDITORS

K. Tessa Newton and Shay Snow

COVER ARTIST

David Alvarez

INTERIOR ARTISTS

Loïc Canavaggia, Dariusz Kieliszek,
and Lucas Villalva Machado

ART DIRECTION

Sonja Morris and Sarah E. Robinson

GRAPHIC DESIGN

Emily Crowell

CREATIVE DIRECTOR

James Jacobs

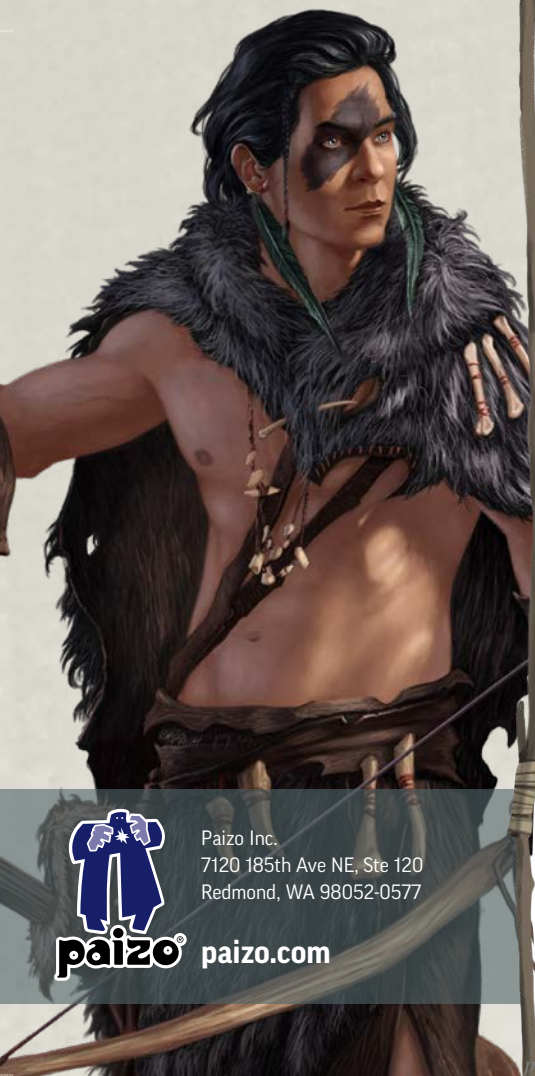
PUBLISHER

Erik Mona



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

paizo paizo.com

QUEST FOR THE FROZEN FLAME PLAYER'S GUIDE

Welcome to the Realm of the Mammoth Lords!

If you're reading this Player's Guide, it means you and your friends have decided you might like to play in the Quest for the Frozen Flame Adventure Path. In this campaign for Pathfinder Second Edition, you'll lead your fellow hunter-gatherers across primordial lands, face off against dinosaurs and megafauna, and unearth the legendary past of your ancient people. If this sounds fun to you, you're in the right place!

To play in this campaign, all you need is the *Pathfinder Core Rulebook*, plus any supplements you'd like to use to create your character. In particular, the *Pathfinder Lost Omens Character Guide* and *Pathfinder Lost Omens Ancestry Guide* contain great character options for this Adventure Path, including ancestries, heritages, and feats that will feel right at home in the Realm of the Mammoth Lords. This Player's Guide includes spoiler-free lore, campaign details, and tailored suggestions to help you create a character tailored specifically for Quest for the Frozen Flame. When in doubt, collaborate with your Game Master to come up with a satisfying concept for your character.

Once you and your friends are ready to play, set a time and date for your first game session and prepare to lead your following into the great unknown. Sound the horn and rally your following—the hunt is on!

THE FOLLOWING OF THE BROKEN TUSK

In this Adventure Path, you and your friends take on the roles of head scouts for the Broken Tusk following—a tight-knit community of nomadic hunter-gatherers who roam the western Realm of the Mammoth Lords. The Broken Tusk is a relatively small following, numbering only several dozen currently, but with courage and ingenuity your characters can help your fellow supporters flourish.

