

1 ON 1 ADVENTURES #21

THE GLOOM OVER DUNNOCKSDELL



AN ADVENTURE DESIGNED FOR 1 GM AND 1 PLAYER (LEVEL 1-3 FIGHTER)

This module includes 20 adventure-packed pages, complete with locations and maps, forming a ready-made adventure. It has been crafted for one player and one GM so even the smallest gaming group has adventures suitable to their needs with minimal preparation time. With minor scaling, The Gloom Over Dunnocksdel is suitable for use with a four-player party.

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EXPEDITION RETREAT PRESS

ONE ON ONE ADVENTURES #21

THE GLOOM OVER DUNNOCKSDELL

BY JAN WILLEM VAN DEN BRINK

AN ADVENTURE FOR ONE FIGHTER LEVELS 1-3



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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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This adventure takes place in and near a hamlet in the dark heart of a deciduous forest. The details can easily be adapted to fit any campaign world.

The Gloom over Dunnocksdel is designed for one player and one GM. The pre-generated character is a 2nd-level fighter specifically suited for the challenges in the adventure. See the notes on scaling the adventure if you choose to play it with a different character.

The Gloom over Dunnocksdel uses the slow XP track. The PC should reach 3rd level while exploring the lower level of the forgotten ruin, before he faces Boggrim.

ADVENTURE BACKGROUND

The hamlet of Dunnocksdel is a quiet settlement in the heart of the Rythwood forest. Just over thirty hardy, self-sufficient inhabitants form a tight-knit group. Such a small village is vulnerable, but fortunately the residents rarely face anything more dangerous than a black bear or the pranks of local fey.

A week ago, three wandering gloom spirits happened upon Dunnocksdel. Enraged by the sight of wooden houses where trees once grew, these undead dryads resolved to destroy the village.

The malignant spirits trapped diminutive animals and fey in magical crystals, and fed on the life energy of their captives. With their sinister powers, the gloom spirits magically enthralled wildlife and villagers who entered the forest.

When several hunters and loggers failed to return home for the night, the other villagers formed a search party. Just as they headed towards the forest, the gloom spirits sent three thralls to attack Dunnocksdel. The dominated trapper Benthram and two weasels assaulted the search party. The villagers killed the two animal thralls and knocked out the trapper. After he regained consciousness, the trapper Benthram remained charmed.

While the villagers tried to decide a course of action, the attack of three eagle thralls interrupted their discussion. A couple of hours later, a swarm of poisonous frogs assaulted Dunnocksdel from the river.

The attacks shocked Dunnocksdel. Tormented by the thought that some of their loved ones remain in the grasp of this foul magic, the villagers wanted to go look for those still missing, but were afraid to leave their homes undefended, and were terrified of what they might run into in the woods. They could only guess at the source of the enchantment and found no way to undo it.

ADVENTURE SYNOPSIS

Shortly after the gloom spirits' first attacks, the PC arrives in Dunnocksdel, where the atmosphere is bleak. The villagers ask him for help.

The PC heads out into the woods. He defeats a group of thralls and faces a lone gloom spirit. The fighter should discover he can defeat the undead monster by destroying its dark crystals. This also frees the creatures the spirit captured, including a sprite. The tiny fey points the PCs to the dwelling of the other spirits: a two-tiered hill riddled with passages and overgrown with trees.

The PC makes his way into the tunnels. The gloom spirits send their minions to fight him, but they also have other nasty surprises in store to slow his progress and wear him down. Meanwhile, the spirits slowly drain their prisoners' energy

and grow stronger. The PC needs to destroy the crystals and face the gloom spirits before they become powerful enough to quash all hopes of victory.

ADVENTURE HOOKS

The adventure starts when the PC arrives in Dunnocksdel. The following are possible reasons for him to travel to such a remote location:

Visiting a Friend or Relative: This gives the PC a good reason to help... especially if the person he came to see is one of the missing villagers.

Looking for Adventure: The PC heard rumors of hidden treasure in ancient ruins somewhere near the village. He came to find out more, perhaps hoping to pick up some adventuring companions on his way. (None of the villagers knows anything about hidden treasure. The only ruin nearby is the one the gloom spirits dwell in. The villagers who've seen it think this is a natural hill riddled with old tunnels. They didn't explore the ruin.)

An Easy Job: One of the villagers picked up a cart full of supplies in the nearest town. Slightly paranoid, he's afraid to get robbed on his way back and hires the PC to guard him.

SCALING THE ADVENTURE

The Gloom over Dunnocksdel is designed for one 2nd-level fighter. It can easily be modified for a different character.

1st-level fighter:

- Replace all weasel thralls with rats. Replace the ram in area 4 with a dire rat.
- Reduce the number of foes in areas 5, 7, 11, 17 and 18 by 2.
- Replace the giant spider in area 22 with a giant centipede.
- Double the time it takes for the gloom spirits to increase in power level.
- Each fey the PC frees gives him 2d4 goodberries (as per the spell).

3rd-level fighter:

- Increase the size of each group of animal thralls by 1.
- Add 1 giant centipede to areas 17 and 18.
- Increase the spirits' Strength by 2 on each power level. This increases both their claw attack and damage by +1.

GLOOM SPIRITS

During the adventure, the gloom spirits slowly gain more power. See the appendix for an explanation of their statistics and power levels.

Use the Gloom Spirits' Advancement Track (see next page) to keep track of their power level. Tick off one box on the track for each hour the PC rests to recover wounds or dawdles for a similar significant period of time. If he returns to the village, tick off two boxes. If he carries a human thrall home, mark one additional box.

The gloom spirits actively try to slow the PC down as well. Delays caused by their actions (other than forcing the fighter to rest and recover), are explained in the text.

Using this simple method, it's not needed to keep exact track of the time the PC spends.

Gloom Spirit Advancement Track																			
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Power Level 1				Power Level 2				Power Level 3				Power Level 4				5			

PART 1: DUNNOCKSDELL

DUNNOCKSDELL

Hamlet conventional; AL CG
GP Limit 100 gp; **Assets** 980 gp

DEMOGRAPHICS

Population 32
Type humanoid (human 100%)

AUTHORITY FIGURES

Healer and midwife Granny Kreggle (NG female human adept 4)
De facto mayor Elaine Demstar (LG female human expert 4)
Miller Eral Demstar (CG male human expert 2)

The villagers grow some grains and vegetables on fields around Dunnocksdel and also keep a few cows, goats and chickens, but mostly rely on the forest for food. Dunnocksdel's only export product is wood. The villagers use donkeys as beasts of burden. After the attacks, the villagers drove all animals into the barns.

In this small community, not only does everyone know everyone else, but most villagers are also related to each other in some degree.

VILLAGERS

Most adult villagers have been awake all night. They're exhausted and somber. These gruff folk are not used to dealing with people from outside their community, and they're very suspicious after the disturbing attacks. They also desperately need help, though.

If the PC is a stranger, the villagers' initial attitude towards him is indifferent, but they do gauge his helpfulness. The fighter can improve their attitude to friendly by showing (or successfully faking) an interest in the troubles of Dunnocksdel. If he offers his assistance, the villagers become helpful.

If the PC came to Dunnocksdel to visit a friend or relative – or if he accompanies a villager – the residents' initial attitude is friendly.

THE SITUATION IN DUNNOCKSDELL

If the PC improves the attitude of the villagers to friendly, they're willing to share the following information:

- A number of villagers didn't come home from their work in the woods yesterday. A search party was attacked by one of the missing trappers and two aggressive weasels.
- Both the trapper – a man named Benthram – and the animals moved like they could barely control their bodies. Their eyes were completely black.
- The trapper was knocked unconscious and tied up. After he regained consciousness, he remained under the influence of this 'foul magic'. Benthram is tied to his own bed. He struggles to free himself whenever he sees a villager, whether it's his wife Agretha or anyone else. It seems like

he's incapable of talking.

- Around midnight, three black-eyed eagles attacked.
- A couple of hours later, a swarm of poisonous frogs crawled out of the river to assault Dunnocksdel.
- Although the villagers killed all animals, some of them were seriously hurt in the attacks. Granny Kreggle healed their wounds, but she won't be able to keep this up for long.
- Four villagers are still missing. (If the PC is visiting a friend or relative, this person is one of them.)

ARRIVAL

The PC reaches Dunnocksdel after a trek of several days. The attack on the village occurred the night before his arrival. The text below assumes the PC is a stranger in Dunnocksdel, who travels alone and on foot. Adjust accordingly if needed.

A narrow trail follows the winding river's east bank. Oaks and beeches seem to soar higher each mile deeper into the forest. The songs of dunnocks and the river's murmur accompany the rustle of leaves beneath your feet.

Passing a mossy stump, you step out into a meadow. In the center of this large clearing sit a dozen simple cottages. All is quiet in the hamlet of Dunnocksdel. Two young men stand between the first houses. They're clutching hand axes and peer intently at you.

Jorm and Gerrias (both CG male human commoner 1) guard this side of the village, out of fear for another attack. They visibly relax and hail the PC once they notice he moves and looks like a normal person. The men are not chatty, but do ask the PC's name and his reason for visiting Dunnocksdel. Jorm's brother Gerwron is one of the missing villagers, while the trapper Benthram is married to Gerrias' sister.

Jorm offers to escort the PC to the community hall where he can talk to Elaine Demstar – the de facto mayor – who is assessing the situation with other villagers.

