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About This Content

Chapter 2: "The Thrushmoor Terror"

by Tito Leati

Fear in the Streets

After escaping from the waking nightmare of Briarstone Asylum, the former captives venture to the dismal town of Thrushmoor to unravel the enigma of their lost memories. Upon arrival, the adventurers find that the town's leadership has either fled town or gone missing, and a rash of kidnappings and rumors of the Briarstone Witch spread terror among the townsfolk. As the adventurers investigate the unsettling mysteries, they uncover a secretive cult that plans to use Thrushmoor's ancient monuments to grow its power. Will the heroes discover the secret behind their affliction and find answers in an uninviting town, or will they fall victim to the ruthless villains who want to sacrifice the people of Thrushmoor for some terrible purpose?

This volume of Pathfinder Adventure Path continues the Strange Aeons Adventure Path and includes:

- "The Thrushmoor Terror," a Pathfinder adventure for 4th-level characters, by Tito Leati.
- A gazetteer of the dreary town of Thrushmoor, the setting for the events of this adventure, by Tito Leati.

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- A look at the nihilistic cult of the Great Old One Hastur, by James Jacobs.
 - Horror on the plains in the Pathfinder's Journal, by Christopher Rowe.
 - A bestiary containing a new Great Old One and other accursed monsters, by James Jacobs, Michelle Jones, and Tito Leati.

Pathfinder Adventure Path is Paizo Inc's monthly full-color adventure. It contains an in-depth Adventure Path scenario, stats for about a half-dozen new monsters, and several support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the standard 3.5 fantasy RPG rules set.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

*Converted to Fantasy Grounds by **Danny Stratton***

Released on August 27, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: This content requires an active license or subscription for Fantasy Grounds to download and use.

Title: Fantasy Grounds - Pathfinder RPG - Strange Aeons AP 2: The Thrushmoor Terror (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 30 Aug, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English



MAP: THRUSHMOOR



MAP: THRUSHMOOR (WITH LABELS)



A. 01.03.18. SLEEPLESS BUILDING

Home of the famous Ustalavic detective agency, this two-story building has recently become a place of international renown for Thrushmoor after several capable members of the agency went abroad to perform their missions in neighboring nations. The agency's founder, Cesadiv Wrentz, is a capable investigator and can often be found training new recruits, meeting with potential clients, or poring over case reports that make their way back to her desk from traveling agents.

A. 01.03.16. PIER 19

This broken, half-rotten pier, also known as Worm's Hook, is locally infamous for the three anglers killed here a few years ago. A single, ruined boat has been moored to it for a few months, though none know the vessel's origin. During recent months, a few citizens, either youths eager to demonstrate their courage or drunkards evicted by angry wives, were using the abandoned boat as makeshift lodgings for the night. This practice quickly ceased when cavel, one of the town's stevedores, disappeared while sleeping off a hangover in the boat.



Fantasy Grounds

Map: IRIS HILL MADON AND GROUNDS

4.02.02. E2. ESTATE GROUNDS (CCR 7)

Within the surrounding hedge, the garden of Iris Hill appears eerily shrouded in a thin mist that lingers over the grass despite the driving rain. All the buildings appear dark and quiet, and the odor of heather and ivy seems mixed with some sweetly sour, unwholesome essence. Evidence of neglect lies strewn across this once-magnificent garden. The grass grows tall and yellowed, and weeds choke

IMAGE: LIVING TOPHARY



COMBAT TRACKER

Name	INIT	HP	Temp	Sbd	Wind
Pip	24	10			
Burk	21	14			
Algrim	19	14			
Relyn	14	7			
Living Tophary 1	10	42			
Living Tophary 2	10	42			

Effects: (DR: 5 slashing; VULN: fire)

Round 0

Living Tophary 1

Type: N Medium plant

INITIATIVE: +6 CR: 4

Senses: darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC: 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

HD: 5d8+20

HP: 42

Saves: FORTITUDE +10 REFLEX +3 WILL +1

SQ: assimilate, move through hedges, sculpt shape
DR 5/slashing; immune plant traits; Weakness: vulnerable to fire

OFFENSE

Speed: 30 ft.

Attack: slam +6 (1d6+4)

Full Attack: 2 slams +6 (1d6+4)

☑ Creature ☐ Trap/Haunt ☐ Vehicle



IMAGE: FRONT AND BACK COVER



FEAR IN THE STREETS

After escaping from the waking nightmare of Beatorum Arctum, the heroes capture venture to the distant town of Thrushmoor to uncover the origins of their lost memories. Upon arrival, the adventurers find that the town's leadership has either fled town or gone missing, and a trail of bloodspillage and rumors of the Beatorum Witch spread terror among the townfolk. As the adventurers investigate the unsettling experience, they receive a sinister call that plans to use Thrushmoor's ancient monuments to grow its power. Will the heroes discover the secret behind their affliction and find answers in an unsettling town, or will they fall victim to the outcast villain who want to unleash the people of Thrushmoor for some terrible purpose?

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