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IRONFANG INVASION

PLAYER'S GUIDE

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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 3</i>	B3
<i>Ultimate Magic</i>	UM	<i>Bestiary 4</i>	B4
<i>Bestiary</i>	B1	<i>Bestiary 5</i>	B5
<i>Bestiary 2</i>	B2		

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IRONFANG INVASION PLAYER'S GUIDE

The Ironfang Invasion Adventure Path begins in the sleepy Nirmathi town of Phaendar, nestled alongside the only major crossing of the Marideth River within 50 miles upstream or down. The campaign begins as artisans, farmers, miners, shepherds, traders, and trappers from across the region gather for the seasonal Market Festival to send their raw materials to market in the “big city” of Tamran and trade for those essentials—finished goods, clothing, magic, and alcohol—that make surviving the next season easier. The PCs may be longtime residents of Phaendar, injured veterans recuperating from the war, or trappers and farmers who arrive to sell their wares, catch up with friends, or stock up for the season, only to find themselves beset upon by a merciless enemy!

COMING TOGETHER

With Phaendar being such a small town—barely 400 souls make their permanent home close enough for the sheriff to keep an eye on them—residents generally know one another by sight, and even consider regular visitors

from across western Nirmathas to be neighbors. Ideally, at least one character is a native of the small town, and other characters should have reason to visit often enough that at least a few residents know their names. Many of the campaign traits (see page 7) offer reasons for a character to live in Phaendar or its surrounding environs. To help players acclimate to the nation and the regions surrounding Phaendar, a short guide to Nirmathas begins on page 8. This gazetteer can help you understand what it means to be Nirmathi, while additional details on the nation can be found in *Pathfinder Campaign Setting: Lands of Conflict*.

If your character isn't from Phaendar, but is still tied to Nirmathas, she could be a trader or politician from the capital of Tamran, newly arrived to trade for local resources; a military veteran from the Molthuni front far to the south, on a resupply mission to Nirmathas's breadbasket; a wounded veteran recovering in the country far from the action; or perhaps a militia deserter passing through while fleeing the nation.

Characters with no strong ties to Nirmathas may be part of a merchant expedition from any of the nations bordering Lake Encarthan. Varisian caravans occasionally traverse the Bloodsworn Vale to the northwest, migrating into and out of Nirmathas in the warm months. Refugees from Nidal to the west occasionally survive the treacherous journey over the Mindspin Mountains, and find Nirmathas a paradise compared to their shadow-enshrouded homeland. Your character could be a half-orc escaping from the hardscrabble orc tribes of the neighboring Hold of Belkzen, an elven game hunter from Kyonin challenging her skills against the wildlife of the Fangwood, or an explorer from Andoran or Taldor mapping the war to prepare a proper report for her respective government. Your character may be even more unusual—Nirmathas's wilds are seen as a refuge by many considered monsters by society—and all manner of creatures and criminals might flee to the relative isolation of the Nesmian Plains and the Mindspin Mountains to escape their past.

Whatever the case, this Adventure Path works best if your character either has a strong personal investment in the area, a reason to oppose invading monsters, or no pressing reason to return from whence they came. Many people displaced by the Ironfang Invasion simply flee for safer climes; what makes an adventurer is the drive to push back against brutes who would take your home, your fortune, and your loved ones!

CHARACTER TIPS

You're playing the Ironfang Invasion Adventure Path, but what sort of character should you play? What sort of character fits the themes of wilderness survival, dungeon exploration, and guerrilla warfare against a far larger and better-equipped army? The following hints, suggestions, and character options are designed to help you create characters perfectly suited to meeting the challenges and dangers this Adventure Path has in store. The following suggestions are not exhaustive, and there are thousands of concepts that can find a place in this campaign. For more discussions about characters in the Ironfang Invasion Adventure Path,