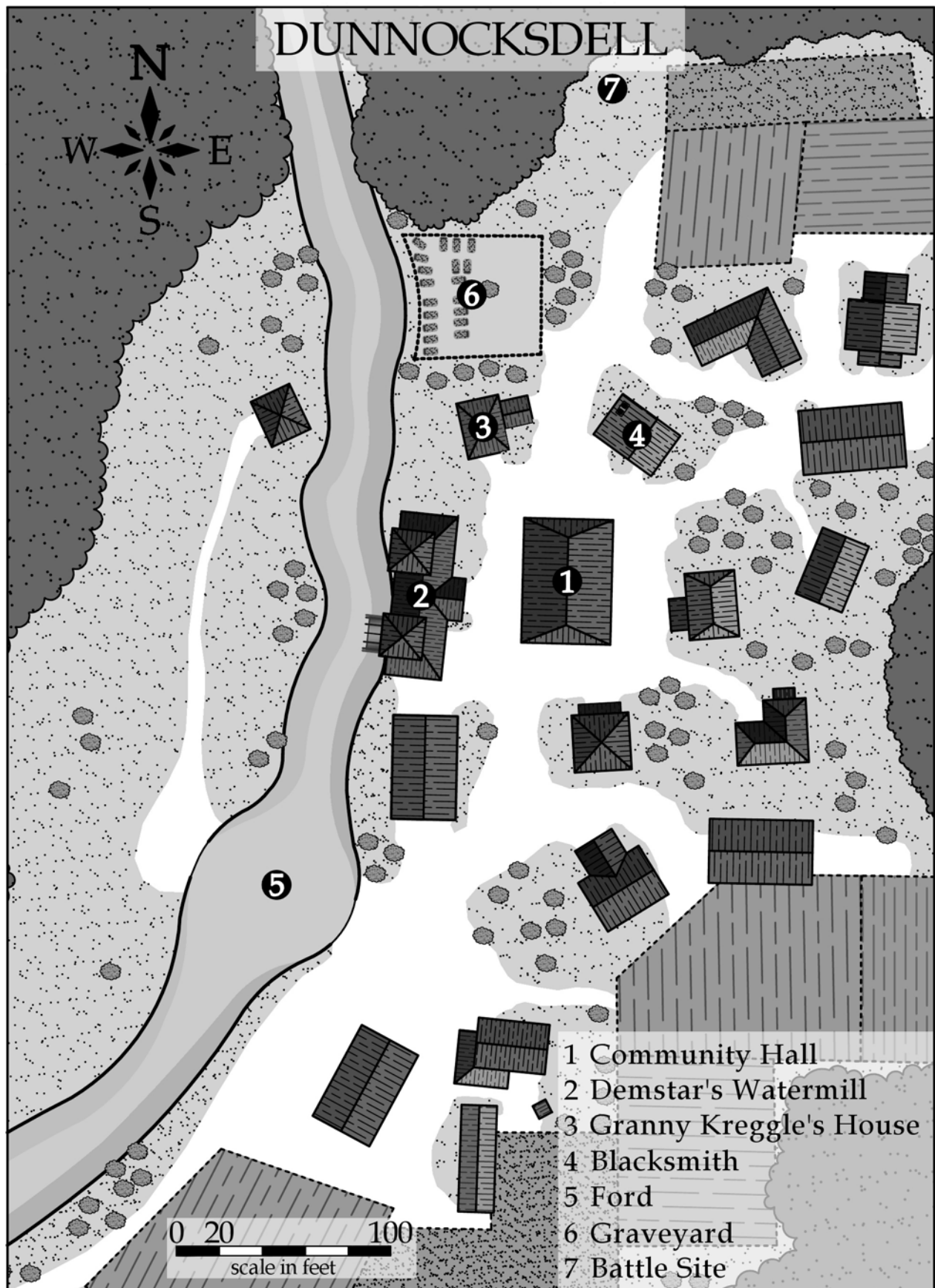
COMMUNITY HALL

The villagers use this building for gatherings and celebrations. They usually allow the infrequent visitors of Dunnocksdel to sleep in the hall.

The community hall is a big, drafty room with benches, tables and a makeshift bar on one side. Two women and two men sit around a table, poring over old books. A third woman paces up and down the hall.

The people at the table include the portly Elaine Demstar, her husband Eral, Granny Kreggle and the logger Mickal Whitegate (CG male human commoner 1). They're reading old books about the Rythwood forest, searching for any clues about the foul magic that now plagues the village. (They won't find any.)

The third woman is Mickal's wife Lynna (CG female human commoner 1), whose brother Lthomas is one of the missing villagers. She would like to take immediate action, but



Elainne thinks it's best to await the research. Elainne is afraid she'll only make the situation worse if she sends a search party into the woods with no idea what they're up against. Her own brother-in-law Aldan is also missing. All five villagers are desperate and exhausted.

A PLEA FOR HELP

Elainne is outspoken, but also honest and fair. When the PC enters, she immediately takes note of his equipment and physique. She doesn't hesitate to ask him for help. Elainne

offers a reward of 300 gp for finding and destroying the source of the dark magic, and rescuing the missing villagers. There's no point in haggling: the villagers just simply don't have more to offer.

Lynna makes a desperate plea for the PC's help and offers him all the valuables she owns if he can just bring her brother back alive.

If the PC agrees to help Dunnocksdel, Granny Kreggle promises to heal him if he gets hurt and returns to the village. The villagers urge the PC to head out to the site of the first fight immediately. Eral offers to show him the spot (see part 2: Into the Woods).

ELAINNE DEMSTAR

Female human expert 4

LG Medium humanoid (human)

Init +0; **Senses** Perception +9

DEFENSE

AC 10, touch 10, flat-footed 10

hp 14 (4d8-4)

Fort +0, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4-1/19-20)

Ranged dagger +3 (1d4-1/19-20)

STATISTICS

Str 9, **Dex** 10, **Con** 8, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 12

Feats Alertness, Persuasive, Skill Focus (diplomacy)

Skills Bluff +9, Diplomacy +14, Intimidate +11, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Linguistics +9, Perception +9, Sense Motive +9

Languages Common, Elven, Halfling

Combat Gear dagger

GRANNY KREGGLE

Female human adept 4

NG Medium humanoid (human)

Init -1; **Senses** Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 14 (4d6)

Fort +3, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff +3 (1d6-1)

Adept Spells Prepared (CL 4th; concentration +6)

2nd – cure moderate wounds

1st – cure light wounds (3)

0 (at will) – light, stabilize, touch of fatigue (DC 12)

STATISTICS

Str 8, **Dex** 10, **Con** 10, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +4; **CMB** +3; **CMD** 12

Feats Eschew Materials, Great Fortitude, Skill Focus (heal)

Skills Handle Animal +7, Heal +12, Spellcraft +8, Stealth +2, Survival +9

Languages Common, Sylvan

SQ summon familiar (cat)

Combat Gear quarterstaff

Other Gear healer's kit, silver holy symbol

DONKEYS

There are no horses in Dunnocksdel, but the villagers do own nine sturdy donkeys. Since carts are impractical in large parts of the forest, the villagers use the donkeys to drag wooden 'sleds' instead. They'll gladly loan the PC a donkey and a sled if he asks. With a donkey, the fighter can ferry thralls from the forgotten ruin over to Dunnocksdel quicker (see 'Rescuing the Villagers' in part 3).

The villagers use the donkeys to carry or drag loads, and never ride them. The animals refuse to move if no one walks next to or in front of them.

The donkeys have the same statistics as a pony (see "Horse, Pony" in the Pathfinder Roleplaying Game Bestiary).

MEANWHILE IN DUNNOCKSDELL

A large number of gloom spirit thralls remain hidden in the forest around Dunnocksdel. While at least one of them is alive, the spirits send small groups of minions to attack the village every three to five hours. These thralls are all small animals, such as ravens, rats and vipers. The gloom spirits order the small rodents and snakes to sneak up to the houses and crawl inside through any holes they can find. These attacks pose a great threat to sleeping villagers and children. While most animals get killed quickly, some manage to injure people.

These skirmishes put a terrible strain on all villagers. Everyone man, woman and child old enough to hold a weapon is put on guard duty.

The first time the PC returns to Dunnocksdel, the residents already started using the community hall as infirmary. This is also where the PC can find Granny Kreggle.

Villagers accost the PC and ask if he managed to find and destroy the source of their plight; praying for news that gives them hope.

Each time the PC returns, the villagers have grown increasingly exhausted and agitated, and the number of people in the infirmary grows.

True to her word, Granny Kreggle conserves her magic for the PC. She uses mundane means to treat injured villagers.

PART 2: INTO THE WOODS

Once the PC is ready to head out into the woods, Eral Demstar brings him to the site of the first fight. The short battle was fought in the meadow on the north side of the village, near the forest's edge (see the map of Dunnocksdel). Eral quickly returns to the community hall after showing the PC the spot.

Two dead weasels lie in a trampled patch of grass. The animals were killed with blows from axes or similar weapons. A trail of footsteps leads away from the site, towards the forest's edge.

The enthralled trapper Benthram left deep boot prints, barely a foot apart, when he plodded towards Dunnocksdel. The trail is easy to follow (Survival DC 5). It leads to the tree of the gloom spirit Coirlagh.

THRALLS

Whether he's following the trail or not, the PC soon runs into a group of gloom spirit thralls once he heads into the forest. If the PC succeeds at a DC 17 Perception check, he hears the creatures moving while the weasels remain out of sight behind trees and undergrowth.

CR 2

CR 2

Four weasels flounder towards you. The animals appear to suffer from some terrible affliction: they have jet-black eyes and each of them moves as if it's barely in control of its body.

Creatures: These weasels are moving towards Dunnocksdell. The gloom spirits commanded them to attack and kill all humans they encounter.

Weasel Thralls (4): 4 hp each; see *Appendix*.

Tactics: The weasel thralls try to charge and fight until slain.

Notes on gloom spirit thralls

The enthralled animals and humans are all staggered. They have normal statistics otherwise. A staggered creature can charge, but is only allowed to move up to its speed (instead of double) when charging.

Some thralls have penalties on the damage they deal. If a penalty reduces the damage result of any attack to less than 1, a hit still deals 1 point of nonlethal damage.

When the PC's nonlethal damage equals his current hit points, he is staggered.

FINDING THE GLOOM SPIRITS

The PC notices the trail the sluggish weasel thralls left if he succeeds at a DC 13 Perception check. Following the trail requires a DC 13 Survival check. The trail leads straight towards the gloom spirit Coirlagh.