LAY OF THE LAND

The lands, people, and customs of northern Avistan are very different from the relatively cosmopolitan south. Basic concepts that many southerners take for granted, such as “home” or “labor,” have radically different meanings to the people of the Realm of the Mammoth Lords, where the entire natural world is one's home and drudge work encompasses just a few hours of the day. Even words like hours and years are rarely employed among Mammoth Lord cultures,

where time is typically measured in terms of available daylight and cycles of the moon. That said, Broken Tusks and others like them are familiar with popular southern concepts, though they may have skewed perceptions or inaccurate knowledge of such ideas, just as southerners often lack greater understanding of northerners' native cultures.

Though Broken Tusks are fundamentally similar to other humanoid communities in how they converse and share ideas, the following common terms are useful to know for this Adventure Path.

Banner of the Broken Tusk: Though those who call themselves “Broken Tusks” can trace their lineage back thousands of years, the banner of the Broken Tusk itself—which symbolizes the values of its followers—is fairly new.

Six generations ago, a terrible evil crawled from the earth and threatened the land. To stave off this evil, a few rebellious members of one following made a great sacrifice. The other members, feeling betrayed, took their banner with them, forcing the rebels who remained to make a new name and identity for themselves. To symbolize their perseverance in the face of overwhelming odds, the rebels called themselves the Broken Tusk.


Ethgир and Syorn: The schism that led to the creation of the Broken Tusk marked a tragic turning point for the following. Though they persevered, the Broken Tusk now number far fewer than they did in antiquity, and their place in the world isn't as certain as it once was. Older Broken Tusks use the word *ethgир* to refer to the era before the schism and *syorn* to designate the present period.

Following: In the Realm of the Mammoth Lords, followings are the predominant social structure. Most followings, including the Broken Tusk, migrate across the land in tandem with the region's native fauna and are led by strong, wise leaders called Mammoth Lords.

Kellid: The Realm of the Mammoth Lords is populated primarily by humans of the Kellid ethnicity. Kellids are typically tall and wiry, with tanned skin and dark-brown or black hair. Though they used to range across all of Avistan, nowadays most Kellids dwell in the northernmost parts of the continent.

Mammoth Lord: The leaders of followings are called Mammoth Lords. Typically, only the strongest and bravest members of a following can hope to attain this honored role, and only after they have proven themselves by taming and training a megafauna mount such as a woolly mammoth, saber-toothed tiger, or cave bear.

Realm of the Mammoth Lords: Often simply called “the Realm,” this geographic region between



the witch-ruled nation of Irrisen to the west and the demon-plagued Sarkoris Scar to the east lacks definable borders. The people of the Realm roam the broad span of tundra and mountains and consider the whole of the natural world their home. Though Mammoth Lord followings are the most common form of society in the Realm of the Mammoth Lords, other types of societies exist as well, such as the permanent mountain encampment called Hillcross, where many followings go to trade or negotiate treaties.

Sister Cinder: The Broken Tusk's patron deity is Sister Cinder, goddess of fire and wisdom. Long ago, when the world was shrouded in ash after a great cataclysm, Sister Cinder bestowed a divine light upon the Broken Tusk's ancestors. The light enabled her followers to cut through the veil of darkness and help restore the world's natural order, as well as to discern right from wrong. In other parts of the world, Sister Cinder is known as Sarenrae.

NOTEWORTHY BROKEN TUSKS

In addition to your party, below are some of the most noteworthy members of the Broken Tusk following, which numbers 74 strong at the outset of the campaign. While creating your character for this Adventure Path, consider ways in which you might already have friendships, rivalries, or other connections with your fellow Broken Tusks, including other players' characters as well as non-player characters. Your Game Master can tell you more about each of the following's non-player characters and help come up with additional members of the following to tie into your character's backstory.

The Broken Tusk is led by five Mammoth Lords: **Argakoa the Songsinger**, her dour but willful husband **Letsua**, **Merthig the Firekeeper**, **Nakta the Healer**, and wise old **Grandfather Eiwa**. Of the five, Argakoa and Eiwa have filled their roles longest, followed by Merthig, Nakta, and Letsua.

