

BECKONING OF BLATHMIRE

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BECKONING OF BLATHMIRE

AN ADVENTURE FOR CHARACTERS OF 2ND TO 4TH LEVEL

BECKONING OF BLATHMIRE IS A PATHFINDER Second Edition adventure for three to six characters of 2nd to 4th level, optimized for a party of four 3rd-level characters. Deep within the haunted swampland of Ebonmoor, the bludnik known as Blathmire has created a twisted facsimile of community within the ruins of Moldreach. Missing townspeople from nearby Ravencross now serve as its enchanted subjects, their minds clouded by supernatural charms as they maintain an uncanny semblance of normal life. Can the adventurers infiltrate this unsettling settlement and break Blathmire's hold over its unwilling family before more victims join its ranks? This adventure takes place in Cartosia, but the names of people and places can be changed to place this adventure in any swampy environment across a variety of campaign settings.

BACKGROUND

For centuries, the spirit known as Blathmire has haunted the depths of Ebonmoor, a stretch of dark swampland that borders the town of Ravencross. Like others of its kind, the bludnik would manifest as a bobbing lantern light, leading unwary travelers to their doom in the swamp's depths. But where its kin were content with this eternal cycle of deception and death, Blathmire grew to find the brevity of these encounters hollow and unfulfilling.

Everything changed when Blathmire discovered the ruins of Moldreach, an abandoned fort that had sunk partially into the swamp decades ago. Within its damp walls, the spirit saw an opportunity for something more permanent. Rather than leading its victims to quick deaths in the mire, Blathmire began using its supernatural charms to bind them into a mockery of community. Those who glimpse the fort's torchlit windows might mistake it for a newly established settlement, but its residents move with unnatural purpose, their eyes glazed and distant.

In recent months, people have begun vanishing from Ravencross and other nearby towns with alarming frequency. Whispers spread through the towns' taverns of strange lights in Ebonmoor and, more disturbingly, sightings of missing townfolk moving about the old fort. Some claim it's become home to a doomsday cult, others suspect a gang of kidnappers and extortionists. A few insist their missing loved ones wave to them from the fort's walls, beckoning them to join what appears to be a thriving settlement. The truth is far stranger—these disappeared souls now serve as Blathmire's subjects in its waterlogged domain. The bludnik, driven by an eternal loneliness it barely understands, continues to expand its "family" with each passing week. Those who succumb to its influence find themselves trapped in an endless routine of communal living, their minds clouded by magic but their bodies forced to maintain a semblance of normal life—cooking, cleaning, and

welcoming new "residents" into Blathmire's ever-growing collection of thralls.

ADVENTURE HOOKS

There are several reasons why the party might be compelled to investigate Moldreach and confront Blathmire. A few of these reasons are outlined below:

The Missing Sister. A merchant's daughter named Selka vanished from Ravencross three weeks ago. The town guard's efforts to find her have been unsuccessful, but her brother swears he saw her walking the walls of Moldreach, waving to him as though nothing was wrong. He offers the party 50 gp for her safe return, showing them a small portrait of a young woman with distinctive copper-red hair.

A Dark Pattern. A scholar of folk stories has arrived in Ravencross tracking what she believes to be a bludnik—a dangerous spirit that leads travelers astray. She's willing to pay the party 40 gp to investigate Moldreach, which she suspects may be the creature's lair. She warns that such spirits are powerful enchanters and offers the party a set of protective charms (three *lesser elixirs of bravo's brew*) to aid in their task.

The Desperate Mayor. The mayor of Ravencross is at his wit's end. Too many people have vanished, and rumors about Moldreach grow wilder by the day. Some claim it's a cult, others whisper about kidnappers or worse. The mayor needs someone to discover the truth, offering both 70 gp and a writ of favor from the town council to any who can solve the mystery and help put an end to the disappearances.

Adjusting the Rewards. If the party is 2nd level, reduce the above rewards by half. If the party is 4th level, double the rewards above.

GENERAL FEATURES

Moldreach was originally constructed as a military outpost to guard river traffic through the Ebonmoor, but was abandoned decades ago when the swamp began to encroach upon its foundations. Its distinctive octagonal towers and network of elevated walkways, now partially sunken into the mire, speak to its former strategic importance. Unless otherwise stated, the features of the fort are described as follows:

Ceilings, Walls, and Floors. The fort is constructed primarily of stone, though many of its outlying structures are wooden additions. Exterior walls are 2 feet thick. Ceilings within the stone structure are 15 feet high, while wooden structures

have 8-foot ceilings. The octagonal chambers feature vaulted ceilings that rise to 20 feet at their highest point.