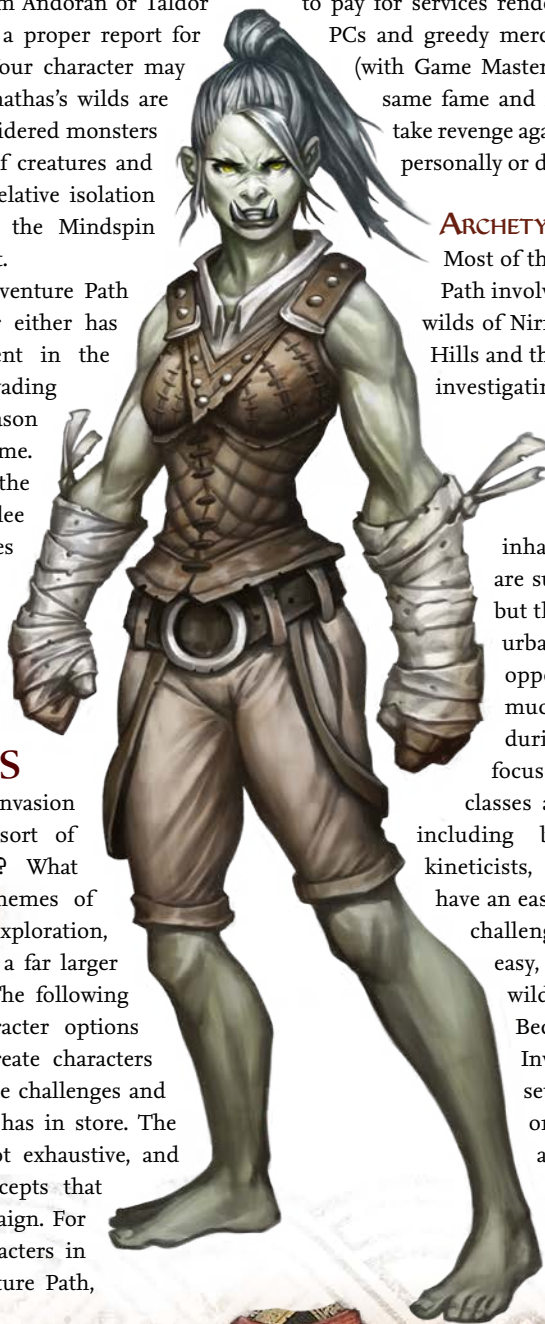
visit the messageboards at paizo.com and share your experiences and questions with others who are playing through this campaign.

ALIGNMENT

Fighting back against the Ironfang Legion isn't limited to any particular moral outlook. This Adventure Path provides plenty of motivation for any good- or neutral-aligned adventurers, from protecting unsuspecting citizens to restoring peace to seizing glory and wealth as the spoils of battle! While NPCs want their homes restored and their families protected, they are also willing to pay for services rendered, motivating both heartfelt PCs and greedy mercenaries. Even evil adventurers (with Game Master permission) might enjoy that same fame and fortune, or see every reason to take revenge against monsters who wrong them personally or destroy their property.

ARCHETYPES AND CLASS OPTIONS

Most of the Ironfang Invasion Adventure Path involves exploring and surviving the wilds of Nirmathas—especially the Hollow Hills and the Fangwood Forest—as well as investigating ominous, monster-infested dungeons and fortresses, and delving into ancient secrets of the land left behind by its earliest fey and dwarven inhabitants. All character classes are suitable for the Adventure Path, but those whose abilities emphasize urban adventures may find few opportunities to shine. Because much of this campaign, especially during the first two volumes, is focused on wilderness survival, classes at home in natural settings—including barbarians, druids, hunters, kineticists, rangers, and shamans—will have an easier time addressing the earlier challenges they face (perhaps too easy, if an entire party consists of wilderness-themed characters). Because little of the Ironfang Invasion takes place in large settlements, players with large or unusual companions—such as animal companions or eidolons—will rarely need to leave one of their core class features behind to avoid upsetting locals.



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Some potentially useful archetypes are listed below.

- Archer (fighter) from *Pathfinder RPG Advanced Player's Guide*
- Bandit (rogue) from *Pathfinder RPG Ultimate Combat*
- Beast rider (cavalier) from *Ultimate Combat*
- Green Faith marshal (inquisitor) from *Pathfinder Player Companion: Heroes of the Wild*
- Guerrilla (rogue) from *Pathfinder Campaign Setting: Inner Sea Intrigue*
- Herb witch (witch) from *Heroes of the Wild*
- Holy guide (paladin) from *Pathfinder RPG Advanced Class Guide*
- Nirmathi irregular (ranger) from *Pathfinder Campaign Setting: Inner Sea Magic*
- Scout (rogue) from *Advanced Player's Guide*
- Skirmisher (ranger) from *Advanced Player's Guide*
- Trapper (ranger) from *Pathfinder RPG Ultimate Magic*
- Voice of the wild (bard) from *Advanced Class Guide*
- Wild child (brawler) from *Advanced Class Guide*

In addition to these options, the *Advanced Class Guide* also introduces the order of the beast, a cavalier order dedicated to defending the wilderness.

