

4-6 PCs



Levels 6-8

Alchemist's Errand



A7

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"Alchemist's Errand" is a 3.5 OGL & Pathfinder Compatible Adventure designed for four to six 6th -8th level PCs.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary.

These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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Adventure Background

The gnomish wizard Mendlewort Doonswallow has a knack for making enemies with pretty much everyone who crosses his path. Always seeking to trick or swindle the fools of the world, Mendlewort has become addicted to acquiring items and gold that are not his own. Mendlewort moved to the Dark Wood about a year ago, hoping to distance himself from the many enemies who now seek their revenge. He figured that rumors of the devils and demons that dwelt there would keep his enemies at bay whilst still luring in those foolhardy enough to call themselves “adventurers” to his home.

A babau demon who prefers to go nameless moved into a nearby canyon a year ago. Soon afterwards, Mendlewort the gnome came by looking for cradleberries. The babau attacked the gnome, who promptly vanished before his eyes; confused the babau turned to see the same small gnome standing upon a rock, laughing hysterically. Again the babau rushed at the gnome, who once more vanished and was not seen again for a few months.

Those few months later, Doonswallow returned and this time confronted the babau with a proposition. What if the two of them were to work in concert to trick unsuspecting

travelers, kill them, and take their valuables? Using the gnome’s magic and trickery and the demon’s strength and ability to summon foes the two would be unbeatable! The two are still testing out their methods and will soon start to lure adventurers into the woods with rumors of treasure. They observe them and gather information at first before luring them into Mendlewort’s Cave, where they put them through the wringer using an obscene number of traps. Finally they confront their prey, deep in a cavern where the two scoundrels have the strategic advantage.

Adventure Hook

Rybalkan sage Yuri Statel requires 10 rare mushrooms for alchemical research. He hires the PCs to retrieve the mushrooms from the nearby Dark Wood.

Adventure Synopsis

Rybalkan sage Yuri Statel hires the PCs to retrieve 10 rare mushrooms from the nearby Dark Wood.

The adventurers travel to the Hunter’s Cabin to ask Cual Beartooth for advice on locating



the mushrooms. Cual is busy repairing two outbuildings but points the PCs in the right direction.

The PCs reach the location Cual described but find that all the mushrooms have already been picked. A trail of mushroom remnants leads into a cave. Inside the cave the PCs find a strange magical wall of ice blocking further passage; it looks like whoever picked the mushrooms went this way. They wait for the culprit to return.

A strange gnome appears later that evening, passing through a small opening in the ice. The PCs question the gnome, whose name is Mendlewort Doonswallow. He claims to have 20 of the mushrooms the PCs seek and is willing to let go of 10 of them in trade for 50 craddleberries, 100 gold pieces and some food. Doonswallow explains that the craddleberries grow on a bush in a deep canyon near the edge of the Jagged Crag. He has not retrieved them due to a previous run in with a dangerous creature that lives in the canyon. Doonswallow gives the PCs directions and marks the location on their map.

The PCs travel to the edge of the Jagged Crag, find the canyon and enter. Finally, they track down the berries, but just as they begin to pick them they hear the creature call out, "Who dares pick my berries without first asking permission!?" A large babau emerges and parleys with the PCs. He offers to give them the berries in trade for 100 gold and a pair of gems or jewels. If the PCs do not have any he will take a weapon or magical item.

The PCs return to Doonswallow with the berries; he takes them and gives the PCs a bag full of 10 mushrooms.

The PCs return and show the mushrooms to sage Yuri Statel. Yuri laughs at them and scolds them, telling them that those mushrooms are common throughout the area and grow near the many skeletons of the fallen in the wood.

The PCs return to Doonswallow's home and see him counting gold with the babau. The PCs give chase and Doonswallow and the demon lead them into the cave. The ice wall reappears behind the PCs after they pass that point in the cave. The PCs are thus trapped.