Doors. Original doors within the stone fort are made of oak reinforced with rusted iron bands. They have AC 18, Hardness 6, and 30 Hit Points (Break Threshold 15), and can be Forced Open with a successful DC 22 Athletics check. Doors in the wooden outbuildings and recent additions are simpler constructions of wooden planks with basic iron hinges. These doors have AC 15, Hardness 5, and 20 HP (BT 10), and can be Forced Open with a DC 15 Athletics check if barred or locked.

Light. Blathmire maintains an unsettling number of lanterns throughout the fort, keeping it well-lit at all hours. The light has a sickly, greenish tinge that matches the bludnik's own ethereal glow.

Walkways. Wooden walkways and bridges connect various parts of the fort. These are sturdy enough for normal passage but are slick with moisture. Any creature that doesn't Balance (DC 15) on these must attempt a DC 15 Reflex save, falling prone on a failure or falling off the walkway's edge on a critical failure.

Fort Population. Moldreach is home to 12 commoners, 4 dockhands, 4 farmers, 12 guards, and 6 scouts (use archer sentry statistics; all *Pathfinder Gamemastery Guide*), all under Blathmire's influence. The guards maintain a rotating watch at key positions throughout the fort, while the archers divide their time between tower duty and patrols. The commoners perform various tasks to maintain the fort's day-to-day operations. Some areas of the fort list random numbers of occupants; these represent the fort's inhabitants moving about their routines rather than additional population beyond these totals.

The Bludnik's Charm. The residents of Moldreach exist in a perpetual dreamlike state, their minds clouded by Blathmire's supernatural influence. While charmed, they maintain routines of daily life with an eerie, mechanical efficiency, and rationalize any oddities about their situation. A character who makes a successful DC 18 Nature or Occultism check to Recall Knowledge after Investigating a charmed character that if the party possesses some mirewort, a rare herb that grows in swampy environments, the charm can be broken with a successful DC 21 Diplomacy or Intimidation check that is accompanied by its scent. Even while charmed, residents retain enough of themselves to be suspicious of outsiders—they greet strangers with cold politeness but will not allow them past the fort's outer structures without Blathmire's explicit permission. If confronted with obvious hostility or caught aware of rescue attempts, warriors among the community immediately move to subdue intruders while the rest retreat to the fort's interior chambers. Any occupants within the fort with the commoner, dockhand, or farmer statblock are considered non-combatants and fight only if necessary to defend themselves from personal attacks. While charmed, fort combatants fight to the death (or until incapacitated) and never retreat.

APPROACHING MOLDREACH

The swamp waters around Moldreach are shallow enough to wade through but count as difficult terrain. The fort maintains two levels of security: a patrol of two **guards** who circuit the lower walkways in a 10-minute rotation, and two **scouts** who keep watch from the opposite towers (area 18) on a slow patrol. The elevated position of the rampart lookouts provides them clear views of most approaches to the fort, though swamp vegetation provides occasional cover.

A group attempting to Avoid Notice must each succeed at a DC 13 Stealth check. This check is made with a -3 circumstance penalty during daylight hours. Characters who first observe guard patterns with a successful DC 14 Perception check can time their movements to make this check with advantage.

Moderate Encounter: The magically-bound residents of Moldreach cannot be reasoned with for entry into the fort. Guards at the portcullis respond to all requests with flat denial, while any dock workers and fishermen ignore visitors entirely. If pressed about missing persons from Ravencross or other settlements, the guards respond with identical, rehearsed phrases: "No one is missing. Everyone is where they belong." Questions about life within the fort are met with "We are content here" or similar hollow assertions. After a brief exchange, guards forcefully demand that visitors leave the area. If the party lingers, warriors among the community (usually two **guards** and two **scouts**) move to drive them away by force while others retreat to alert Blathmire.

Adjusting the Encounter. If there are not exactly four PCs, add or remove **guards** so that there is a number of creatures in patrols that respond to alarms equal to the number of PCs. If the party is 2nd level, the creatures have weak adjustments. If the party is 4th level, the creatures have elite adjustments.