Characters interesting in pursuing a prestige class have many options. Any that emphasize self-sufficiency or group support will find many opportunities to employ their abilities. The following suggestions are the most thematic for the Ironfang Invasion Adventure Path: arcane archer, darechaser (*Pathfinder Player Companion: Paths of the Righteous*), Green Faith acolyte (*Pathfinder Campaign Setting: Paths of Prestige*), hinterlander (*Paths of the Righteous*), horizon walker (*Advanced Player's Guide*), nature warden (*Advanced Player's Guide*), and stalwart defender (*Advanced Player's Guide*).

BLOODLINES, MYSTERIES, AND PATRONS

While most sorcerer or bloodrager bloodlines are feasible choices for the Ironfang Invasion Adventure Path, the following suggestions fit the theme or provide abilities especially appropriate to this campaign: deep earth (*Advanced Player's Guide*), destined, elemental, fey, or verdant (*Advanced Player's Guide*). The oracle mysteries and shaman spirits with the strongest ties to the themes of the Adventure Path are battle, lore, nature, stone, and wood (*Ultimate Magic*). Suitable witch patrons for the Ironfang Invasion include animals, elements, endurance, healing (*Ultimate Magic*), plant (*Heroes of the Wild*), transformation, trickery, and vengeance (*Ultimate Magic*).

Of course, these choices are only suggestions, and players should not feel limited to these options—most bloodlines, mysteries, spirits, and patrons would work well in the Ironfang Invasion Adventure Path.

FAMILIARS AND ANIMAL COMPANIONS

Characters may begin the Ironfang Invasion hailing from all across Avistan and beyond. Dwelling in the laissez-faire culture of Nirmathas, nearly any animal companion or familiar is appropriate, no matter how out-of-place or unruly it might seem in urban locales. Characters who reside in the region, or who wish to select an animal that fits the region, might want to be a bit more selective. The following familiars are good choices given the terrain and climate of the Fangwood Forest and the Nesmian Plains: bat^{B1}, cat^{B1}, fox^{B3}, goat^{B3}, hawk^{B1}, hedgehog^{UM}, house centipede^{UM}, owl^{B1}, pig^{B3}, rabbit (*Pathfinder Player Companion: Animal Archive*), raccoon^{B3}, rat^{B1}, raven^{B1}, skunk^{B3}, sloth^{B4}, squirrel (*Animal Archive*), toad^{B1}, and weasel^{B1}.

The following animals can be found throughout western Nirmathas and would be good choices for companions or mounts, and are readily available replacements should a character's existing animal companion perish: aurochs^{B1}, badger^{B1}, bear^{B1}, bird (eagle, falcon, or hawk)^{B1}, boar^{B1}, small cat (lynx or mountain lion)^{B1}, digmaul^{B5}, dire rat^{B1}, dog^{B1}, horse^{B1}, mindspin ram (*Pathfinder Adventure Path #91*), ram^{B2}, stag^{B4}, swan^{B4}, giant weasel^{B4}, and wolf^{B1}.

In addition to the animals mentioned here, the bestiary in *Pathfinder Adventure Path #115: Trail of the Hunted* features a selection of animals native to Nirmathas that PCs may select as animal companions or familiars. Talk to your GM about these possibilities.

FAVORED ENEMIES AND FAVORED TERRAINS

The majority of the Ironfang Invasion Adventure Path takes place in southern Nirmathas, from the dense woodlands of the Fangwood Forest to the gentle Nesmian Plains to the rugged Hollow Hills. The best choices for favored terrain are forest and underground, but plains and mountains (which includes hills) are both good additional choices. Solid favored enemy choices include fey, humanoid (goblinoid), magical beast, and plant.

ORIGINS

Given the campaign's location, characters likely hail from Nirmathas or have good reason to visit the area regularly. Many are likely local trappers, hunters, woodcutters, soldiers, or scouts. Nidal, Varisia, the Hold of Belkzen, and Lastwall all share borders with Nirmathas and make excellent homelands for non-Nirmathi characters, as does any nation that borders Lake Encarthan. Remote as it is, Phaendar and the surrounding area attract an eclectic variety of personalities, from young hopefuls training to join the Chernasardo Rangers or Nirmathas's army to wounded veterans recovering in relative peace far from the front to the south, and from quirky explorers and researchers to outsiders fleeing

CAN I PLAY A HOBGOBLIN?

With gamers fond of playing the outcast or the surly loner, some will look at a campaign about fighting back against an invasion of hobgoblins and decide to play a hobgoblin themselves. A hobgoblin player could be an exile from the Ironfang Legion who thinks Azaersi is too brash and endangers her people, or a refugee from one of the other hobgoblin armies the Ironfang Legion has drafted into service. However, hobgoblin society shuns compassion, cooperation, and family unity, and readily beats these traits out of its children at an early age, so even hobgoblins with an axe to grind against the Legion are unlikely to cooperate with humans against their own kind, and good-aligned hobgoblins are all but unheard of without extraordinary circumstances. Player character hobgoblins will likely engender mistrust and hatred wherever they go in Nirmathas once the war begins; the Nirmathi people currently suffer under a merciless hobgoblin horde enslaving their kin, and consider any hobgoblins—and those traveling with them—to be potential spies, scouts, or saboteurs. This distrust manifests largely as increased prices and large circumstance penalties on Charisma-based skill checks.