At the outset of the Quest for the Frozen Flame Adventure Path, head scout **Wipa** has taken your party under her wing and is training you to become the next generation of great Broken Tusk scouts. Along with you, she is training **Pakano**, the great-grandson of Eiwa's late sister and heir apparent of Falcon House. Though the web of friendships in the Broken Tusk following is complex, haughty and self-righteous Pakano is more likely to be your character's rival or bully than a childhood chum.

Wipa and her sister **Panuaku** (one of the following's best hunters) are the half-elf children of Argakoa and Letsua. Wipa is currently far into her own pregnancy,

which is one reason why she selected the party and Pakano as pupils. Her best friend and the father of her children, **Weohotan**, died a few weeks ago in an accident while hunting aurochs with Pakano. Though all Broken Tusks pitch in when it comes to raising children, Wipa will obviously need time to recover from the physical tolls of childbirth, and it will be many moons before she's able to serve the following as a scout again. In the meantime, others in the following, such as the spirited hunter Panuaku and the knowledgeable young herder **Imek**, will help further the characters' training as scouts. As native Broken Tusks, these individuals can also teach the characters much about the history, customs, and values of the Broken Tusk following.

SEASONAL MINDSET

Mammoth Lord followings like the Broken Tusk are keenly aware of their environment and natural surroundings and possess millennia of knowledge passed down from one generation to the next. Broken Tusks have not only memorized the migrational patterns of the animals they hunt, but many can also accurately forecast weather, identify nearly every animal and plant in their native region, and navigate using only the stars in the sky.

Core to the Broken Tusk understanding of the world is a nearly reverential appreciation for the natural cycle of the moon and four seasons. Many Mammoth Lord followings have their own names for each cycle of the moon; for convenience, however, in this Adventure Path the months are referred to by the names commonly used throughout most of the rest of the Inner Sea region. The months and their real-world equivalents are as follows.

- Abadius (January)
- Calistril (February)
- Pharast (March)
- Gozran (April)
- Desnus (May)
- Sarenith (June)
- Erastus (July)
- Arodus (August)
- Rova (September)
- Lamashan (October)
- Neth (November)
- Kuthona (December)

YOUR CHARACTER

In the course of this Adventure Path, you and your friends will lead your people across a harsh wilderness and prove yourselves as invaluable members of the Broken Tusk following.

BECOMING A BROKEN TUSK

At the outset of the Quest for the Frozen Flame, your character is assumed to already be a member of the Broken Tusk following. Whether this means your character is a relatively new recruit or was born and raised a Broken Tusk is up to you. If your character is a recent joiner, where did they come from, and why did they decide to join the Tusks? If they were born a Broken Tusk, who are their best friends, and who are their rivals?

Members of the following are expected to treat one another with respect and as clanmates, regardless of where they came from or how they got here. Those who were born Broken Tusks usually have stronger bonds with their kinfolk, while new recruits typically have a broader worldview that allows them to see situations from multiple perspectives and befriend a wide variety of people. No roles or opportunities are reserved exclusively for natives or newcomers—as one Broken Tusk adage puts it “anyone can become anything.”

At the start of this Adventure Path, each character in the party is training to become one of the following’s head scouts, so consider what your character might bring to the table in terms of hunting, foraging, or tracking—all skills vital to becoming a good scout. Of course, your character can have multiple roles within the following, as many Broken Tusks do. The backgrounds on page 8 represent some of these possible roles.

In terms of materials and knowledge, neither native Broken Tusks nor newcomers have an edge over the other. An ex-crusader’s cold iron sword may be a novel tool, but once it’s spent the warrior must travel far to have it mended, typically at great cost. Native Broken Tusks, on the other hand, know how to fashion atlatls, spears, bows, and other weapons from a wide variety of available resources. A Taldan wizard bearing bread and wine may wow Broken Tusks for a moment, but again, there are few ovens or vineyards in the Realm with which to replenish such stores. Conversely, many Kellid cultures such as the Broken Tusk can take down game southerners could scarcely dream of,

and they are no strangers to the wonders of fermenting berries or roots.