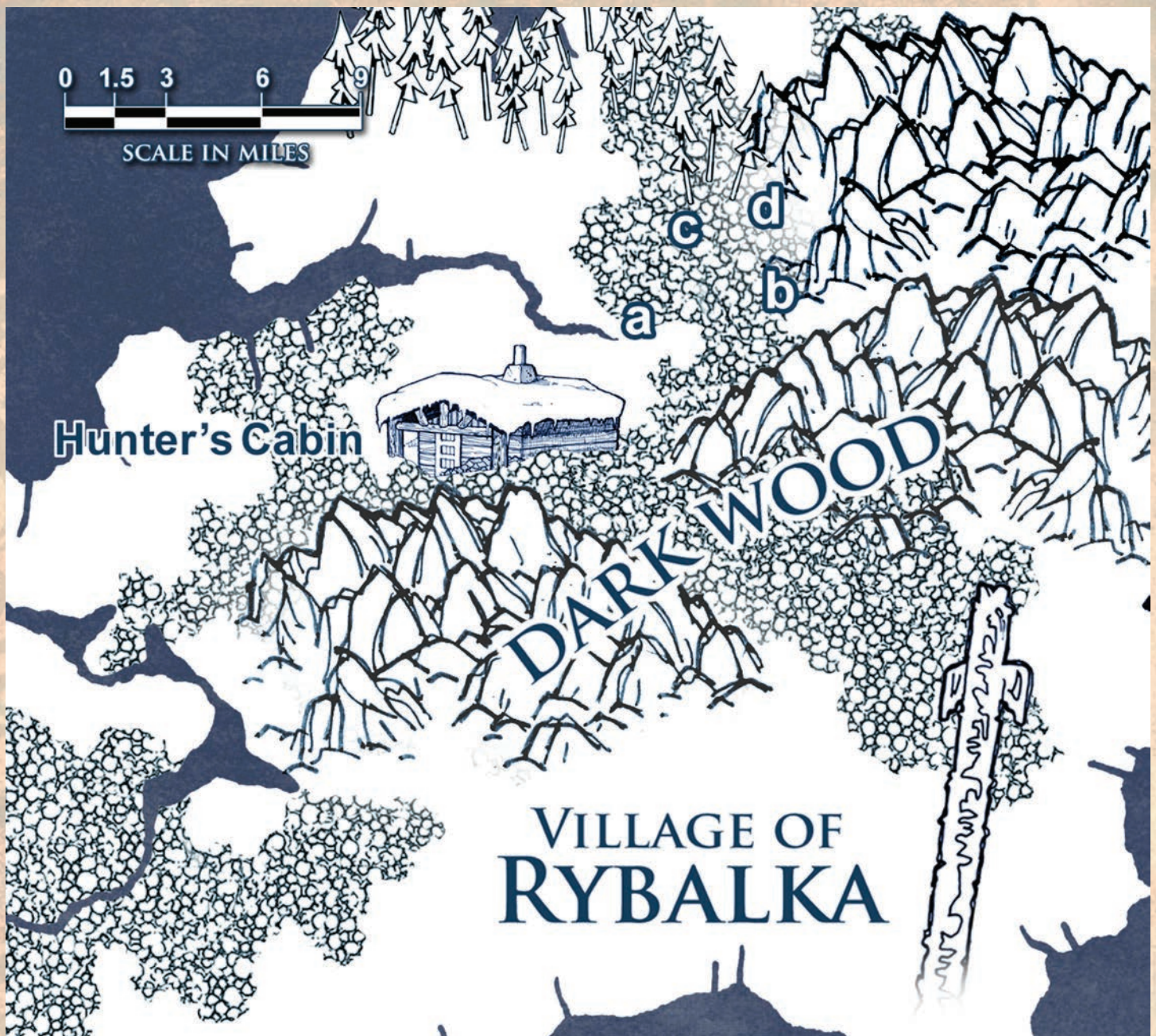
Doonswallow and the babau disappear through a secret passage and wait for the PCs to come to them. There are many traps and enemies between them; Doonswallow and the creature have spent months perfecting this death-trap, one that they have used to lure unsuspecting locals to their doom during its trials.