Consult your Game Master before deciding to play a potentially disruptive character concept.

persecution for their heritage or faith. Characters in the Ironfang Invasion Adventure Path can originate from anywhere, but should have reason to stay in Nirmathas and fight back against monsters taking advantage of the young, war-torn nation.

LANGUAGES

The Ironfang Invasion Adventure Path offers characters plenty of opportunities to negotiate with potential allies, uncover ancient history, and spy on enemies. The most common languages of Nirmathas are Common and Hallit, with heavy pockets of native Dwarven and Elven speakers. Characters with additional language choices stand to learn much about the region's history if they speak Sylvan, and can negotiate with or threaten their inhuman adversaries with knowledge of Draconic, Goblin, and Undercommon.

RACES

Nirmathas lies at the heart of Avistan, but consists largely of unclaimed wilderness and bustling colony towns less than a century old. The vast majority of Nirmathi are humans of Chelish, Kellid, Taldan or Varisian descent—

often blended within any single family. Because Nirmathas was once part of the trade route connecting Chelixa to its Varisian colonies, human heritages from all across the world can be found in various corners of the nation.

Many other humanoid races also call the region home. Half-orcs, often orphans or refugees from the Hold of Belkzen, are the most numerous non-humans in the wilderness nation. With one of the remaining Sky Citadels—Kraggodan—situated in southern Nirmathas, dwarven artisans, merchants, and warriors are common sights throughout the nation, often traveling to or from other nearby dwarven settlements like Janderhoff and Glimmerhold. Gnomes and halflings are fairly common as well, attracted by the new opportunities and ancient mysteries of this verdant land; halflings in particular tend to descend from slaves freed from Chelixa or Molthune. Half-elves, largely refugees or indiscretions from Kyonin across Lake Encarthan, also make up a sizable minority of Nirmathas' population, while full elves find themselves attracted to the primordial wilderness of the Fangwood.

Less common races also call Nirmathas home (with Game Master approval). Ratfolk from nearby Druma see Nirmathas as a land desperate for arms and rich in untapped resources. Dhampirs and fetchlings sometimes number among those refugees fleeing from neighboring Nidal. Nirmathas itself is home to a small population of undead genie-kin, who are sometimes born to families who settle near the nation's mysterious Marching Springs. On rare occasion, aasimars from Lastwall, as well as changelings and skinwalkers from Ustalav, make their way into Nirmathas, usually hoping to escape their pasts.

RELIGION

Religion is not a cornerstone of the Ironfang Invasion Adventure Path, but faith is still deeply important to the people of Nirmathas, and divine spellcasters are far more common within its wilder corners than arcane or psychic spellcasters. Most communities honor Erastil as both the lord of hunters and the guiding hand of small communities. Cayden Cailean, as the god of freedom and heroism, is exceptionally popular among those who consider themselves freedom fighters. Gorum and Iomedae both enjoy a strong following along both sides of the Molthuni front, but the chaotic and free-willed Nirmathi hew more closely to the tenants of Our Lord in Iron. Nirmathas's proximity to Kyonin has also invited some converts to elven gods, and the cult of Calistria in particular has found many fervent worshipers across the nation.

The Green Faith is of particular importance to the people of Nirmathas. Many lay people know the cult's basic tenants, and various trappers and lumberjacks pay their respects to the land each day before they begin

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their work. Easily the regional center of the Green Faith and its worship, the hidden community of Crystalhurst provides an excellent hometown for druid, hunter, or ranger characters.

SKILLS AND FEATS

Character playing through the Ironfang Invasion Adventure Path will benefit most from a wide variety of skills and abilities. That said, skills that aid characters in enduring the wilderness or dungeon dangers will be of great benefit. Survival and Stealth will both play important roles in the early stages of this campaign, and the variety of terrains will provide ample opportunities for Acrobatics and Climb to show their value. As always, Perception is a handy skill for almost any adventurer. Understanding your surroundings and enemies will also come in handy; of the Knowledge skills, arcana, local, and nature will provide the most benefit.