The following areas are keyed to the provided map of Moldreach:

I. PORTCULLIS

Rusty chains support an iron portcullis at this entrance to the fort. The surrounding stone walls show signs of age and water damage, with patches of dark moss creeping between the blocks.

Trivial Encounter: During daylight hours, two guards stand at attention here, their movements eerily synchronized. At night, the portcullis is lowered, though one guard remains posted nearby. A successful DC 15 Strength (Athletics) check is required to lift Force Open the portcullis enough for a Medium or smaller creature to squeeze underneath.

Adjusting the Encounter. If there are five or more PCs, a third **guard** patrols the nearby wall within earshot of the portcullis. If the party is 2nd level, the creatures have weak adjustments. If the party is 4th level, the creatures have elite adjustments.

2. COURTYARD

Wooden spike walls and small pools of stagnant water collect in this open courtyard. The cobblestones are cracked and uneven, with thick vegetation pushing through the gaps. A wooden walkway spans the western edge, while stone steps lead up to a higher level to the north. The elevated northern section hosts a small forge and anvil, wisps of smoke trailing from its cold ashes. At the courtyard's center, a twisted mass of vegetation rises from the fractured stone—its bulbous heads weaving gently despite the lack of wind.

The courtyard serves as the fort's central gathering space. A ladder rises to a wooden platform adjoined to the battlements above. During the day, 1d4+1 charmed **commoners** can be found here going about their daily routines with mechanical precision. At night, the area is usually empty save for the patrol that passes through every 10 minutes.

Moderate Encounter: Swamp Chomper. A massive flytrap-like plant dominates the courtyard's center, its two heads sprouting from serpentine necks that rise from a thick mass of leaves, each maw lined with needle-sharp teeth. The swamp chomper does not attack any creatures charmed by Blathmire but violently strikes at any others who come within its range. It uses statistics for two snapping flytraps (*Pathfinder Monster Core*), and though it has some mobility, its root system prevents it from leaving the perimeter of the courtyard and prevents either one from moving farther than 10 feet from the other.

Adjusting the Encounter. If there are only three PCs, the flytraps share the Hit Point total of a single flytrap; damage to either applies to it, and area effects only apply once even when both are included. If there are five or more PCs, a third flytrap head emerges from the dirt if combat begins, similarly bound to the others. If the party is 2nd level, the creatures have weak adjustments. If the party is 4th level, the creatures have elite adjustments.

3. STORE ROOM

This octagonal chamber serves as the fort's primary storage space. Barrels and crates are stacked in neat, almost obsessive rows against the walls. The air carries a musty scent of preserved food and damp wood.

The residents maintain this room with the same mechanical efficiency they apply to all their tasks. Most containers hold basic provisions: dried fish, root vegetables, and preserved foods. During daylight hours, there is a 50% chance that 1d4

commoners are here, methodically organizing supplies and carrying things into and out of the store room (success on a DC 11 flat check indicates some are present at any given time). At night, the room is empty.

Treasure: Hidden Cache. A successful DC 18 Perception check to Search reveals a loose stone in the floor beneath some barrels. The cavity behind it contains a pouch with 15 gp and a *potion of water breathing*.

Adjusting the Treasure. If the party is 4th level, the pouch has 30 gp.

4. CELL

Iron manacles hang from the walls, and a thin layer of straw covers portions of the stone floor within this chamber. Against the far wall, skeletal remains sit slumped in chains.

The residents of Moldreach avoid this room entirely, as if some lingering command from Blathmire compels them to ignore it. The skeleton belongs to Madric Vale, a witch hunter who managed to partially resist Blathmire's charm through magical means. Rather than risk his influence spreading to other thralls, Blathmire had him imprisoned here until he starved.