Finally, the PCs reach the gnome and the creature hiding out in a cave. The two chose the cave because it gives them a strong strategic advantage from which to assault the PCs. A few key traps are set to snare anyone advancing on the two scoundrels.

The gnome tries one last attempt and claims that the "woodland wildman" hired them to kill the PCs, hoping his ruse will distract the PCs long enough for him to escape.

In the end, the PCs find a fine collection of rare plants, alchemical equipment, and of course the rare mushrooms that started this whole mess!

Returning to Yuri Statel, the PCs bring the mushrooms which he seems quite pleased to receive. He keeps the promises he made to the PCs, that he will make something "very special" to share with them.



Meeting at the Tavern

While relaxing and having a drink at the Thirsty Serpent tavern, an old gentleman whom you recognize as Yuri Statel, the village sage, approaches your table. From what you have heard Statel is a wise man but does not often speak to outlanders. "Greetings fellow Klavekians. To whom do you pledge loyalty?"

This is a common greeting which is usually followed by, "To King Klavek, Lord of all the land," or a similar statement.

The reason for my visit is not so simply as to make idle small talk. You have been here in Rybalka for some time now and have proven yourselves time and time again. Now that I know you are trustworthy, I ask you to run a simple yet private errand. I require a sack of fine, rare mushrooms, a type that grows deep in the Dark Wood; *Ganoderma lucidum* to be specific.

The hunter and devil slayer Cual has a small cabin which I believe you are familiar with. He can point you in the right direction to begin searching for these mushrooms. Upon your return I will gladly pay 100 gold per sackful and will make each of you a special tincture from the flesh of the mushroom. Keep this between us though; alchemy is not well known in a village this small and the villagers may think I am one of those 'foul wizards' or some such thing." Sage Statel winks knowingly at you, slips you a map and, with a grin, turns on his heels and hits the door.

After this visit the PCs should take the hint and start making their way through the Dark Wood headed for Cual Beartooth's cabin known as "the Hunter's Cabin".

Dark Wood

Encounters in Dark Wood

There lives a twisted race of evil ravens** in the Dark Wood. They watch from afar and caw out when they spot invaders in the wood. This alerts the foul giant rats of the forest that fresh meat is in the area. Each time this occurs, the PCs will be ambushed from all sides by giant rats which appear warped and twisted by the foul magic of the forest. Their faces are dark and sullen, eyes

sunken in their sockets and black blood dripping from their mouths. Infection from these rats is much more likely than standard rats. (Fort Save vs. DC 15 or lose 1 CON for 1d10 days). After a number of such encounters, the spawn of a now-dispatched vampire is attracted to the blood and gore of the rats and ravens and will attack the party if it has the chance. This will scare even the remaining rats and ravens away!

Combat*

Fiendish Ravens (3.5) pg 24

Murder of Crows (Pathfinder) pg 32

Fiendish Dire Rats (3.5) pg 24

Rat Swarm (Pathfinder) pg 33

Vampire Spawn (3.5) pg 25

Vampire Spawn (Pathfinder) pg 35

Feel free to throw a devil at the party if you think they can handle it. Here are some ideas.

*This barrage of enemies will happen regularly and frequently throughout the PCs' journey. Initiate this action every 30-90 minutes of travel. When the PCs finally



realize the ravens are responsible for initiating the rat attacks they may target and attack them with ranged weapons. Once the ravens are driven off, the rat attacks will stop. If three such encounters happen, a Vampire Spawn will attack the party, drawn by the blood of the rats and ravens. This will also stop the attacks by the rats and ravens.

The Hunter's Cabin

As you approach the Hunter's Cabin, you see the burly warrior Cual Beartooth, carrying a tree over one shoulder. Although he strains under the weight, he wrestles with the massive piece of wood and finally tosses it down outside his cabin. Other logs are lined up nearby and it looks like he's working on chopping them to use for construction. As you approach he nods at you, but continues working. You see that his two outbuildings have been partially destroyed by fire. Strange yellow and white spikes protrude from the wreckage and the body of a devil lies decapitated in the snow.