Over the course of the Ironfang Invasion, characters will have limited access to many of the resources they may normally take for granted, especially those provided by large cities. Nirmathas's largest community, Tamran, does not feature prominently in the Adventure Path and is only a small city, capable of providing spellcasting of 4th level or lower and magic items worth 4,000 gp or less. Consequently, feats that improve a character's self-sufficiency, such as item creation feats, Eschew Materials, Herbal Components (*Heroes of the Wild*), Master Alchemist^{APG}, Well-Prepared^{APG}, or Witch Knife^{UM} all help keep a player character supplied and prepared despite the lack of infrastructure to rely upon.

TRAITS

In addition to the campaign traits listed below, several traits from the *Advanced Player's Guide* are common and appropriate among natives of western Nirmathas (and provide access to certain skills and abilities useful in the Ironfang Invasion): Adopted, Animal Friend, Child of Nature, Devotee of the Green, Forlorn, Fortified Drinker, Hedge Magician, Militia Veteran, Patient Optimist, Poverty-Stricken, and Veteran of Battle. *Heroes of the Wild* presents more traits appropriate to this campaign, in particular Beastkin, Self-Reliant, Green-Blooded, Survivalist, Wild Domesticator, Wild Ferocity, Wild Shadow, and Wild Stride.

CAMPAIGN TRAITS

The Ironfang Invasion Adventure Path takes players all across and beneath Nirmathas in their campaign against inhuman invaders. The campaign begins in the human town of Phaendar, and player characters should be natives of the community or its surrounding environs, or else new arrivals with some reason to remain invested

WANT TO READ MORE?

Several existing books provide more perspective and knowledge for your Ironfang Invasion Adventure Path campaign. Listed below are additional sources that, while not necessary, may prove useful or inspiring while playing through this campaign.

FOR GAME MASTERS

Pathfinder Campaign Setting: Lands of Conflict

Pathfinder Campaign Setting: Races of the Inner Sea
(hobgoblins)

FOR PLAYERS

Pathfinder Player Companion: Heroes of the Wild

Pathfinder Adventure Path #75: Demon's Heresy
(Green Faith)

in the area. Regardless of their background, every character should have a vested interest in fighting back against the invading army or reclaiming land lost to a merciless conqueror.

Each player character should select one of the following campaign traits as one of her two traits available at character creation.

Animal Whisperer: You've spent more of your life around animals than people, and find them easier to understand. You gain a +1 trait bonus on Handle Animal checks, and Handle Animal is always a class skill for you. Your trait bonus increases to +5 whenever you attempt to "push" a wild animal to perform a trick for you, so long as its attitude is indifferent or friendlier. You may target creatures of the animal type with charm or compulsion spells as if they were humanoids, but unless you have another ability to make yourself understood to animals, you must still succeed at a Handle Animal check to "push" your target in order to communicate specific requests.

Blight-Burned: You were raised deep in the Fangwood Forest, but in your childhood the Darkblight overtook your community, and blighted fey attacked your friends and family. Even after escaping, you barely survived infection by the otherworldly fungal disease and still bear a terrible scar from your ordeal. You gain a +2 trait bonus on Fortitude saving throws against disease or poison (your choice), and your scar now throbs painfully in the presence of unnatural creatures, immediately alerting you to their presence. This sixth sense alerts you to the presence of aberrations, oozes, and all creatures with the blighted fey and fungal creature templates within 30 feet (though it doesn't indicate their exact location). You can always act during the surprise round against such

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creatures, and you aren't considered flat-footed against such creatures in the first round of combat.

Chernasardo Hopeful: You've pledged your skills and your life to the Chernasardo rangers, studying to protect your homeland from foreign invaders. You currently remain a neophyte in this secretive guerrilla army. You have yet to be entrusted with many of their secrets, and spend a great deal of time training with the old ranger Aubrin in Phaendar to hone your skills of hunting and tracking. In forest or plains terrain, you may reduce a single target's effective level of concealment against you (from total concealment to concealment to not concealed) by studying your natural surroundings as a move action. This reduced concealment ends immediately once the target moves from its current location. At 10th level, you may study your terrain as a swift action instead.

Foxclaw Scout: You are part of Nirmathas's informal network of hunters and scouts known as the Foxclaws, and study the secret vulnerabilities of those dangerous beasts that prey upon your fellow settlers. You gain a +2 trait bonus to confirm critical hits against creatures of the animal, magical beast, and vermin types, and while wearing a trophy from an animal, magical beast, or vermin whose CR was higher than your current class level, you gain a +1 morale bonus on Will saves.