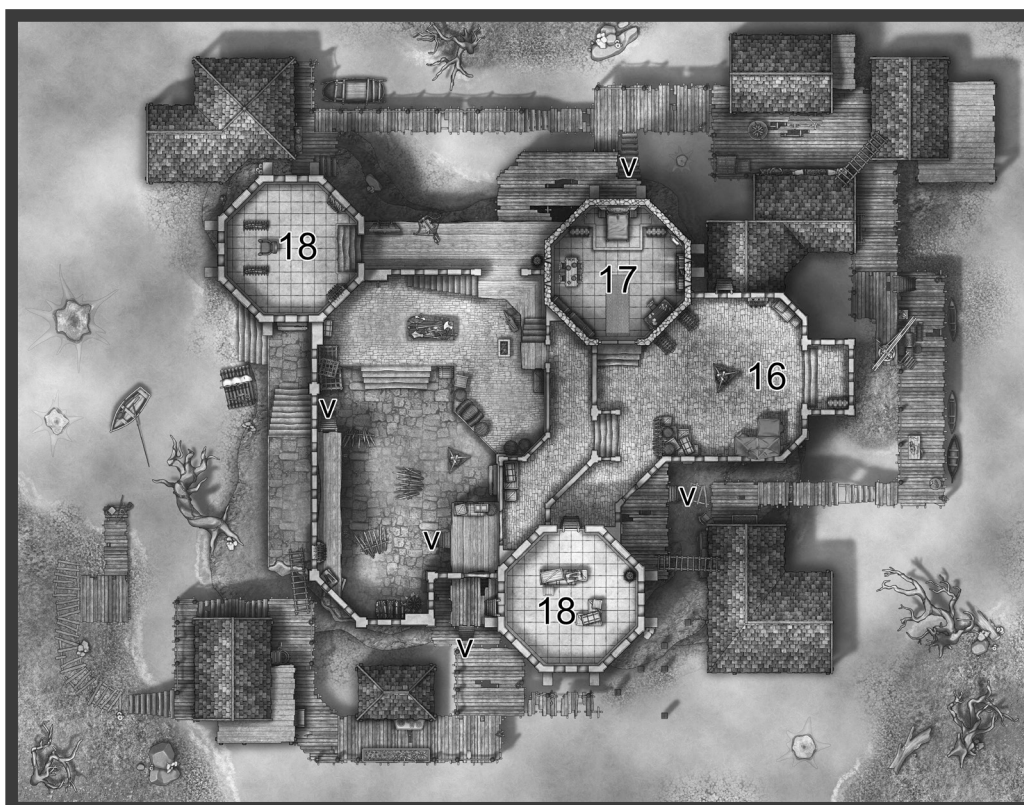
Witch Hunter's Notes. Clutched in the skeleton's bony fingers is a small leather journal, its pages warped by moisture but still legible. A character who takes time to read through the journal learns several key pieces of information:

- The writer identified the presence of a bludnik but was caught before he could escape

MAIN LEVEL



BATTLEMENTS



- He documented the cyclic nature of the residents' behavior patterns
- His last entry references a theory about mirewort being able to break the charm, though he was unable to test it
- A crude map in the back pages shows the location of a mirewort patch deeper in Ebonmoor

Treasure: Dead Man's Prize. Around the skeleton's neck hangs a *pendant of clarity*, which Vale used to resist Blathmire's influence for as long as he did. The medallion still functions but shows signs of corruption—until Bludnik is destroyed, the wearer must succeed at a DC 20 Will saving throw after using the pendant's Activation or become stupefied 1 for 8 hours (the penalty from this condition doesn't apply to the triggering saving throw).

PENDANT OF CLARITY ITEM 4

Invested, Magical

Price 85 gp

Usage worn; **Bulk** —

Wearing this round glass pendant protects your mind from outside meddling. You treat your level as 1 higher than it actually is when determining whether you improve your outcome against an effect with the incapacitation trait (this doesn't apply to your attempts to incapacitate others).

Activate—Eyes Wide Open ☞ (fortune, manipulate)

Frequency once per day; **Trigger** You fail a saving throw with the mental trait; **Effect** You grip the pendant and roll the triggering save again, and must use the new result even if it is worse. If the effect involves mental influence, the source thinks you got the worst result you rolled and you receive any mental messages intended even if you are not compelled to follow any orders given.

5. ENTRANCE HALL

A simple stone chamber serves as an entrance to the fort's great hall. Torches cast their sickly green light from wall sconces, illuminating worn flagstones and damp walls. The occasional drip of water from above creates a steady rhythm in the quiet space.

This chamber shows signs of frequent passage but offers little of interest. From here, the sounds of activity from the great hall beyond can sometimes be heard.