Regardless of where they came from, Broken Tusks who fare best in the following tend to be those who respect its lengthy history, its variety of rich traditions and customs, and the ideals represented by its banner: compassion, bravery, and fortitude.

BROKEN TUSK HOUSES

Each member of the Broken Tusk following belongs to one of four different houses. Each is led by a single high-ranking Tusk (who’s also typically a Mammoth Lord, though not always). House members spend most of their time with one another, sharing duties, forming friend groups, and occupying the same communal sleeping tent.

Each house is represented by a triad of animals that individually embody courage, cleverness, and resilience. Broken Tusks typically identify themselves with just one of the three animals represented in their house, and their personal effects often feature that animal.

The four houses, their leaders, and the animals that embody each house are as follows.



- **Falcon House** (headed by Eiwa), which includes hares and glyptodons.
- **Moose House** (headed by Nakta), which includes bears and ravens.
- **Musk Ox House** (headed by Merthig), which includes saber-toothed tigers and bighorn sheep.
- **Otter House** (headed by Argakoa), which includes wolves and aurochs.

CHARACTER SUGGESTIONS

Unlike many Mammoth Lord followings, Broken Tusks actively recruit new members, always looking to bolster their ranks with folks from all kinds of backgrounds and with all types of talents.

ALIGNMENTS

Selfishness, cruelty, and greed have little place in a community where each member's contributions are integral to the group's survival. Other than evil, characters of any alignment fit equally well in the Broken Tusk following.

ANCESTRIES

Throughout most of its history, the Broken Tusk and their predecessors consisted primarily of Kellid humans native to the Realm of the Mammoth Lords. Since the following began actively recruiting new followers, however, the ancestral makeup of the Broken Tusk has expanded to include many different types of people commonly found in northern Avistan. While Kellids still make up the majority of the following, the group currently also boasts a number of Ilverani elves and Snowborn half-elves, Ergaksen and Holtaksen dwarves, and Belkzen half-orcs.

As they continue to roam the Realm of the Mammoth Lords and accumulate more followers, Broken Tusks' ancestral and ethnic prospects are sure to continue to broaden. Because the Broken Tusk's way of life appeals to those who are naturally curious, reflective, and open-minded, it would be no surprise to see adventurous halflings, hardy frost goblins, inquisitive gnomes, nature-loving leshys, or any of countless other people join their ranks.

For more information on any of these ancestries and others, refer to the *Lost Omens Character Guide* and *Lost Omens Ancestry Guide*.

CLASSES

Mammoth Lord followings consist of hardy people as a rule. Northern Avistan is a harsh realm and everyone in a following, regardless of expertise, must pitch in for the group to survive.

Because Broken Tusks are nomads who follow roaming animal herds for sustenance, druids, rangers, and others knowledgeable in the ways of feather, fur, and flower can expect to flourish in the community. Alchemists also serve an important role in the Broken Tusks—even beyond their strong knowledge of which foraged foods are poisonous or benign, their skills at concocting nutritious meals, useful potions, and potent weapons are also invaluable boons.

Compared to the relatively cushy cosmopolitan lives people can expect to find in Avistan's southern cities, the people of the Realm of the Mammoth Lords are more likely to experience violence and to die intense deaths. When faced with violent rival followings, predatory animals, or dangerous monsters, most followings turn to their barbarians, fighters, and champions as their first line of defense. During times of peace, such characters typically serve as scouts, hunters, strategists, or trainers.

Swashbucklers and rogues, in addition to their natural talent at scouting, make for cunning diplomats and negotiators when dealing with other followings, though in the vast tundra where Broken Tusks roam there are relatively few opportunities to make use of their social skills. A monk who values the safety and prosperity of their friends and family can do well among nomads like the Broken Tusk, where personal possessions and equipment are often considered cumbersome; on the other hand, monks dedicated first and foremost to self-realization, self-actualization, or self-perfection might lack the social skills necessary to flourish in such a tight-knit, collaborative community.

Owing to their proximity to the evil witches of Irrisen and the demons of the Worldwound, many Mammoth Lord societies bear an understandable distrust toward sorcerers, wizards, witches, magi, and other practitioners of arcane magic. Broken Tusks, however, tolerate anyone—no matter the magic that might flow through them—who is willing to adopt the Broken Tusk way of life and support the following.