Frontier Healer: You make your way in life by putting people back together after the rigors of the world take their toll—brewing herbal remedies, setting broken bones, and treating diseases. You gain a +1 trait bonus on all Heal and Knowledge (nature) checks, and one of these skills is always a class skill for you. Any time you restore hit points using the Heal skill or a *cure* spell (but not with channeled energy, lay on hands, or a magic device such as a potion or wand), you restore 1 additional hit point, plus 1 for every 2 class levels you have beyond 1st.

Ironfang Survivor: Whether you were serving in the military or simply beset by a surprise attack, you barely survived an encounter with the Ironfang Legion, one of Molthune's infamous monster regiments. Maybe you even survived the horrors of the Ramgate Massacre. You can't scrub the memories of their brutality from your waking or sleeping mind, and you keenly recall their distinctive fighting styles. You gain a +2 dodge bonus to AC against goblinoids, and once per day when you attempt an Intimidate, Sense Motive, or Stealth check against a goblinoid, you can roll two dice and use the better result.

Kraggodan Castaway (Dwarf Only): You hail from the dwarven Sky Citadel of Kraggodan in southern Nirmathas and have spent the past several years among the surface people serving as a mercenary in the war, trading with Nirmathi towns, or simply seeing the surface world. Molthune's recent siege of Kraggodan has

squelched any hopes you had of returning home, and now you struggle to find a home on the surface. Thanks to your travels, you gain one of the following as a bonus language: Common, Hallit, Varisian, or Undercommon. In addition, your homesickness means time spent underground revitalizes your spirits; whenever you are underground—either in natural caverns or an artificial complex—you automatically stabilize if brought below 0 hit points, and if reduced to 0 hit points (or you are stable and conscious when below 0 hit points) you do not take the usual 1 point of damage disabled characters take from performing a standard action. This revitalizing effect fades after 4 consecutive days spent underground, but returns after you spend more than a week above ground again.

Unbreakable Survivor: Over a decade ago, bandits took everything you valued in life and left you barely alive. You managed to rebuild your life in the years since, and your tenacity has made you a local legend. Once per day as a full round action, you may shrug off some of your injuries and immediately heal a number of hit points equal to your Constitution modifier + 1 per Hit Die. Your reputation for tenacity inspires your neighbors, and you gain a +1 trait bonus whenever you attempt to influence residents of Phaendar with Diplomacy or Intimidate checks. At 6th level, your reputation spreads further across the nation, and you may apply your trait bonus on Diplomacy and Intimidate checks to influence all humanoids in Nirmathas.

World-Weary: You've seen the horrors of war, and had hoped you'd seen the end of it. You've retreated from the fighting—likely from the front line with Molthune, but maybe from the crusade of Lastwall or the political infighting of Ustalav—and now just want to protect and provide for those you care about. You gain one of the following as a permanent class skill: Appraise, Heal, Knowledge (history), Sense Motive, or Survival. When you perform an aid another action to improve a creature's Armor Class, you increase its AC by +4 rather than +2.

NIRMATHAS AT A GLANCE

Nirmathas is a frontier land of rugged individuality and personal freedom. Repeatedly settled, lost, and settled again over Avistan's history, it is a place that has varyingly played homeland to dwarves, fey, orcs, elves, and humans, all of whom have left traces behind in the forms of strange land formations, crumbling ruins, magical scars, and long-forgotten dungeons. The modern people of the region are largely descended from Chelish and Taldan settlers, and even though this newest effort to take the region began over 200 years ago, much of Nirmathas—especially the Fangwood Forest—remains uncharted and uninhabited by modern humans.

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Modern Nirmathi are notoriously difficult to govern, so much so that today they exist less as a nation and more as a collective of people with a common grudge against Molthune. The national capital of Tamran issues few edicts, rarely collects taxes, and generally leaves each community to govern and protect itself. Most social support is voluntary—a well-off farmer or town may offer grain to neighbors suffering through a bad harvest, but the state itself has no resources to provide the same. While this freedom attracts many new settlers to the region and means that every copper earned lands straight in a laborer's pocket, it also leaves settlements more vulnerable to bandit attacks, illness, and bad weather than most other communities in Avistan. In Nirmathas, every citizen lives or dies by her own fortunes and the generosity of those around her.

Encarthan Coast: Of all the nations that border Lake Encarthan, Nirmathas boasts the smallest and least-developed coastline. The area, known for its thick marshes and rocky outcroppings, supports several stubborn fishing settlements, but only the river deltas of the Tourondel and Marideth rivers offer safe ports for anything larger than barges or fishing skiffs. Alder, gum, and willow trees grow in thick stands among the swamps, and the only real industry beyond subsistence fishing is a cottage-level manufacturing of papyrus for scrolls and books. Because the swamps preserve just about anything that sinks into their muck, many valuable finds and ancient dangers from Nirmathas's past—including undead bog mummies—have been dredged from the mud by careless anglers.