6. GREAT HALL

Two long wooden tables dominate this octagonal chamber, their surfaces worn smooth from years of use. Benches flank each table, and iron chandeliers hang overhead. At the chamber's far end, elevated on a stone dais, stands a third table—shorter but more ornate, with a high-backed chair that speaks to the fort's former authority. The air carries the perpetual scent of fish stew and wood smoke.

Trivial to Moderate Encounter: This hall serves as the primary gathering space for Blathmire's "family." At any

time during daylight hours, 2d4 commoners and 1d4 guards can be found here, going through the motions of meals or social gatherings with unsettling coordination. Their conversations, if overheard, consist entirely of hollow pleasantries repeated in cycles. The lord's table remains conspicuously empty most times, though Blathmire occasionally occupies it to watch over his brood.

7. DORMITORY

This long chamber has been outfitted as sleeping quarters for the fort's defenders. Simple wooden bunks line the walls, each with a storage chest at its foot. Personal effects—worn boots, weathered cloaks, and basic weapons—are arranged with an unnaturally precise uniformity. Arrow slits in the outer wall provide narrow views of the surrounding swamp.

Trivial or Severe Encounter: This dormitory houses many of the combatants of Moldreach. During daylight hours, only 2 off-duty **guards** can be found here resting between shifts. At night, four **commoners**, four **guards** and two **scouts** sleep here while others patrol or man their posts, though they wake and respond immediately to any disturbance.

Adjusting the Encounter. If there are three PCs, there is only one **guard** here in the day and only one **scout** at night. If there are five or more PCs, add another guard both during the day and at night for each PC beyond four. If the party is 2nd level, the creatures have **weak adjustments**. If the party is 4th level, the creatures have **elite adjustments**.

Treasure: Personal Effects. The storage chests contain mundane equipment and personal belongings of the guards from before they fell under Blathmire's influence. A thorough search of all chests (taking 10 minutes) yields 15 gp in various pouches and purses, as well as a single lesser healing potion hidden in a rolled-up sock with a successful DC 15 Perception check to Search.

Adjusting the Treasure. If there are only three PCs or the party is 2nd level, the potion is a minor healing potion. If the party is 4th level or there are six PCs, there are two potions.

8. KITCHEN

A large hearth dominates one wall of this kitchen, its cookfire burning at all hours. Wooden counters and cabinets line the walls, their surfaces scrubbed obsessively clean. Dried herbs hang from the ceiling in neat bundles, and several barrels of preserved foodstuffs rest in the room's corners.

This kitchen operates with the same mechanical efficiency as the rest of Moldreach. During daylight hours, two **commoners** can be found here preparing meals with coordinated, almost rehearsed movements. At night, a single commoner maintains the cookfire and tends to a pot of eternally simmering stew.

9. FISHERMAN'S HUT

This stilted cabin extends out over the swamp waters, connected to the fort by a creaking wooden walkway. The larger front room is cluttered with fishing equipment—nets hang from hooks, while spears and poles rest in wall-mounted racks. A smaller back room serves as simple living quarters, containing a narrow bed and basic furnishings.

During daylight hours, this hut is usually empty as its resident, a gruff man named Harrick (**dockhand**), the fort's resident expert fisherman, spends his time at the fishing pier. At night, he returns to mechanically mend nets and sort his catch before sleeping. Like all of Blathmire's thralls, his movements are unnaturally precise, and he speaks only in short, rehearsed phrases about fishing conditions and daily quotas. The hut contains common fishing gear as well as several sealed ceramic pots of bait. A character who searches the hut thoroughly can find basic equipment for water navigation, including 50 feet of rope, two spare oars, and materials to patch small boats.

10. FISHING PIER

A rickety pier extends into the murky swamp waters, supported by moss-covered pilings. Wooden racks along the pier's length hold drying nets and lines, while baskets and barrels—some empty, some filled with the day's catch—are arranged with meticulous precision.

During daylight hours, 1d4 **dockhands** can be found here engaged in fishing activities, their movements synchronized as they cast nets or clean fish. Harrick from the fisherman's hut (area 9) oversees their work with the same mechanical efficiency. At night, the pier stands empty save for the occasional patrol passing through.

11. GARDENER'S HUT

This modest stilt house overlooks a small garden plot built on a raised wooden platform above the swamp. Tools hang neatly along the hut's outer wall, while sacks of soil and containers of seedlings are stacked beneath its overhang. Through the windows, simple furnishings can be glimpsed—a bed, a small table, and shelves lined with clay pots.