Summoners and oracles are relatively common among Mammoth Lord followings. A summoner might come from one of the many war-torn communities of the Sarkoris Scar, where the god-calling tradition is a part of native Sarkorians' daily life. Likewise, oracles, seers, and other wise people are often held in high regard in communities like the Broken Tusk, where catching a glimpse of possible futures or transforming one's environment in subtle ways can spell the difference between safety and peril.

Owing to their proximity to the Worldwound in the east, Broken Tusks are familiar with clerics and champions of southern deities, particularly



the Iomedaeen crusaders of Mendev. Broken Tusks welcome adherents of any faith to their following, though most Tusks venerate their patron deity, Sister Cinder (also known as Sarenrae in other cultures). Within the following, clerics of the burning goddess serve their kin as healers, spiritual guides, and leaders of important ceremonies and rituals. Song and dance are typically core components of such ceremonies and rituals, so bards and other gifted performers—known among Broken Tusks as songsingers—hold an important place in the community.

The investigator class is perhaps the most thematically challenging for this Adventure Path; the tight-knit social structure of the Broken Tusk makes opportunities for crime-solving and intrigue relatively rare. Because theirs is such a small community, Broken Tusks who commit grievous crimes, betray their kin, or otherwise make clear their ill intentions rarely last long in the group.

LANGUAGES

If your ancestry grants you Common as a starting language, you instead start with Hallit, the language spoken by nearly every person, indigenous or otherwise, in the Realm of the Mammoth Lords. You can choose Common (Taldane) as an additional language, if you wish, though it won't be especially useful in the Quest for

the Frozen Flame Adventure Path. Otherwise, common ancestral languages in the Realm of the Mammoth Lords include Dwarven and Goblin, to some extent. Because Broken Tusks live alongside woolly mammoths and other animals, players whose characters have the power to speak to animals may find this Adventure Path particularly rewarding.

SKILLS AND FEATS

The Broken Tusk's scouts must be quick on their feet, keen of eye and ear, and hardy and hale if they are to lead their following safely through the Realm of the Mammoth Lords. Acrobatics and Athletics play obvious roles in the daily lives of Broken Tusks, as do Nature and Survival. Less apparent but no less useful are social skills like Deception, Diplomacy, and Intimidation, all of which can be used to improve one's standing in the following or to make a strong impression outside the following. Though all knowledge is power in the Realm, a character will do just fine if they lack proficiency in Arcana, Occultism, or Thievery.

Regarding feats: The most useful are those that will help one survive in the wild, work well with a growing community of friendly travelers, and ably lead a group through uncharted territory. Feats that promote duplicity, theft, or other antisocial behaviors

are generally less useful when traveling among folks with a common goal. In the Broken Tusk following, cooperation and teamwork are far more important than individual cunning.

BACKGROUNDS

Though you can choose any common background for your character (including the ones starting on page 60 of the *Core Rulebook*; the scout background is particularly appropriate), the following new backgrounds are designed specifically for the Quest for the Frozen Flame Adventure Path. You can use these backgrounds to help tie your character's backstory and personality to their role as a member of the Broken Tusk following.

BROKEN TUSK RECRUITER

BACKGROUND

UNCOMMON

Your gifted tongue, friendly demeanor, and deep knowledge of Broken Tusk culture and traditions make you an ideal recruiter for new followers. Whenever Broken Tusks come upon weak, weary, or wandering souls, you're often the first sent to meet these folks and determine if they would be a good fit for the following.

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

You're trained in the Diplomacy skill and the Hillcross Lore skill. You gain the Group Impression skill feat.

EX-MENDEVIAN CRUSADER

BACKGROUND

UNCOMMON

When the Great Quake rumbled across the eastern lands and opened the rift that southerners called "the Worldwound," you answered the call to arms to fight back the demonic hordes. What you saw during the war changed you forever—so much so that you became a wanderer, hermit, or other voluntary outcast. When you came upon the Broken Tusk following, you determined you'd finally found a people whose values and traditions made you feel whole again. The Broken Tusk was supposedly once a much bigger following, and so you've joined them in the hopes of helping them heal old wounds and rebuild in the shadow of loss. In the process, perhaps this new family will help you do the same.