The trail left by the trapper Benthram also leads to Coirlagh's tree, but takes a rather meandering route. If the PC follows this trail, mark one box on the Gloom Spirit Advancement Track.

If the PC doesn't follow any trail and just stumbles through the woods, a group of three hawk thralls assault him from the air before he spots the glow of Coirlagh's crystals. In this case, mark two boxes on the Advancement Track.

COIRLAGH'S TREE

Eventually, the PC finds the oak where the gloom spirit Coirlagh dwells, nearly two miles north of Dunnocksdell. He approaches this area from the south.

An ancient oak towers over the surrounding trees like a titan amidst giants. The canopy of leaves overhead all but blots out the sky; the forest floor is shrouded in darkness. Several fist-sized crystals lie half embedded in the oak's gnarled roots. The deep purple crystals sporadically pulsate with a weak light.

A gloomy figure hovers near the base of the tree. Its body is a whirling mass of black smoke, vaguely humanoid shaped. A pale purple glow washes over the creature each time a crystal pulses, and, for a brief moment, it seems slightly less incorporeal.

Features: The area is dimly lit. The glowing crystals increase this to normal light in a 20 ft. radius around the tree. The squares with roots of the tree are considered difficult terrain.

Creature: The gloom spirit Coirlagh dwells near this tree, where it keeps all its crystals.

Coirlagh (gloom spirit): hp 11; see *Appendix*. Its powers depend on the Gloom Spirit Advancement Track.

Tactics: Coirlagh attacks the PC furiously, trying to block the way towards the tree. If the PC gets within 10 feet of the crystals, the gloom spirit tries to force him away with bull rushes.

Crystals (4): AC 5, hardness 1, hp 1.

These brittle objects can be smashed by any type of damage (including piercing). When the PC destroys a crystal, Coirlagh wails in agony. The crystal on the north side of the tree contains a sprite. The other crystals hold a dunnock, a lizard and a toad. These creatures fall to the ground when the crystal they're in is destroyed. They are exhausted and wounded, with only 1 hp left.

When the fourth crystal shatters, the gloom spirit is instantly killed. It cries out once more before its dark mass unravels and vanishes.

Trouble shooting: This is an incredibly difficult encounter for the PC if he doesn't notice Coirlagh's weakness. In this case, allow the PC a DC 10 Sense Motive check after two rounds of combat. If successful, he notices the gloom spirit positions itself directly in front of the oak and tries to keep the PC away from the tree.

If this fails, Coirlagh telepathically gives him a clue, softly hissing in his head: *'You will not pass, their strength is mine...'*

Trapped fey: The captured sprite looks like a minuscule woman with diaphanous wings. If she's freed, the diminutive fey flies to the PC and introduces herself as Pearblossom. She thanks the PC for releasing her. Pearblossom is too weak to fight alongside the PC, but the sprite does have some very useful information: she knows there are two more 'dark spirits' in the forest, and she knows where they're hiding. The fey also knows the gloom spirits drain the life energy of the creatures they trap inside their crystals, slowly becoming more powerful themselves. Pearblossom urges the PC to find and destroy the vile undead quickly.

Initially, the sprite only gives the PC directions to the forgotten ruin. She has no intentions of accompanying him there: the sprite wants to go home and recover. She is very grateful the PC rescued her, though. If the PC tries, it's not hard for him to convince Pearblossom to show him the way to the ruin (Diplomacy DC 5). Under no circumstances will the fey voluntarily enter the dwelling of the gloom spirits.

Pearblossom: hp 3 (currently 1); see *Appendix* (sprite).

TREK TO THE FORGOTTEN RUIN

The dwelling of the other two gloom spirits lies half a mile northeast of Coirlagh's tree. If Pearblossom guides the PC to the ruin in person, he gets there without difficulty.

If he relies on the sprite's spoken directions, he needs to succeed at a DC 15 Survival check to avoid getting lost in the dense Rythwood forest. If he fails, he wastes some time wandering through the forest before he finds the overgrown building. In this case, mark one box on the Gloom Spirit Advancement Track.

PART 3: THE FORGOTTEN RUIN — ENTRANCE LEVEL

Features: Unless otherwise noted, all areas are dimly lit. The outer walls are made of 3-foot thick superior masonry (hardness 8, 190 hp per 10-foot-by-10-foot section). The inner walls are made of the same material, but only 1-foot thick (90 hp). Only a few of the heavy stone doors remain (4 inch thick, hardness 8, 60 hp). Unless otherwise noted, all ceilings are 10 feet high.

While he is in the ruin, the gloom spirits constantly monitor the PC's movements with their tremorsense.

FINDING THE ENTRANCE

Unless he gets lost in the woods, the PC approaches the forgotten ruin from the south side.

In the quiet, dark heart of the Rythwood forest you find a hill overgrown with ferns and mossy trees. The fairly flat top and the rectangular holes in the sides hint at what you're looking at: the ruin of an ancient building.

The PC can enter through different entrances, marked as 1A through 1G on the map, or from the top of the ruin, through the large holes in the roof (see areas 4 and 7). The 'hill' isn't very steep and the PC can rather easily climb to the top (no check needed).

1. ENTRANCES & HALLWAY

Use this description for all entrances.

The smell of rotting vegetation and mold assaults your senses as you step into the damp passageway. The walls and floor are covered with earth and moss. Cobwebs and white roots dangle from the arched roof. Specks of dust dance in the light where larger roots push through the ceiling. In some places the masonry is visible: perfectly shaped black stone that is fitted together seamlessly.

Creatures: The gloom spirit Ailorne keeps two villagers hidden in the side passages of the twisted hallway.

The spirit assumes the PC wants to avoid killing the humans and won't shoot them. The undead keeps the two humans far apart from each other and at least 50 feet away from the PC.

Ailorne tries to use the thralls to lure the PC into dangerous areas, and away from the hidden passage (see area 13).

Although they're muscular men, the thralls move clumsily. Their eyes are black.

Human Thralls Reyson & Lhomas: 4 hp each; see Appendix.

Tactics: If the PC is at least 50 feet away from the side passage where one of the humans hides, the thrall steps into the corridor and pelts the PC with stones.

The thralls cannot throw rocks further than 50 feet and suffer a -11 penalty on their attack roll at maximum range; their chances of hitting the PC are very slim. These attacks are merely meant to get the PC's attention.

As soon as the PC moves in the direction of the thrall, it shambles back into the passage and tries to hide.

Hide and seek: It's impossible to follow the trail of the thralls, because they already left their footprints everywhere. The thick carpet of dirt on the floor muffles their footsteps, but their clumsy gait does allow the PC to hear them stomping around if he's quiet (not fighting) with a DC 13 Perception check. Increase the DC by 5 if the PC is moving, and add +1 for every 10 feet of distance between him and the moving thrall. If successful, he discerns the general direction of the sound.

RESCUING THE VILLAGERS

If the PC knocks one villager unconscious, ties him up and leaves him somewhere in the dungeon, Ailorne sends the second thrall to free the captured one as soon as the PC moves away. If the freed thrall is still unconscious, Ailorne commands the other one to carry him to area 14.

The gloom spirit also orders one of the thralls to attack the PC when she notices he is no longer moving, assuming this means he's wounded and resting.

TO DUNNOCKSDELL

Even if they're conscious, the human thralls won't walk unless the gloom spirits command them to. All human thralls weigh 150 lbs. or more. Carrying one villager (in addition to his own gear) slows the PC down. Unless he has a Strength of 19 or higher, he can't carry two. If the PC returns to Dunnocks dell carrying a villager, mark three boxes on the Gloom Spirit Advancement Track instead of two.

A donkey with a sled could drag all four human thralls to Dunnocks dell without slowing the PC down.

2. PUFFBALLS

In the western part of this room, orange shelf fungus and black mold cover the walls, and sickly green puffball mushrooms grow on the floor. Thin roots hang like white tendrils from the dark ceiling.

Puffballs: The puffballs grow in a 10-foot-by-10-foot area marked on the map. If they are disturbed, a 5-foot square of these mushrooms releases a cloud of spores. If the PC is within 10 feet of the puffballs, he must make a DC 15 Fortitude save or he's overcome with severe claustrophobia for 1 hour. If the fighter is affected, he is panicked while in the confines of a cramped space. This is a mind-affecting fear effect. Each 5-foot patch can release a cloud of spores once every 8 hours.

All areas of the forgotten ruin count as cramped space for the purpose of this effect. If the PC is affected, mark one box on the Gloom Spirit Advancement Track.