The hut belongs to a weathered woman named Yora (**farmer**), who tends to the fort's meager attempts at agriculture. During daylight hours, she can be found methodically working among her raised garden beds, muttering the same few phrases about soil conditions and potato yields. At night, she retires to her hut.

Mirewort. A character who makes a successful DC 18 Perception or DC 16 Farming or Herbalism Lore check to look through the various gardening supplies and containers finds a small jar labeled "Mirewort - Ebonmoor Strain,"

containing a few sprigs of the herb which can break Blathmire's charm. The jar is a relic from before Blathmire's occupation of the fort.

12. DOCKMASTER'S OFFICE

The front room of this cabin opens to a cramped space with water-stained shelves laden with fishing and boating equipment. Two other rooms branch off to the east and south. Fishy air drifts through cracks in the wooden walls, and the floorboards creak underfoot.

Originally the dockmaster's dwelling, the three rooms of this structure have been repurposed as storage for the fort's fishing operations. During daylight hours, thralls mechanically retrieve supplies as needed. At night, the building stands empty. A ledger resting on one of the shelves contains entries leading up until the fort's abandonment years ago—ultimately a dull tale of procedural decline. A successful DC 16 Perception or DC 14 Sailing Lore check locates a lensatic compass and a simple map of the area amid the clutter.

Adjusting the Treasure. If there are only three PCs of 2nd or 3rd level, the compass is not lensatic.

13. DOCK

A substantial dock extends into the swamp waters, its aged but sturdy construction suggesting regular maintenance. Broken crates and loose rope coils are scattered across its surface.

The fort's fishing boats return here to offload their catches. There is nothing of value to be found here.

14. VILLAGER'S HUTS

Three simple huts provide living quarters for some of Moldreach's non-combatant residents. Each is sparsely furnished with beds, storage chests, and basic living amenities. The huts are occupied during nighttime hours and intermittently during the day as their residents cycle through

their mechanical routines. The huts contain personal belongings of little monetary value but possible emotional significance to their owners' families: letters from loved ones, treasured trinkets, and tools of their former trades.

Current Residents. Among the huts' occupants are:

- Maera, a former herbalist who once delighted in sharing tales of her travels while brewing tea for visitors
- Kovan, a skilled carpenter whose intricate woodwork once decorated homes throughout Ravencross
- Dalla, a traveling musician whose prized fiddle now gathers dust in the corner
- Torst, a retired ferryman who knew every safe passage through Ebonmoor's waters
- Selka, a young apprentice scribe who carried a different book with her everywhere she went

Any of these residents might be encountered throughout the fort during daylight hours, though their former personalities are now buried beneath Blathmire's influence. Each uses **commoner** statistics.

15. APOTHECARY

Bundles of dried herbs and strange totems hang from the ceiling of this stilted shack. Shelves line the walls, crowded with clay pots, vials of murky liquids, and small bones. At a round table in the center of the room, smoke perpetually rises from a brass brazier, taking shapes that seem almost deliberate. The air feels heavy with supernatural energy.

An elderly woman named Stylana (**commoner**) serves as the fort's healer, going through the motions of rituals and treatments she performed before her enthrallment. The intersection of her unconscious shamanic practices and Blathmire's supernatural influence has created a thin spot between worlds within this hut. Small objects frequently move on their own, cold spots drift through the room, and the smoke from the brazier forms into mysterious shapes. A character who makes a successful DC 16 Nature or Occultism check to Investigate can determine that these manifestations are a result of Blathmire's magic intersecting with residual shamanic energy.

Low Encounter: Lingering Spirit. A **ghost commoner** (*Pathfinder Monster Core*) haunts this chamber—the spirit of a shaman named Felgorod who once lived here. Unlike the living occupants, the ghost is not under Blathmire's influence and can provide information about the fort, its eventual abandonment, and its occupation by the bludnik. Felgorod manifests whenever someone other than a thrall enters the hut. Stylana and any other thralls, if present, seem unable to acknowledge the spirit's presence.

Adjusting the Encounter. If the party is 2nd level, Felgorod has **weak adjustments**. If the party is 4th level, Stylana and Felgorod have **elite adjustments**.