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

You're trained in the Religion skill and the Demon Lore skill. You gain the Pilgrim's Token skill feat (*Pathfinder Advanced Player's Guide* 208).

MEGAFAUNA HUNTER

BACKGROUND

UNCOMMON

Life is only as meaningful as its risks, and the risks

you're willing to take are big indeed. Like Wipa's half-sister Panuaku, Mammoth Lord Merthig, and Eiwa's great-grandnephew Pakano, you revel in the thrill of the hunt, especially when it involves mortal combat with megafauna, dinosaurs, and other oversized beasts. Though you're still early in your hunting career, your talent shows great promise, and you have a natural knack for tracking and taking down big game such as moose, saber-toothed tigers, and even wild mammoths.

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

You're trained in the Athletics skill and the Hunting Lore skill. You gain the Titan Wrestler skill feat.

MAMMOTH HERDER

BACKGROUND

UNCOMMON

You're adept at calming, wrangling, and living beside woolly mammoths and other megafauna commonly found in the Realm of the Mammoth Lords. Perhaps you've even formed a particularly strong bond with one or two of your following's animals, and you tend to get along with other herders in the following, such as young Imek or old Chultei. When the Broken Tusk following must move, you and the other herders know how to convey this message to the animals in your herd.

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

You're trained in the Nature skill and the Herding Lore skill. You gain the Train Animal skill feat.

NORTHLAND FORAGER

BACKGROUND

UNCOMMON

The vast tundra and looming mountains of the Realm of the Mammoth Lords may seem featureless and barren to the untrained eye, but you know better. You see what others don't: nutritious roots buried beneath muddy reeds, succulent bird eggs cradled in craggy rocks, restorative berries nestled among thorny thickets, and more. In the south, farmers toil in dusty fields to eat the same vegetables every day, but your diet is varied and you're rarely hungry—the entire Realm is your garden.

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

You're trained in the Survival skill and the Herbalism Lore skill. You gain the Forager skill feat.

SONGSINGER IN TRAINING

BACKGROUND

UNCOMMON

You are a pupil of Argakoa the Songsinger, Otter House leader and Mammoth Lord. Argakoa has been the Broken Tusk's foremost songsinger for many winters, and she sees in you a promising disciple who can carry the torch when it's time for her to pass it. The role of songsinger is

a great distinction. These chanters, musicians, and poets are responsible for recording, preserving, and sharing the Broken Tusk's oral history. As one of these songsingers, it's up to you to decide which stories are worthy of passing on and which should be left along the migration trail.

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

You're trained in the Performance skill and the Genealogy Lore skill. You gain the Impressive Performance skill feat.

OTHER MATERIALS

While the *Core Rulebook* is the only book you'll need to play in *Quest for the Frozen Flame*, the following rules for the hexploration and leadership subsystems will be useful to have on hand throughout the campaign. These subsystems originally appeared in the *Pathfinder Gamemastery Guide*. For your convenience, relevant excerpts from these rules subsystems are reprinted here, including special considerations for this Adventure Path. As you progress through the Adventure Path, your Game Master will provide more details on how to use these rules.

HEXPLOURATION

The hexploration subsystem is a method where the overland map is divided into individual hexagonal sections of territory. During exploration, characters travel through and explore individual hexes, finding interesting sites, secrets, resources, and dangers.

The pace of travel is measured in days rather than hours or minutes. This means choosing hexploration activities is more akin to choosing downtime activities than choosing exploration activities. Each day, the characters explore or travel through a region of the wilderness measured in hexes on a map to survey, discover resources, forage, find sites, and reconnoiter potential foes and allies.