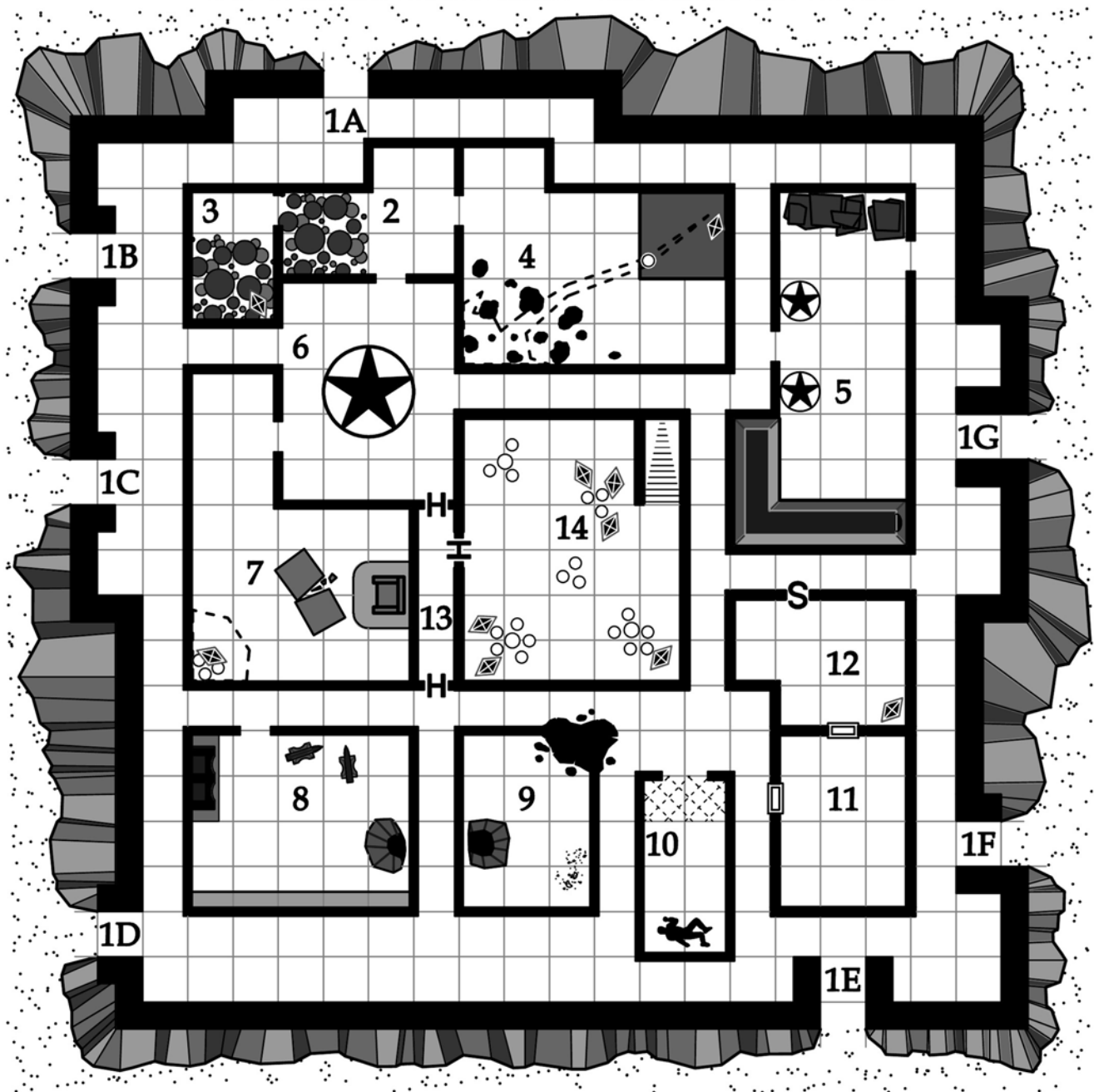
3. FEATHERED GUARDIAN

Another patch of green puffballs grows in this room. A clump of rotting roots hangs near the far wall, with a faintly glowing crystal embedded in it. An owl with jet-black eyes sits on top of the crystal.

Puffballs: These mushrooms are similar to those in area 2.

Creature: The owl is a thrall of the gloom spirits.

THE FORGOTTEN RUIN - ENTRANCE LEVEL



1 square = 5 feet



Puffsballs



Crystal



Statue



Throne



Anvil



Tunnel Entrance



Door



Secret Door



Hidden Passage



Thick Roots



Stairs



OWL THRALL

N Tiny animal

Init +3; Senses low-light vision; Perception +10

CR 1/3

XP 135

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 4 (1d8)

Fort +2, Ref +5, Will +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4-2)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +10, Stealth +15; Racial Modifiers +4 Perception, +4 Stealth

SQ gloom thrall, staggered

SPECIAL ABILITIES

Gloom Thrall (Su) The owl thrall is dominated by a grove of gloom spirits and not in control of its own actions.

Tactics: When the PC enters the room, the owl flies down and into the mushrooms, releasing a cloud of spores. Due to the domination effect, the bird is effectively immune to the spores. If the PC flees this room, the owl returns to its perch.

Crystal: AC 5, hardness 1, hp 1; can be damaged with any type of damage.

This is one of Ailorne's crystals. It contains a mouse. If the PC frees the rodent while he hasn't found area 14 yet, Ailorne contacts him telepathically and whispers in his head: *'Did you come here to rescue vermin? Flee now, helpless bonesack, or this will be your tomb!'*

4. THE PIT

A pile of mossy rubble and earth lies underneath a large hole in the southwest corner of the ceiling. A wide crack runs from the hole to the opposite side of the room. Gnarled roots dangle from the crack and hang down into a square pit in the floor.

Hole and rubble: The hole in the roof is indicated on the map with a dotted line. The biggest pieces of rubble are heavy enough to use as anchor for a rope.

Roots: Some roots are close enough to the side of the pit to grab onto. It's easy to climb the roots (Climb DC 5). If the PC fights the zombie (see below), the gloom spirit Ailorne tries to trap him in the pit by pulling these roots up. The gloom spirit moves the roots 10 feet per round. In the first round, the PC may grab onto the roots with a successful DC 12 Acrobatics check. Climbing the dirty moving roots requires a DC 10 Climb check.

Pit: The pit is 20 feet deep. The bottom is covered with a thick layer of moss. If the PC drops into the pit, the moss cushions his fall and he takes 1d3 nonlethal damage per 10 feet fallen.

One of Ailorne's crystals dangles from the end of a root near the center of the pit, just above the moss (see below).

A successful DC 25 Climb check is needed to scale the rough stone pit wall. The stone is very soft. The PC can carve out handholds if needed, but this takes a long time. Mark a box on the Gloom Spirit Advancement Track if the PC needs to climb out this way.

Crystal: AC 5, hardness 1, hp 1; can be damaged with any type of damage. The crystal contains a frog.

Creatures: One of the gloom spirit thralls hides in the rubble. The PC may spot this ram with a DC 15 Perception. A dwarf zombie lies face down in the pit. The undead hasn't moved in years and it's completely covered with moss (Perception DC 20 to spot from above).

RAM THRALL

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +6

CR 1

XP 400

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee gore +3 (1d4+3)

Special Attacks powerful charge (gore, 1d8+3)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Improved Bull Rush (B), Skill Focus (Acrobatics)

Skills Acrobatics +13 (+17 jump), Perception +6; Racial Modifiers +4 Acrobatics

SQ gloom thrall, staggered

SPECIAL ABILITIES

Gloom Thrall (Su) The ram thrall is dominated by a grove of gloom spirits and not in control of its own actions.

Tactics: Ailorne orders the ram to bull rush the PC into the pit as soon as the PC is near the edge of the pit or notices the ram. If the PC falls down, the ram waits near the doorway so it can use its powerful charge as soon as the fighter climbs out of the pit.

DWARF ZOMBIE

NE Medium Undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

CR 1/2

XP 200

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness (B)

Special Qualities staggered

Tactics: The zombie immediately rises to its feet and attacks when a living creature enters in the pit (including a ram or a frog). The undead dwarf can't climb out of the pit.

5. SCULPTOR'S WORKSHOP

A pair of stone statues flanks the west doorway. Both sculptures are 7-feet tall and covered with lichen. Each one is shaped like a huge tear, covered with insects and with numerous limbs sticking out of it. Only broken stumps remain of most appendages, but the ones still intact end in all kinds of fists, claws, pincers and hooves. Big blocks of unworked stone lie piled against the north wall. To the south, muddy water flows from a dark tunnel into an L-shaped trench in the floor.

Trench: The trench is 5 feet deep and filled with muddy water. The narrow tunnel leads to a forest lake two miles east of the forgotten ruin.

Creatures: Four muckdwellers lounge in the trench. The skin of these mottled lizards is the same color as the muddy water (Perception DC 16 to spot).

MUCKDWELLERS (4)

CR 1/4

N Small magical beast XP 100

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 each (1d10)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +4 (1d6-1)

Special Attacks blinding spray

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +1; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Acrobatics +6, Perception +5, Swim +14; Racial Modifiers +4 Acrobatics, +4 Swim

Languages Draconic

SQ dextrous swimmer

SPECIAL ABILITIES

Blinding Spray (Ex) By filling its mouth with muddy water, a muckdweller can fire a concentrated stream of muck in a 10-foot line. A creature in the area must succeed at a DC 10 Reflex save or be blinded for 1d2 rounds. A muckdweller must spend a move action to refill its mouth with muddy water to use its spray again. The save DC is Constitution-based.

Dextrous Swimmer (Ex) A muckdweller moves through water gracefully. It uses its Dexterity modifier instead of its Strength modifier on Swim checks.

Tactics: The muckdwellers don't bother the PC unless he approaches to within 10 feet of the trench or attacks them with a ranged weapon. In that case, all four target him with their blinding spray ability. After the initial assault, the muckdwellers rush forward to attack the PC, trying to flank him. A muckdweller that can't attack the PC returns to the trench and refills its mouth with muddy water.

If three muckdwellers get killed, the fourth one attempts to flee to the trench and into the tunnel.

Development: If the PC didn't deal with the thralls yet, one of them throws rocks at him if the PC uses the east doorway to exit this room. The thrall is positioned 50 feet to the south, just north of entrance 1F.

6. STATUE

A mold-covered statue fills the corridor from floor to ceiling. In a 10-foot wide bowl with a jagged edge sits a huge, lumpy body without a distinct head. Numerous appendages stick out of it on all sides, with maws and eyes of various sizes in between.

Treasure: A great number of ancient coins lie on the bottom of the bowl-shaped plinth, covered with a thick layer of dirt. They're easy to find if the PC searches the statue, but it takes a long time to dig them all up. Mark a box on the Gloom Spirit Advancement Track if the PC does this while at least one of the gloom spirits is still alive. The bowl contains 468 rusty copper pieces and 17 sp.

7. THRONE ROOM

Part of the ceiling in this room collapsed. A beech grows on the roof, next to the hole. A clump of roots hangs down into the room. A faintly glowing crystal is embedded in it near the floor. A massive stone throne sits on a one-step dais on the opposite side of the room. The remnants of a stone table lie in front of it.