The coastline is sparsely populated. Tamran, Nirmathas's largest town and nominal capital, anchors the southern edge of the region, and the next most sizable settlement—Fort Faelon—is little more than a ruined, marsh-choked, Taldan fortress hosting a rotating trader's town barely a thousand strong. The Molthuni navy blockades all water traffic to and from Nirmathas, leaving the nation heavily dependent on smugglers and blockade-runners to conduct any trade.

Fangwood Forest: Nirmathas's beating heart is the massive, primeval forest that dominates most of its terrain. The Fangwood provides building materials, food, and shelter, and the vast majority of the nation's citizens dwell in small villages along the edges of or just within the verdant masses of oak, pine, maple, and spruce. Many strange ruins lie hidden in the unexplored depths, from both an ancient, unidentified empire and more recent, failed attempts by humans to settle deeper within the forest. Reclusive communities of druids have far more luck in exploring the forest's depths, and maintain a variety of ancient stone monoliths throughout the

region where they conduct rituals. Those Nirmathi who dwell within the Fangwood are generally hunters, woodcutters, or some combination of both, but enjoy the independence such a difficult but fertile land offers.

Hollow Hills: Heavy clouds that blow in from Lake Encarthan drop all the rain they have to give within a hundred miles of the coast, leaving a rugged and dry stretch of land between the Fangwood and the Mindspin Mountains named for its countless natural caverns and abandoned mines—many dating back to the Age of Anguish, and still haunted by those bygone horrors. Rolling, stone-capped hills separate the region into widely different valleys, from verdant wonderlands to rocky, scabbly wastelands. Towns in this area support themselves by mining veins of iron, copper, quartz, and gold, as well as light farming. The rough terrain generally protects locals from Molthuni interest. Conversely, the isolation leaves the peoples of the Hollow Hills more vulnerable to bandit activity and the monstrous predators like bulettes, harpies, and wyverns that also call the region home, and the towns of the Hollow Hills are some of the few settlements in Nirmathas that rely on walls for defense rather than fleeing into the hostile wilderness. The largest towns in the region, Skelt in the



north and Longshadow in the south, survive primarily by smelting and shipping their smaller neighbors' hard work to Tamran or the Molthuni front.

Mindspin Mountains: Marking Nirmathas's western border, the Mindspin Mountains offer a thankfully daunting border between the young nation and ancient, shadowy Nidal. With so many natural caverns here connecting to the Darklands below, the mountains host a variety of terrible and rare creatures as well as countless orc and dwarven ruins from long before humanity's claim to the region. While treacherous, the Mindspin Mountains boast rich deposits of many metals and minerals—including some whose presence in the volcanic range makes little sense—and a number of prospecting companies and boomtowns dot the eastern slopes. Additional information on the Mindspin Mountains can be found in *Pathfinder Adventure Path #93: Forge of the Giant God*.

Nesmian Plains: In a more community-minded nation, the Nesmian Plains would be considered the "breadbasket" region thanks to its gentle hills, fertile plains, and light forests, but the lack of taxation or infrastructure instead makes this region a well-fed but poorly defended corner of Nirmathas. Stretching from the Marideth River south to the prairies around Kraggodan, the Nesmian Plains are frequently invaded by Molthune or targeted by the southern nation's infamous monster legions. Nesmian natives simply fall back, often burning their homes and crops when they see enemies approach, and return after the area's bitterly cold winters drive ill-supplied foreigners out. The jagged gullies and ravines that crisscross the plains provide ample hiding places for anyone who knows them, and a number of monstrous races—especially goblinoids and troglodytes—use these features to their own advantage, preying upon human farms and then falling back into easily defended hideaways. While the Nesmian Plains provide little of the lumber that makes Nirmathas famous and lack the mineral wealth of the Hollow Hills and Mindspin Mountains, its green fields require little attention to produce bountiful harvests, and the grasslands support not only wild populations of aurochs, but also large herds of domesticated goats and sheep. Because of the constant danger of invasion, villages of the Nesmian Plains rarely grow larger than a few dozen to a hundred people, but the humble town of Phaendar lies far enough from the border that its citizens have rarely needed to abandon and fall back into the wild, and thus has become a small but important trading center alongside the only major crossing of the Marideth River for 50 miles in any direction. Additional information on the Nesmian Plains and Phaendar can be found in *Pathfinder Adventure Path #115: Trail of the Hunted*.