Each day, the characters decide how they plan on exploring, either learning more about their current hex or traversing a new hex. They do this by declaring one or more hexploration activities for the day. These activities take two forms: group or individual. The number of hexploration activities a group can accomplish each day is based on the Speed of their slowest member. If a group is willing to split up, faster members can perform more hexploration activities based on their own Speed, but such a decision may be deadly given the threat of random encounters. A group moving at a Speed of 10 feet or less is so slow it can't even traverse an open hex in a single day; it takes such a group 2 days for each hexploration activity.

TABLE 1: HEXPLOURATION ACTIVITIES PER DAY

Speed	Activities per Day
10 feet or less	1/2
15–25 feet	1
30–40 feet	2
45–55 feet	3
60 feet or more	4

This rate assumes the characters are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to gain an extra Travel activity (or perform a full Travel activity each day if their Speed is 10 feet or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character's Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

Special Note: In the *Quest for the Frozen Flame* Adventure Path, the characters will typically be leading their following or otherwise remaining relatively close to the Broken Tusk herd. While traveling with their following, characters have 1 hexploration activity to spend per day, regardless of the characters' Speeds, and they can't make a forced march. It takes 1 Travel activity to move into a hex of open terrain or 2 Travel activities to move into a hex of difficult terrain. The Broken Tusk can't move into mountainous terrain. There may be opportunities for the characters to strike out on their own, however, in which case the normal rules for hexploration apply.

GROUP ACTIVITIES

Group activities require the entire party to work together in order to be effective; these activities each count as 1 of the day's hexploration activities for the whole group. For instance, if the group had 2 hexploration activities per day and decided to Travel and Reconnoiter, no one would have any additional hexploration activities that day. There are two group activities: Travel and Reconnoiter.

TRAVEL

MOVE

You progress toward moving into an adjacent hex. In open terrain, like a plain, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a typical forest or desert) requires 2 Travel activities, and hexes of greater difficult terrain (such as a steep mountain or typical swamp) require

TABLE 2: ORGANIZATION STATISTICS BY LEVEL

Level	Followers	Max Follower Level	Lieutenants	Lieutenant Levels
1	1-2	0	—	—
2	3-4	0	—	—
3	5-6	0	1	1
4	7-9	0	1	1
5	10-13	0	1	1
6	14-18	1	2	2
7	19-27	1	2	2
8	28-36	1	3	2-3
9	37-53	1	4-5	2-3
10	54-75	2	6-7	3-4
11	76-99	2	8-10	3-4
12	100-150	2	11-15	3-5
13	151-215	2	16-22	3-5
14	216-300	3	23-30	4-6
15	301-425	3	31-42	4-6
16	426-600	3	43-60	4-7
17	601-850	3	61-85	4-7
18	851-1,200	4	86-120	5-8
19	1,201-1,700	4	121-170	5-8
20	1,701-2,400	4	171-240	5-9

3 Travel activities to traverse. Traveling along a road uses a terrain type one step better than the surrounding terrain. For example, if you are traveling on a road over a mountain pass, the terrain is difficult terrain instead of greater difficult terrain. The Travel activity assumes you are walking overland. If you are flying or traveling on water, most hexes are open terrain, though there are exceptions. Flying into storms or high winds count as difficult or greater difficult terrain. Traveling down a river is open terrain but traveling upriver is difficult or greater difficult terrain.

RECONNOITER

CONCENTRATION

You spend time surveying and exploring a specific area, getting the lay of the land and looking for unusual features and specific sites. Reconnoitering a single hex takes a number of hexploration activities equal to the number of Travel activities necessary to traverse the hex—1 for open terrain, 2 for difficult terrain, and 3 for greater difficult terrain. Traveling on roads doesn't lessen the time required to Reconnoiter. Once the hex has been Reconnoitered, you can Map the Area to reduce your chance of getting lost in that hex (see below). You automatically find any special feature that doesn't require a check to find, and you attempt the appropriate checks to find hidden special features.

For instance, if you were looking for an obvious rock formation among some hills, you would spend 2 hexploration activities to Reconnoiter the hex, and you'd find the rock formation. But if you were looking for a hidden tengu monastery somewhere in some deep forests,

after spending 2 activities to Reconnoiter the forest hex, you would have to succeed at a Perception check as part of your Reconnoiter activity to find the monastery.