Hole and roots: The hole in the roof is indicated on the map with a dotted line. It's easy to climb the gnarly roots (Climb DC 5).

Creatures: Four hawk thralls perch on the branches of the beech tree above. If anyone enters the room or approaches the tree from the roof, Ailorne commands the birds to attack.

HAWK THRALLS (4)

CR 1/3

N Tiny animal

XP 135

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 4 each (1d8)

Fort +2, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +14; Racial Modifier +8 Perception

SQ gloom thrall, staggered

SPECIAL ABILITIES

Gloom Thrall (Su) The hawk thrall is dominated by a grove of gloom spirits and not in control of their own actions.

Tactics: The birds try to charge and fight until killed.

Crystal: AC 5, hardness 1, hp 1; can be damaged with any type of damage.

This is another one of Ailorne's crystals. It contains a sprite called Ochreleaf. She is too weak to fight alongside the PC, but she is extremely grateful for her freedom.

If the PC destroys this crystal while he hasn't found area 14 yet, Ailorne reaches out to him telepathically and whispers in his head: *'You steal one depleted soul... A futile act... Soon, birches and maples will crush your flimsy houses!'*

Ochreleaf: hp 3 (currently 1); see Appendix (sprite).

Throne: Judging by its width and the height of its armrests, the throne appears to be made for a Medium sized creature. The seat is very low, though.

Treasure: Three citrines are set in the high back of the throne, but they're coated with grime and hard to notice (Perception DC 15). If the PC examines the throne closely, he automatically spots the gems. It takes a DC 17 Strength check to pry them out. Each citrine is worth 40 gp.

8. BLACKSMITH

Stone shelves, covered with debris, line the south wall of this room. Two rusty anvils sit in the dirt on the opposite side. Thick roots grow out of the black forge in the corner next to the entrance. There's a large hole in the floor on the east side.

This room contains nothing of value.

Tunnel: The hole is the entrance to a short tunnel that leads to area 9. If the PC inspects the tunnel, he sees a faint red glow at the other end of the tunnel (see area 9).

The tunnel is wide, but low. To enter, a Small bipedal or Medium sized creature must crawl in. A crawling character can move 5 feet as a move action and is considered prone.

Development: If the PC didn't deal with the thralls yet, one of them throws rocks at him from the far east side of the hallway when the PC exits this room.



9. THE LAST INHABITANT

Part of the ceiling and walls of this room caved in. A pile of dirt and rubble clogs the hole. Broken bones and a cracked skull stick out of the dirt in the southeast corner.

Access: The entrance to this area collapsed decades ago. An underground tunnel from this room leads to area 8.

Creature: A fire beetle roots around in the dirt.

FIRE BEETLE

N Small vermin

Init +0; **Senses** low-light vision; Perception +0

CR 1/3

XP 135

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9 (17 vs. trip)

Skills Fly -2

SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Tactics: If the fire beetle notices movement in the tunnel, it rushes in and attacks the intruder, taking advantage of the cramped space.

Bones: The skeletal remains belong to a single, Medium sized humanoid. This is easy to discern by anyone inspecting the bones. If the PC succeeds at a DC 12 Heal check, he can also tell this was a burly dwarf by judging the size of shoulder and femur bones, and the shape of the skull.

10. ALDAN

Gnarled roots completely cover the ceiling of this narrow room. In the far end lies a motionless human: a burly man dressed in a roughspun tunic.

Creature: The man is the Dunnocksdel villager Aldan. Although the logger appears to be unconscious or dead at first glance, he's not even wounded. Ailorne ordered him to lie down here and remain still.

Human Thrall Aldan: 4 hp; see Appendix.

Tactics: Aldan gets up from prone position and attacks as soon as the PC is adjacent to him.

Root trap: At the same time Aldan attacks, Ailorne causes the roots from the ceiling to drop down. A 5 foot thick, intertwined mass of gnarled roots completely fills the entrance to the room (the squares marked on the map).

To escape the room, the PC needs to chop through 5 feet of roots, or break through the wall (the PC will only bury himself in dirt and stones if he tries to create a hole in the ceiling that's large enough to escape through).

It's not hard to escape this room, but it takes a lot of time. If the PC gets trapped here, mark one box on the Gloom Spirit Advancement Track.

Development: Unless he rescues the other human thralls already, Ailorne uses them to free Aldan if given the opportunity. See area 1 – Rescuing the Villagers – for more information.

II. NECROMANCER'S CHAMBER

The stone doors in this room pivot in the center, but the thick layer of dirt and debris on the floor blocks them. To push either door open requires a successful DC 15 Strength check.

The metallic tang of chemicals hangs heavy in the air. Fragments of glass and earthenware, bits of rusted metal and bone splinters jut out of the dirt that covers the floor.

Creatures: The original inhabitant of this room left three crawling hands to guard it against intruders. The undead lie motionless, buried in the dirt (Perception DC 22 to notice).

CRAWLING HANDS (3)

NE Diminutive undead

CR 1/2

XP 200

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 9 each (1d8+5)

Fort +2, **Ref** +0, **Will** +2

Immune undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee claw +5 (1d1+1 plus grab)

Space 1 ft.; **Reach** 0 ft.

Special Attack mark quarry, strangle

STATISTICS

Str 13, **Dex** 11, **Con** —, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** –4 (+0 grapple); **CMD** 7

Feats Toughness

Skills Climb +9, Perception +4, Stealth +12, Survival +4; Racial Modifiers +4 Survival

Languages Common (can't speak)

Special Abilities

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Strangle (Ex) An opponent grappled by a crawling hand cannot speak or cast spells with verbal components.

Tactics: None of the crawling hands have a quarry. The undead try to flank the PC. They do not attempt to grapple him. The hands relentlessly attack anyone who enters this chamber, but don't leave the room unless forced.

Treasure: Half buried beneath the debris sits a small lockbox (Perception DC 8). Rust holds this once sturdy box together. It falls apart completely if the PC tries to open it or pick it up. Although covered in a thick layer of dust, the following contents of the lockbox remain intact: a clearly labeled *potion of cure light wounds*, three irregular pearls (worth 10 gp each), a red garnet (worth 100 gp), and 27 gp.

12. CHAMBER OF WORSHIP

Stone tablets sit on ledges against the north, east and west walls of this room. The reliefs chiseled into them show an amalgamation of muzzles, eyes and paws. A thick root with a faintly glowing crystal embedded in it hangs from a hole in the southeastern corner.

Secret door: A 5-foot-by-5-foot square section of the wall, a foot above the ground, pivots in the center. Most of the dirt and grime fell off of the secret door when Ailorne found and opened it, and it's relatively easy to spot (Perception DC 10). The old construction functions remarkably well; no check is required to push the door open.

Crystal: AC 5, hardness 1, hp 1; can be damaged with any type of damage.

This is the third crystal Ailorne hid outside area 14. It contains a dunnock. If the PC breaks this crystal before he finds those in area 14, Ailorne speaks to him telepathically. He hears the gloom spirit's hissing voice in his head: *'A minor triumph, yet your mission is doomed. You shall perish soon!'*

Tablets: The stone tablets rest on narrow ledges. If the PC lifts them off or topples them, he discovers a shallow depression in the wall behind each tablet.

North wall: This depression is empty.

West wall: Two dusty vials lie hidden behind the tablet: a potion of cure light wounds and a potion of jump. Each potion is clearly labeled.

East wall: A small statuette that resembles a bulging eye on a thick stalk sits in this depression. The eye is made from a bloodstone worth 30 gp.

The gemstone is covered with contact poison. This dragon bile has lost much of its potency over time (save Fort DC 10, frequency 1/round for 2 rounds, damage 1 Str, cure 1 save).

Apart from the gem, the statuette is worthless.

13. HIDDEN PASSAGE

Roots cover much of the walls in the corridors leading to this area. A thick blanket of roots – moved into this position by the gloom spirits – hangs down to conceal the passage at the three spots marked with an H on the map. A successful DC 18 Perception check is required to notice these hidden passageways. The roots have hardness 4 and 20 hp.

If needed, Ailorne briefly parts the roots to allow either of the human thralls to hide here (see area 1).

Thralls: If any of the three villagers (including Aldan from areas 12) are still under its control when the PC finds this area, Ailorne sends them in to attack.

14. AILORNE'S LAIR

This chamber, where brown water drips down from holes and cracks in the ceiling, reeks of decay. Clumps of gnarly, white roots hang from the holes. Six dark crystals dangle from the roots, pulsing with a purple light. A dark spirit guards the crystals.

Creature: The gloom spirit Ailorne inhabits this hidden room. Ailorne (gloom spirit): hp 11; see Appendix. Its powers depend on the Gloom Spirit Advancement Track.

Tactics: Ailorne relentlessly claws at the PC while telepathically screaming 'Die! Die!' in the fighter's head.

Roots: The squares with thick roots are considered difficult terrain (this includes each of the six squares with a crystal in it). The roots do not affect the gloom spirit's movement.

Crystals (6): AC 5, hardness 1, hp 1; can be damaged with any type of damage.

The crystal in the southeast corner contains the sprite Tealeye. The other crystals contain two dunnocks, a frog, a mole and a young badger.

If the PC didn't break all four crystals Ailorne hid elsewhere in the ruin (see area 3, 4, 7 and 12), it's possible the gloom spirit is still alive when the PC destroys all crystals in this room. In this case, the spirit tries to flee to one of its surviving crystals and telepathically whispers a threat: 'Enjoy your victory while you can. You shall be dust, bloodbag!'

Sprite: Tealeye is too weak to join the PC in his fight against the gloom spirits, but he sincerely thanks the PC for freeing him. The fey knows the gloom spirits are the twisted souls of dead dryads, that burn with hatred of people who cut down trees and detest animals and fey. He urges the PC to find and destroy the last spirit as quickly as possible.

Tealeye: hp 3 (currently 1); see Appendix (sprite).

Stairs: The steep stairs (treat as difficult terrain) in the northeast corner lead down to area 15, 50 feet beneath this level.