16. RAMPARTS

A large, unlit signal fire dominates the center of this platform, its carefully stacked wood ready for lighting. Some barrels are scattered about, and a small canvas shelter provides storage for supplies and protection from the rain.

This overlook serves as an extension of the rampart patrol route. The scouts pause here during their rounds to scan the swamp before continuing their mechanical routine. A fine spyglass rests on a stand within the shelter, though the thralls manning the post use it with mechanical repetition rather than true vigilance.

17. LORD'S QUARTERS

This octagonal chamber still maintains an air of faded nobility. Tattered tapestries hang from the walls, and a large desk faces ornate double doors that open onto the ramparts. A massive bed draped with moldering curtains dominates one corner, while bookshelves line another. The room's most striking feature is the sickly green light that seems to emanate from nowhere and everywhere at once.

This chamber serves as Blathmire's sanctum. Its "pet"—a monstrous **giant frog** (*Pathfinder Bestiary 2*) named Croak—lounges near the desk, its bulbous eyes following any movement. During daylight hours, there is a 50% chance that Blathmire is here, otherwise the bludnik roams the fort checking on its "family." At night, it can always be found here, basking in its mockery of lordship. There is little of value to be found in this room, as it was emptied of anything precious during its abandonment. The bookshelves hold moldering texts about regional history and governance—remnants of the fort's previous occupants.

Moderate Encounter: Blathmire. The bludnik initially manifests as a softly glowing lantern light that coalesces into a humanoid form wreathed in ethereal green flame. It views intruders with cold curiosity rather than immediate hostility, willing to briefly "entertain" them as a cruel lord might humor peasants before ordering their execution. However, any mention of freeing its thralls or challenging its authority sends it into a violent rage. If combat breaks out, Blathmire uses its lantern light to try to separate party members while Croak targets spellcasters. Thrall guards within earshot will arrive to assist within 1d4 rounds, generally one **scout** first and then a second after another 1d4 rounds, potentially followed by two **guards** if Blathmire sends for help from further away. The bludnik uses **ghost commoner** (*Pathfinder Monster Core*) statistics with the following changes:

- Its **Frightful Moan** action is replaced with **Spectral Charm** ♦♦ (emotion, incapacitation, mental, occult) Blathmire chooses a humanoid within 30 feet. The target must attempt a DC 21 Will save. Once a creature succeeds

at any save against Spectral Charm, that creature is temporarily immune to Spectral Charm for 24 hours. On a failure, the creature is helpful to Blathmore, is no fonder than indifferent to all other creatures, and it can't use hostile actions except at Blathmore's encouragement. On a critical failure, it is controlled by Blathmore. Either way, at the start of each of the target's turns after it takes damage or is shaken as an action by another creature, it attempts another Will save. If it succeeds, the effect ends on it.

Adjusting the Encounter. If there are six PCs, there is a second **giant frog** here. If the party is 2nd level, the creatures have **weak adjustments**. If the party is 4th level, the creatures have **elite adjustments**.

18. TOWERS

These octagonal chambers cap the northern and southern ends of the fort. Arrow slits pierce the stone walls, and storage chests contain basic supplies.

Pairs of two **scouts** maintain a constant watch here at the north and south ends, mechanically scanning their assigned sectors of the swamp, paying particular attention to the dock areas and known approaches to the fort. Every half hour, a single scout from each pair swaps positions with their counterpart on the opposite tower, slowly patrolling the ramparts on their way.

AFTERMATH

If Blathmire is destroyed, its supernatural hold over the residents of Moldreach breaks immediately. The formerly charmed individuals experience intense disorientation as they come to terms with their time under the bludnik's influence. Many remember their experiences as a strange dream, though the reality of their situation becomes clearer with time. Ravencross authorities arrive within days to help resettle the rescued citizens, though some may require extended care to process their trauma.

If the party fails to destroy Blathmire but manages to escape, the bludnik becomes far more protective of its "family." The fort's defenses are heightened, and its influence slowly begins to spread deeper into Ebonmoor. More travelers go missing, and the fort's community continues to grow.

If the party is defeated, they may find themselves new additions to Blathmire's twisted family—their minds clouded by its supernatural charm as they perform the same mechanical routines as the other residents, perhaps until another group of adventurers attempts their own rescue.

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