INDIVIDUAL ACTIVITIES

Not all hexploration activities need to be accomplished as a group. In place of using a hexploration activity to Travel or Reconnoiter, each individual group member can instead perform one of these individual activities.

FORTIFY CAMP

You can spend time fortifying your camp for defense with a successful Crafting check (typically at a trained or expert DC). Anyone keeping watch or defending the camp gains a +2 circumstance bonus to initiative rolls and Perception checks to Seek creatures attempting to sneak up on the camp.

MAP THE AREA

CONCENTRATION

As long as your group has successfully Reconnoitered the hex, you can use this activity to create an accurate map of the hex with a successful Survival check (typically at a trained or expert DC). When you have an accurate map of the hex, the DC of any check to navigate that hex is reduced by 2.

EXISTING ACTIVITIES

Characters can use the Subsist downtime activity, which follows the same rules but assumes they're using

it after 8 hours or less of exploration. Any skill feats or other abilities that apply to Subsist normally still apply here. In general, the various exploration activities found in the sidebar on page 498 of the *Core Rulebook* (except Hustle) can be used as individual hexploration activities, as can skill actions in Chapter 4 of the *Core Rulebook*, at the Game Master's discretion.

LEADERSHIP

Leadership is a long-term subsystem wherein one or more characters establish a fledgling organization and accumulate followers over time. This subsystem provides a flexible way to reflect the party's growing influence in and connection to the world around them through downtime events and periodic benefits similar to those gained from joining an existing in-world organization. The organization can come into play only during downtime, or it can provide adventure seeds or even play a major role in a campaign.

ORGANIZATION LEVELS

Every organization has a level from 1 to 20. Any organization below level 1 has no followers; it's just an ordinary group of characters. Unlike many other subsystems, leveling up an organization in the leadership subsystem does not involve accumulating points. Instead, the process of growing the organization itself is what causes it to level up! As a reward for quests, roleplaying scenes, or succeeding at other subsystems, the characters can add a follower to their organization. As the party builds up more followers, they can also gain followers of higher level, as well as a small number of higher-level lieutenants to lead groups of followers. Once an organization has recruited enough followers, the organization itself levels up, which increases the maximum level of followers, the number of lieutenants, and the level range of those lieutenants.

ORGANIZATION NPCs

Followers and lieutenants are noncombatant NPCs of the levels indicated in Table 2: Organization Statistics by Level. When an organization has followers or lieutenants of several levels, most of them are at the

lowest possible level. As a rule of thumb, an organization has twice as many NPCs of a given level than of the next-higher level. This allows you to quickly estimate the level composition of the organization's members, but you can of course change the levels of various followers as much as you like. When the minimum level for lieutenants increases, either the lower-level lieutenants level up to the new minimum, or they become followers of more powerful lieutenants the characters recruit, whichever fits best with the story. Followers and lieutenants are loyal to the characters and their organization, working to maintain the organization, its base of operations, and their own way of life. Because of this work, characters don't need to pay for basic upkeep of their base of operations or for expansions to house the burgeoning activity as their organization grows in level—the followers and lieutenants take care of all of that. But similarly, these followers and lieutenants never get involved in the party's adventuring, nor do they provide a source of free magic or labor.

Special Note: The numbers above don't exactly align with the Broken Tusk following, which has been around for a very long time and contains both higher-level NPCs and high-level creatures such as mammoths. However, it provides a good indication of the number and levels of followers specifically loyal to the characters.

At the start of the Adventure Path, the Broken Tusk following consists of 74 members, including the party, making it a 10th-level organization. As the Broken Tusks lose or recruit followers, its organization level might decrease or increase, respectively.

LIEUTENANTS AS COHORTS

Like followers, lieutenants typically stay with the rest of the Broken Tusk following while the characters adventure. At your Game Master's discretion, the party can bring one lieutenant to serve as a cohort while they adventure. This cohort is treated like an additional player character controlled by the Game Master. The cohort earns experience points along with the rest of the party and gets a share of found treasure. The cohort doesn't die when it reaches 0 Hit Points, but rather falls unconscious just like a player character.

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