PART 4: THE FORGOTTEN RUIN — LOWER LEVEL

Unless otherwise noted, all areas are dark. Inner walls and doors are similar to those of the entrance level. Unless otherwise noted, ceilings are 20 feet high.

None of the flights of steps hamper movement, unless noted otherwise.

Mites: A small tribe of mites infests the darkest parts of the ruin. These fey and the gloom spirits agreed not to bother each other, although the undead intend to kill the mites once Dunnocksdell is destroyed.

15. STAIRWELL

Fungus covers the floor and walls of this cold, damp room. At the bottom of the stairs, a small pig gnaws on a

mushroom. The white fur of the animal is a bright patch in the darkness.

Pigs: A dozen of these pot-bellied pigs freely roam areas 15 through 19. They can't climb the steps to the other rooms with their short legs. The harmless mammals are blind and rely on scent to locate food. Unless panicked, the pigs instinctively avoid approaching the shriekers in area 16.

Secret door: The mites know about the secret door, but only use it in case of an emergency. Just like the rest of the wall, the door is covered with dirt and mold (Perception DC 20).

Opening the secret door requires a DC 12 Strength check. When the stone door turns, it produces a loud grinding noise that alerts the mites in areas 17 and 18.

16. SHRIEKERS

Some white pigs and a piglet nibble on white boletes in the center of this room. Patches of human-sized purple mushrooms grow in the northwest and southeast corners.

Shrieker: The purple mushrooms are shriekers. They can detect movement or light within 10 feet and, if they do, produce an earsplitting screech that lasts for 1d3 rounds. The noise makes it impossible to hear any other sound within 50 feet and alerts all mites in the ruin to the presence of an intruder.

17. WATER CAVERN

Except for the wall on the south side, this chamber is a natural cavern. Uneven steps against the west side lead up an escarpment that runs along the north wall and gently slopes down on the other side. Water drips down from stalactites on the ceiling and collects in barrels and buckets that sit on top of sawed off stumps of stalagmites.

Three stocky creatures stare at you with bulging eyes. The wrinkles, flabs and bumps on their blue heads make it hard to tell which crease is a mouth and which lump is a nose. A centipede the size of a pony accompanies them.

The ceiling is roughly dome-shaped. It's almost 40 feet high in the center.

Escarpment: The escarpment is 10 feet high. The uneven steps on the west side are considered difficult terrain, while the other steps in the room don't impede movement. Climbing up the escarpment in the center requires a DC 10 Climb check.

Creature: The three mites in this chamber huddle together at the top of the escarpment if they know there's an intruder in their lair. Otherwise, they're bickering at the bottom, trying to decide who should carry a bucket of water to the king. Their pet centipede lurks near the doorway.

Mites (3): hp 3 each; see Appendix.

GIANT CENTIPEDE

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

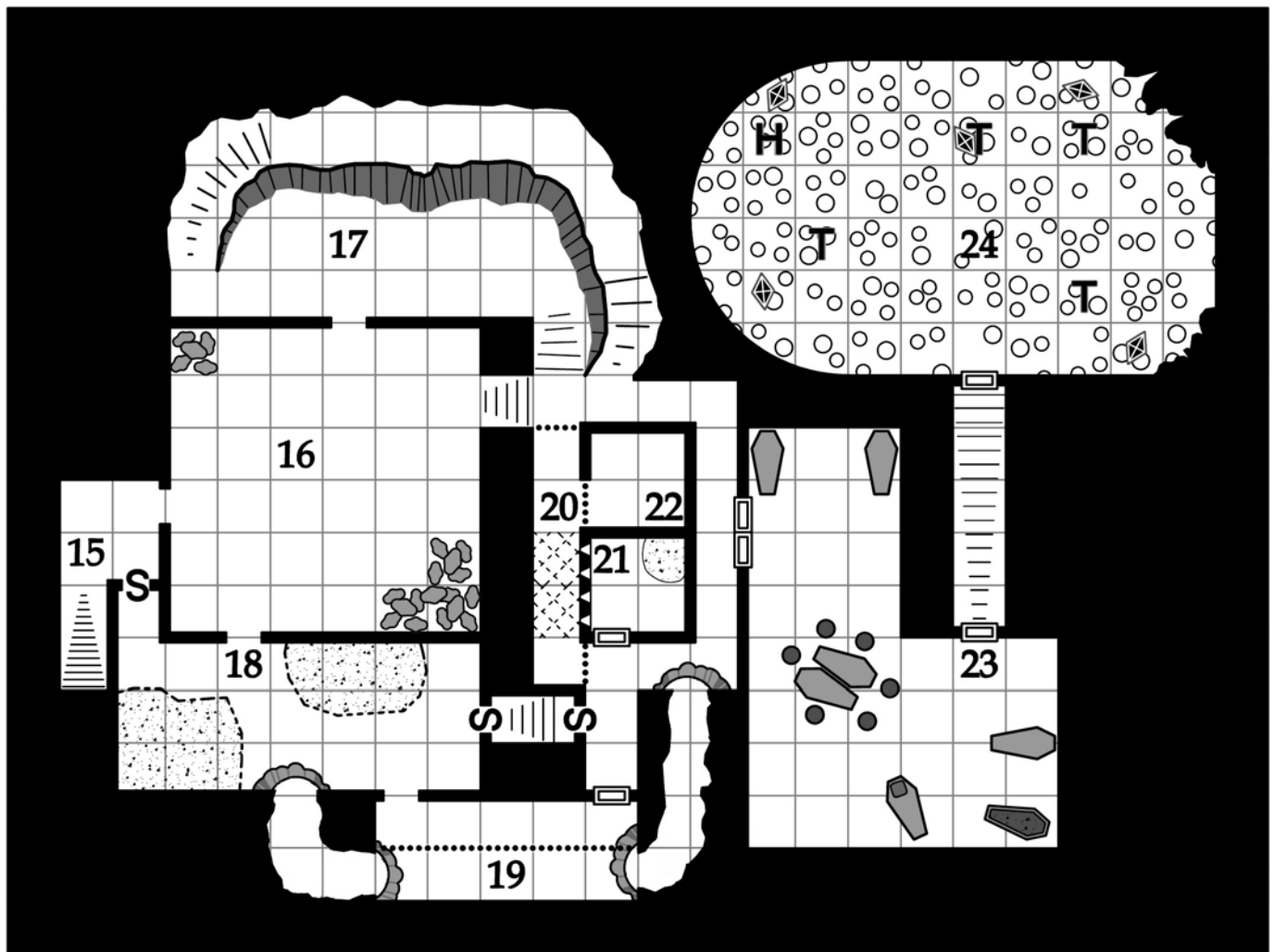
Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

CR 1/2

XP 200

THE FORGOTTEN RUIN - LOWER LEVEL



1 square = 5 feet

pu ||||| nvd Steps

S Secret Door

Shriekers

Moss

Mite Tunnel

Portcullis / Bars

Door

Arrow Slit

Coffin

● Flat Rock

◆ Crystal

○ Thick Roots

T Thrall

H Human Thrall



OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 plus poison)

Special Attacks poison

STATISTICS

Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2

Base Atk +0; CMB -1; CMD 11 (can't be tripped)

Feats Weapon Finesse (B)

Skills Climb +10, Perception +4, Stealth +10; Racial Modifiers

+4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Tactics: The centipede rushes forward to attack the PC, while the cowardly mites stay away from melee combat. If the fey can fight from a distance, they cast doom first and then fire their darts. If pressured, the mites try to flee south.

Development: If the mites escape, they activate the shriekers (if no alarm sounded earlier) and then try to lure the PC to the giant spider (see area 20). If successful, the mites attack through the bars of the portcullis on the north side while the PC engages the spider. If the PC kills the spider or turns his attention to the mites, they fall back to area 23.

18. BARRACKS

Rows of stone tablets, set upright into the dirt, line two large beds of moss. A pile of soil lies in the corner. Stone splinters and rusty bits of metal stick out of the heap: short lengths of chain, broken manacles and pieces of saws, knives, hammers and pincers. There's a narrow tunnel entrance in the south wall.

Creature: Unless alarmed, four mites rest on the moss.

Mites (4): hp 3 each; see Appendix.

Tactics: If alerted to the intruder, the mites hide in the tunnels that lead to and from area 19; two in the west tunnel and one in the east tunnel. They hope to attack the PC while he's crawling in a tunnel, or pelt him with darts from the other side of the bars when he enters area 19 through one of the doorways. When in danger, the mites try to flee to area 20.

Development: If these mites escape, they follow the same tactics as the ones in area 17.

Secret doors: See area 15 for details of the secret door in the northwest corner. The secret doors to the short passage in the east wall see slightly more use. They are easier to find (Perception DC 17) and don't make a lot of noise when opened. Both doors are clearly visible from inside the passage.

Tunnel: The mites dug two uneven tunnels to area 19. These passages are between 3 and 4 feet in diameter. While a Small creature can walk in the tunnels, a Medium creature must crawl in.

Treasure: If the PC searches the pile of dirt with his bare hands, he must succeed at a DC 8 Sleight of Hand check to avoid cutting himself on the sharp bits of metal (1d3 damage) within. The mites buried an *everburning torch* in the heap (Perception DC 5).

Stone tablets: None of the tablets are whole. Only shallow grooves and dents remain of the writing on them. Details of pictures in relief wore off, but some images can still be recognized. These include stout humanoids kneeling in front of a mass of mouths, eyes and limbs; the same misshapen figure hovering in front of the sun, with humanoids and spiders crawling out of holes in the shade; an egg-sack bursting and releasing spider-like creatures with different limbs and eyes all over their bodies; humanoids and twisted spiders fighting side by side (the part of the tablet with their adversaries on it is missing); and a lot of smaller fragments of similar scenes.

19. PRISON

A rusty iron gate with four padlocked doors divides this room in two parts. On the south side, iron bars that once separated the cells are broken or missing.