Tourondel Marches: The Tourondel Marches surround the Tourondel River and line Nirmathas's northern border with Lastwall. The Marches contain Nirmathas's oldest permanent settlements, some of which were established during the Shining Crusade a thousand years ago. Crumbling castles and pocked battlefields from that era still scar the woods and hills, hosting a rotating population of orcs, goblinoids, and undead that prey on locals. Much of the region cuts through the central Fangwood Forest, but heavy settlement and traffic along the Tourondel River over the past millennium has pacified most of the dangers common deeper within the woods. Thanks to both the river and the relatively open border with Lastwall, the people of Tourondel consider themselves Nirmathas's canniest traders, and share more philosophies in common with their lawful northern neighbors than with more free-spirited fellow Nirmathi to the south, but thanks to hard winters and annual spring floods on the river, many Marcher towns still find themselves on their own for at least half the year.

THE MILITIA SYSTEM

While *Pathfinder RPG Ultimate Campaign* introduced a system for mass combat some Game Masters may wish to employ, the Ironfang Invasion Adventure Path does not use these rules by default, as much of the narrative focuses on the heroic actions of a bold few in the face of an overwhelming threat. Rather than tracking movements of great armies and stuffy commanders in cushy, gilded tents, the PCs command a tiny, scrappy band of farmers-turned-warriors against an occupying army that—by all rights—should be able to crush them without effort.

Pathfinder Campaign Setting: Lands of Conflict introduces a new system PCs can use to direct their own band of militia fighters. This system is entirely optional for the Ironfang Invasion Adventure Path, but a few notes on the options and bonuses the PCs can gain are included in every volume of the Adventure Path. The militia system offers few direct combat advantages, but can help PCs remain supplied and informed in the wilderness. Because this Adventure Path spends very little time in large cities, a militia provides the PCs with access to healers, advisors, and merchants normally unavailable outside of large urban centers. Of course, a Game Master can simply hand-wave many of these concerns if she or her group doesn't want to employ this optional system. Game Masters who elect not to include this system may consider awarding PCs a bonus feat at levels 4, 9, and 14, selected from Alertness, Deceitful, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Stealthy, and Toughness.

A militia tracking sheet is included on the following page for groups using this system.

MILITIA SHEET

MILITIA NAME _____

FOCUS _____

RANK _____

MAX. RANK _____

TRAINING _____

TREASURY _____

MIN. TREASURY _____

NOTORIETY _____

= RANK × 10

ORGANIZATION CHECKS

<input type="checkbox"/> LOYALTY	_____	=	_____	+	_____	+	_____	+	_____
	TOTAL		BASE		AMBASSADOR		OVERSEER		OTHER
<input type="checkbox"/> SECRECY	_____	=	_____	+	_____	+	_____	+	_____
	TOTAL		BASE		SPYMASTER		OVERSEER		OTHER
<input type="checkbox"/> SECURITY	_____	=	_____	+	_____	+	_____	+	_____
	TOTAL		BASE		MARSHAL		OVERSEER		OTHER

MILITIA ACTIONS

_____	=	_____	+	_____
TOTAL		RANK		STRATEGIST

AVAILABLE ACTIONS

- ☐ Activate Black Market
- ☐ Activate Refuge (Total active ____)
- ☐ Broker Market
- ☒ Change Officer Role
- ☐ Covert Action
- ☒ Dismiss Team
- ☒ Drill Militia
- ☐ Earn Gold
- ☐ Gather Information
- ☒ Guarantee Event
- ☐ Knowledge Check
- ☒ Lie Low
- ☐ Manipulate Events
- ☒ Recruit Team
- ☐ Reduce Danger
- ☐ Rescue Character
- ☐ Restore Character
- ☐ Sabotage
- ☐ Secure Cache
- ☒ Special Action
- ☐ Special Order
- ☐ Spread Propaganda
- ☐ Strike Team
- ☒ Upgrade Team

(Check mark indicates actions that don't require a specific team.)

EVENTS

_____ %	=	_____	+	_____	+	_____
EVENT CHANCE		NOTORIETY		MODIFIERS		MILITIA'S RANK (IF APPLICABLE)

ACTIVE EVENTS

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

TITLE

OFFICERS

Ambassador _____ [+ ____ Loyalty]

Commandant _____ [+ ____ Training]

Marshal _____ [+ ____ Security]

Overseer _____ [+1 to secondary]

Spymaster _____ [+ ____ Secrecy]

Strategist _____ [+1 action]

TEAMS

Team	Manager	Size	Bonus	Condition	
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing
				<input type="checkbox"/> Disabled	<input type="checkbox"/> Missing

MAXIMUM TEAMS

ALLIES

ALLY

BOON

SETTLEMENTS

NAME

REPUTATION

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