Iron bars: The doors are locked (Disable Device DC 20), but the rusty iron is weak (hardness 4, 24 hp, break DC 11).

20. HIDDEN PORTCULLISES

Portcullises: There are three rusty portcullises in this hallway. The ones on the north and south side are pulled up into wide grooves in the ceiling (Perception DC 10 to notice). The portcullis that gives access to area 22 is closed.

Corrosion weakened each portcullis (hardness 4, 24 hp, break DC 11 [lift DC 20]). They are operated from area 21.

Arrow Slits: The arrow slits provide improved cover (a +8 bonus to AC and +4 to Reflex saves).

Development: If the PC enters this hallway, the mite in area 21 pulls the left lever there to drop the portcullises before he releases the spider from area 22.

If a fight breaks out in this area, any mites still in areas 17 and 18 hear it and cautiously check what's going on.

21. STABLE MASTER ZHINF

Four flat rocks sit beneath the arrow slits in the west wall of this room. Two rusty levers stick out of the far end wall. In a corner lies a mattress of soggy moss with a dead pig next to it.

Levers: These levers are used to operate the three portcullises in area 20. The north and south gates can only be opened or closed simultaneously by pulling the left lever, while the right lever moves the center one.

Creature: Zhinf, keeper of the king's steed, bunks here.

Zhinf: hp 3; see Appendix (mite).

Tactics: If alerted to intruders, Zhinf scurries onto a rock and peeps out of the arrow slits. He can see all of area 20, although he can only shoot darts at an enemy in either of the two squares right in front of the arrow slits (these squares are marked on the map). If the PC kills the spider or approaches from a different direction, the mite immediately tries to flee to area 23 while screaming for help.

22. THE KING'S STEED

Water drips from thick cobwebs that cling to the ceiling and walls, forming muddy pools on a floor that's littered with small bones.

The bones are all from pigs fed to the spider.

Creature: King Frekhr rides this giant spider on the rare occasions he leaves the safety of the forgotten ruin.

GIANT SPIDER

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

CR 1

XP 400

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +2 (1d6 plus poison)
Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Tactics: The giant spider attacks any living creature that's not a mite. It tries to entangle its prey with its web ability before it closes in for the kill.

23. KING FREKHR'S THRONE ROOM

This large chamber holds seven stone coffins. Flat rocks lie around two caskets that are pushed together in the center of the room. A dead pig lies on top of this makeshift table. An open coffin in the corner is filled with moss. On the lid of the one next to it perches a fat mite on a musty pillow. The fey wears a wooden crown. A big spider sits in his lap.

Creatures: The self-styled king Frekhr and his pet scarlet spider occupy this room, together with any mites that may have fled here.

King Frekhr: hp 3; see Appendix (mite).

SCARLET SPIDER

N Tiny vermin
Init +5; **Senses** darkvision 60 ft.; Perception +4

CR 1/4
XP 100

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 30 ft.
Melee bite +7 (1d3–4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks poison

STATISTICS

Str 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** +3; **CMD** 9 (21 vs. trip)
Feats Weapon Finesse (B)
Skills Acrobatics +13, Climb +21, Perception +4, Stealth +17; Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 4 rounds; effect 1 Str; cure 1 save.

An audience with the king: King Frekhr tries to avoid combat if possible. When the PC enters the room, the fey immediately addresses him. Frekhr speaks Undercommon, but also makes a lot of gestures when he talks. If the PC doesn't speak Undercommon, a successful DC 10 Sense Motive check reveals the gist of king's words.

If no other mites survived, Frekhr bows down and begs the PC to spare his life.

If at least one mite fled to his throne room, the king demands the PC kneels before him. This is a bluff the king makes to avoid losing face with his subjects. He is terrified of the fighter. Even if the PC doesn't understand what Frekhr says, he may call the bluff if he notices the king's nervous gestures and high pitched shrieks, or the cold sweat on Frekhr's brow (Sense Motive DC 9).

If the PC bows down, the fat mite relaxes visibly and commands the PC to leave the ruin.

Communication: If the PC talks or gestures to the king, Frekhr pays close attention, regardless of any previous bluff attempt. Unless the PC speaks Undercommon, he can only share basic concepts with the king, with a DC 8 Diplomacy check. Grant the player a +4 bonus on his roll whenever he comes up with a very clear or clever way to indicate his intentions.

Frekhr is a coward. He will gladly hand the PC all his valuables (see below), and any knowledge he might have, if that means he gets to flee with his skin intact. Most of what he knows isn't useful to the PC, but the king may share information about the gloom spirit Boglgrim. Frekhr once owned a magical sword, but Boglgrim took it from him as part of their 'agreement'.

Frekhr fears and hates his undead neighbor. He'll gladly point the PC towards the spirit and tell him how many thralls accompany Boglgrim.

Tactics: If a fight does break out, Frekhr sends his spider into combat while he seeks cover behind his throne. He uses his doom ability first and then fires darts at the PC. If any mites fled here, the king commands one of them to flank the PC with the spider. He keeps any others close to him for protection and tells them to use their doom ability (if they haven't yet) and then throw their darts.

If Frekhr faces the PC in melee combat, he immediately tries to flee the ruin. If Frekhr is killed or escapes, all others mites in the room run away.

Coffins: The sides of the coffins are decorated with eyes, claws and mouths. The stylized likeness of a dwarf is carved into each of the flat tops. Except for the one Frekhr uses as bed, the coffins contain nothing but bones and dust.

Treasure: Hidden underneath the mattress of moss lie a *potion of cure light wounds*, a *potion of lesser restoration* a satchel with 117 gp, a silver peacock brooch worth 80 gp and a bronze necklace worth 35 gp. Both potions are labeled in common (a language the mites can't read). Frekhr's crown is worthless.

24. BOGLGRIM'S LAIR

This room is dimly lit (which is why the mites never used it).

All throughout this large room, long roots dangle from cracks in the ceiling. Beams of sunlight filter through in a few places. The only other light in the room is the sickly purple glow from five crystals that are embedded in the roots. Five thralls with black eyes guard the spirit's

crystals: four weasels and the last missing villager. The man clutches a gleaming sword. A whirling mass of dark smoke, shaped somewhat like a strange human, hurls itself towards you.

Creatures: The gloom spirit Boglgrim and five of its thralls dwell in this room.

Boglgrim (gloom spirit): hp 11; see Appendix. Its powers depend on the Gloom Spirit Advancement Track.

Human Thrall Gerwron: 4 hp; see Appendix. Gerwron wields a short sword +1; melee +2 (1d6+2). Melee unarmed strike +1 (1d3+1 nonlethal)

Weasel Thralls (4): 4 hp each; see Appendix.

Tactics: Boglgrim rushes in to attack the PC. He keeps his thralls near the crystals. Their positions are marked on the map. Initially, each thrall moves no more than 5 feet from the crystal it guards, and only attacks the PC if he gets close enough.

If the PC destroys a crystal, Boglgrim orders the thrall defending the crystal to follow and attack the fighter (if the thrall is still alive and conscious).

If the PC gets his hands on the magical sword, the gloom spirit flees to the crystal furthest away from the fighter and commands all remaining thralls to attack.

Roots: Due to the thick roots, this entire room is considered difficult terrain. The roots do not affect Boglgrim's movement. Arrows, bolts and other ranged weapons have a 25% chance per 5 feet of range of hitting an obstructing root instead of the intended target.

Crystals (5): AC 5, hardness 1, hp 1; can be damaged with any type of damage.

The crystals contain two dunnocks, a pigeon, a rabbit, and a toad.

Development: If the PC kills Boglgrim, all gloom spirit thralls regain control of their own body and their eyes return to their normal color. Gerwron cannot remember anything of what happened when he was dominated by the spirits.

CONCLUSION

If the PC defeats all three gloom spirits, the inhabitants of Dunnocks dell notice his victory before he returns to the village; the trapper Benthram regains his senses and the attacks on Dunnocks dell cease.

The residents anxiously wait for the PC to return with Gerwron and any other villagers still missing. If the PC told people in Dunnocks dell about the forgotten ruin on a return trip, Elaine Demstar sends a group of men to search for him once she is sure their plight is over.

If the PC rescues all humans, the villagers organize a feast in the community hall to celebrate and show their gratefulness to the hero.

If one or more villagers died – either in the forgotten ruin or while defending Dunnocks dell – the village mourns the dead. If the PC killed one of the thralls (and admits it), most villagers assume he had no choice, considering the circumstances. Not all of them cope with the loss of a loved one on such a rational level, though. The mother, wife, brother

or best friend of a deceased person might try to avoid contact with the PC. Some express their feelings with cold stares and brusque remarks.

In any case, Elaine Demstar and any other villagers who promised the PC a reward are true to their word.

APPENDIX

GLOOM SPIRIT

A gloom spirit is the restless ghost of a dryad that died when its tree was cut down. These rare creatures look like a vaguely humanoid shaped mass of whirling black smoke.

Gloom spirits shun bright light. They dwell in the deepest, darkest reaches of the forests, where they huddle in the perpetual twilight beneath the canopy.

These malignant undead despise all living beings except plants. They trap small animals and fey in dark crystals. The spirits embed these crystals in the roots of trees, which allow them to drain the energy of their captives. Although they seek to bond with the trees, gloom spirits can't do anything more than use them as a funnel for this foul purpose.

These undead passionately hate creatures that cut down trees. Some gloom spirits actively search for manmade structures, with the intention of destroying the buildings and viciously killing any inhabitants.

Groves An incorporeal gloom spirit that is part of a grove (see the enthrall special ability) has a CR of 1/4 (100 XP).

INCORPOREAL GLOOM SPIRIT

CR 1/6

NE Medium undead

XP 65

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; **Perception** +6

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 Deflection)

hp 11 (1d8+7)

Fort +4, **Ref** +3, **Will** +4

Defensive Abilities incorporeal; **DR** 8/magic; **Immune** undead

OFFENSE

Speed fly 20 ft. (perfect)

Melee touch +4 (enthrall)

Special Attacks enthrall (DC 16), dark crystal (DC 16)

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 18

Base Atk +0, **CMB** +0, **CMD** 18

Feats Toughness

Skills Fly +7, Handle Animal +5, Perception +6, Stealth +7

Languages Common, Elven, Sylvan; speak with plants; telepathy 100 ft.

SQ parasitic tree bond, warp roots

ECOLOGY

Environment temperate forests

Organisation solitary or grove (3)

Treasure standard

SPECIAL ABILITIES

Enthrall (Su) The touch of an incorporeal gloom spirit deals no damage, but the spirit can leave a strand of its own being in

a creature it hits. For this attack to have any effect, the gloom spirit must cooperate with two more of its kind.

Three gloom spirits working together form a grove. If all gloom spirits of a particular grove hit a single living creature with no more than 1 HD with their Enthrall attack in the same round, the target must succeed at a DC 16 Will saving throw or become a thrall of the grove. The save DC is Charisma based and includes a +2 racial bonus.

A thrall's eyes turn black and it moves clumsily. For the duration of this effect, the creature is staggered.

All spirits in the grove can command the thrall as per the dominate person spell, with the following exceptions:

- Gloom spirits can only communicate basic commands.
- Because of its visible effects, no Sense Motive check is needed to determine that the thrall is influenced by an enchantment effect.
- Thralls never receive a new saving throw and they follow all commands, including self-destructive commands.

Destroying all three gloom spirits of a grove frees all thralls of that grove.

Drained Power (Su) A gloom spirit slowly grows in power if it's within 50 feet of at least four of its full dark crystals: it becomes less insubstantial and gains strength. It takes an incorporeal gloom spirit at least four hours to begin materialization. Once a gloom spirit becomes partially substantial, it can take between four and 24 hours to reach the peak of its strength. This varies per spirit, and is influenced by the types and number of creatures it traps.

A gloom spirit immediately becomes incorporeal if it's not within 50 feet of any of its full crystals. It can survive in this state for up to four consecutive hours.

The power level of a gloom spirit that isn't (fully) incorporeal determines some of its statistics, as per the below table: Gloom Spirit Power.

MATERIALIZING GLOOM SPIRIT

NE Medium undead

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; **Perception** +7

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +3, **Will** +5

DR 8/magic; **Immune** undead

OFFENSE

Speed fly varies (perfect)

Special Attacks dark crystal (DC 16)

STATISTICS

Str varies, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 18

Base Atk +1

Feats Weapon Focus (claw)

Skills Fly +8, Handle Animal +6, Perception +7, Stealth +8

Languages Common, Elven, Sylvan; speak with plants; telepathy 100 ft.

SQ parasitic tree bond, partially incorporeal, warp roots

ECOLOGY

Environment temperate forests

Organisation solitary or grove (3)

Treasure standard

SPECIAL ABILITIES

Dark Crystal (Su) As a full-round action up to four times a day, a gloom spirit can create an empty dark crystal. It can only use this ability if all its dark crystals are full (see below), or it doesn't have any dark crystals.

Even if a gloom spirit is incorporeal, it can pick up and manipulate a dark crystal. It can only carry one dark crystal.

A Diminutive creature that comes within 10 feet of an empty dark crystal must succeed at a DC 16 Will saving throw to prevent the crystal from sucking the creature inside and trapping it. A trapped creature is helpless. A dark crystal is full when it contains a single creature. The save DC is Charisma based and includes a +2 racial bonus.

The life energy of a creature trapped in a crystal slowly diminishes. If not freed, it dies after 24 hours. If this happens, the crystal and its contents dissolve and vanish.

Dark crystals have AC 5, hardness 1 and 1 hp. Unlike most objects, the brittle crystals can be damaged with any type of damage (including piercing). Destroying a full dark crystal frees the trapped creature without harming it.

Parasitic Tree Bond (Su) As a standard action, a gloom spirit can embed a full dark crystal into the roots of a Large or larger tree. The undead can even use dead trees for this purpose. If a gloom spirit embeds a crystal more than 100 feet away from one or more of its other crystals, those crystals break and dissipate, releasing any trapped creatures inside. If a gloom spirit is destroyed, all of its dark crystals break.

Once a gloom spirit has a parasitic tree bond, it's instantly destroyed when all of its full dark crystals are broken, or if it's no longer on the same plane as at least one of its full crystals.

Partially Incorporeal (Ex) A materializing gloom spirit cannot make trip or grapple attacks, nor can it be tripped or grappled. It loses this ability at power level 5.

Warp Roots (Su) As a standard action, a gloom spirit can move and bend the roots of a single tree. It can only use this ability on a tree within 100 feet of one of its embedded dark crystals.

This ability does not allow the gloom spirit to move roots with enough force, speed or precision to make attacks, combat maneuvers, use the roots for tasks requiring fine manipulation, or move the parts that are stuck in the ground.

Additionally, a gloom spirit never suffers any impairment from the roots of trees it can affect with this ability, unless the

GLOOM SPIRIT POWER

Power	CR	XP	SR	Fly spd	Melee	SA	Str	CMB	CMD
1	1/2	200	5	10 ft.	touch -4 (1d3-5)	—	1	-4	9
2	1	400	7	15 ft.	touch -1 (1d4-2)	—	6	-1	12
3	2	600	9	20 ft.	2 claws +2 (1d6)	rend (2 claws, 1d6)	11	+2	15
4	3	800	11	25 ft.	2 claws +5 (1d8+3)	rend (2 claws, 1d8+4)	17	+4	17
5	4	1200	13	30 ft.	2 claws +8 (2d6+6)	rend (2 claws, 2d6+9)	23	+7	20

roots are magically manipulated to impede motion with a spell or ability other than Warp Roots.

HUMAN THRALL

Male human commoner 1
CG Medium humanoid (human)
Init +0; **Senses** Perception +0

DEFENSE

AC 10, touch 10, flat-footed 10
hp 4 (1d6+1)
Fort +1, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d3+1 nonlethal)
Ranged throwing stone -3 (1d4+1) (range 10 ft.)

STATISTICS

Str 13, **Dex** 10, **Con** 12, **Int** 10, **Wis** 11, **Cha** 9
Base Atk +0; **CMB** +1; **CMD** 11
Feats Self-Sufficient, Skill Focus (survival)
Skills Handle Animal +3, Heal +2, Perception +4, Survival +6
Languages Common
SQ gloom thrall, staggered

SPECIAL ABILITIES

Gloom Thrall (Su) The human thrall is dominated by a grove of gloom spirits and not in control of its own actions.

MITE

LE Small fey
Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

CR 1/3
135 XP

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 3 (1d6)
Fort +0, **Ref** +3, **Will** +3
DR 2/cold iron
Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.
Melee dagger +0 (1d3-1/19-20)
Ranged dart +2 (1d3-1)
Special Attacks hatred
Spell-Like Abilities (CL 1st)
At will — *prestidigitation*
1/day — *doom* (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8
Base Atk +0; **CMB** -2; **CMD** 9
Feats Point-Blank Shot
Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth
Languages Undercommon
SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check.

Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

SPRITE

CN Diminutive fey
Init +3; **Senses** detect evil, detect good, low-light vision; Perception +6

CR 1/3
135 XP

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 3 (1d6)
Fort +0, **Ref** +5, **Will** +2
DR 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)
Melee short sword +0 (1d2-4/19-20)
Ranged short bow +7 (1d2-4)
Space 1 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 5th; concentration +5)
Constant — *detect evil*, *detect good*
At will — *dancing lights*, *daze* (DC 10)
1/day — *color spray* (DC 11)

STATISTICS

Str 3, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 5
Feats Alertness
Skills Escape Artist +15, Fly +21, Perception +6, Sense Motive +2, Stealth +19
Languages Common, Sylvan
SQ luminous

SPECIAL ABILITIES

Luminous (Su) A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if it wishes.

WEASEL THRALLS

N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +1

CR 1/2
XP 200

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 4 each (1d8)
Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d3–4 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14; Racial Modifiers +4 Stealth, +8 Acrobatics

SQ attach, gloom thrall, staggered

SPECIAL ABILITIES

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Gloom Thrall (Su) The weasel thrall is dominated by a grove of gloom spirits and not in control of its own actions.

PRE-GENERATED CHARACTER

SHIDAR D'OLTHAZON

Male half-elf fighter 2

CG Medium Humanoid (elf, human)

Init +2; **Senses** low-light vision, Perception +6

CR 2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 22 (2d10+6)

Fort +5, **Ref** +2, **Will** +1; +2 vs. enchantment, +1 vs. fear

Defensive Abilities bravery +1; **Immune** sleep

OFFENSE

Speed 20 ft.

Melee spiked heavy steel shield +3 (1d6+3), mwk short sword +4 (1d6+3/19–20); or sap +5 (1d6+3 nonlethal)

Ranged composite longbow +4 (1d8+2/x3)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +5; **CMD** 17

Feats Double Slice, Improved Shield Bash, Skill Focus (Perception), Two-Weapon Fighting

Skills Climb +2, Survival +5, Perception +6; **Armor Check Penalty** -5

Languages Common, Elven

SQ elf blood

Combat gear *potions of cure light wounds* (2)

Other gear masterwork breastplate, masterwork short sword, composite longbow (+1 Str) with 40 arrows, spiked heavy steel shield, sunrods (2), hemp rope (50 ft.), sap, waterskin, trail rations (2)

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1 ON 1 ADVENTURES #21: THE GLOOM OVER DUNNOCKSDELL



The recent attacks have shocked Dunnocksde!! Tormented by the thought that some of their loved ones are in the grasp of foul magic, the villagers wanted to go looking into the woods for those still missing, but were afraid to leave their homes undefended, and were terrified of what they might run into. They could only guess at the source of the enchantment and found no way to undo it. Will you heed the call of the desperate in Dunnocksde!!

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