Cual is too busy to talk at length with the PCs. When the PCs ask about mushrooms he explains:

Animal trail to the east of cabin. Follow it deep into woods, left at the fox den. Going right is your choice. Go up into the hills, watch for devils around rocks. You'll see a large cave. Nearby grow many mushrooms.

A. Animal Trails

A well-traveled animal trail to the east of the cabin makes its way through the dense forest and meanders around for a good 3 miles before splitting right and left at a gigantic old stump where a family of foxes lives.

B. Right path

Taking the right path leads to a stone circle surrounded by crumbling pillars. The stone circle is engraved with strange runes, stained in the cracks with devils' blood. If the PCs linger in this area for long, a blood-thirsty troll by the name of Grulthump of Dark Wood will catch their scent and move in for the kill, thinking a devil is around. Grulthump spends most of his time killing and eating devils. In between killings he practices training with his magical greatsword "Snot". He protects Rybalka from devils more than anyone realises, and his death will cause problems in the future for the village and Cual.

Combat

Grulthump the Troll of Dark Wood

(3.5) pg 26

(Pathfinder) pg 35

Magical Weapon: "Snot" Greatsword +3



Left path

Taking the left path leads to the cave that Cual spoke of, so proceed to area c. below.

C. Mendlervort's Cave

You find the cave that Cual spoke of, a large formation of rock smoothed by the passing glaciers that is covered in thick, green moss and mounds of snow. A fairly large opening appears like the maw of a great beast waiting to swallow you whole. Checking around for the rare mushrooms, you see many areas that have been cleared of snow and ice. In these patches one can see the roots where the mushroom stalks once attached. The mushrooms themselves are all gone! A few remnants of the mushrooms are scattered on the ground nearby and small

humanoid boot prints in the snow lead toward the cave entrance.

If the PCs enter the cave, they will travel down a slight slope for about 40 feet before running into a huge, magical wall of ice. The ice seems at least 5 feet thick and there is no immediate way through. Since this ice is magically reinforced, even hacking at it with an axe will do nothing.

Should the PCs use magic to bypass the wall let them and proceed with the final part of this adventure. Otherwise keep them outside and grasping at straws.

The PCs will need to camp out and wait to see who comes through the ice wall. If they decide to wait then read the following:

In the middle of the night, a flash of light coming from the ice wall catches your attention. A section of the wall disappears just long enough for a small gnome to come leaping through to the other side. The wall re-solidifies behind him. The gnome is small, even by gnomish standards, and wears clothing made from the thick hides of the forest animals. His long brown hair trails down his back and although he appears unarmed, he holds something tightly in his right hand. He stops dead in his tracks, looking directly at you. "Wha-Who goes there!?"

This gnome goes by the name Mendlewort Doonswallow. Doonswallow is a skilled alchemist and wizard. He comes from a family of thieves and learned the art of thievery before magic, thus he is very good with words and the PCs Sense Motive skill may not do them good against him.

Indeed Doonswallow is a sneaky little fellow, one who loves to trick travelers, hunters, and adventurers alike out of their belongings. He has

started to get greedy though, and recently has begun to "double dip" by convincing his victims to buy goods from himself or his accomplice, then return to town for more supplies and revisit him in the future. Some of the hunters who have disappeared in the past year are actually victims of Doonswallow and his accomplice.

When questioned about the wall he states:

The wall is for my protection and the spell that keeps it solid as a rock is none of your business!

If asked about magic or alchemy he says:

Yes, I am a wizard and I don't care what your stupid empire or kingdom or whatever it is you call it has to say about us wizards, 'cause I don't live in it and never will. I'm also an alchemist – for those of you who are stupid that means someone who cleans dung holes with their teeth. Not really, but it sounded good. Nay, I create something out of nothing, using herbs, minerals, rocks, metals, and more. I am willing to share my inventory but not my methods. Share of course I will with friends. You are not my friends, not yet.

If the PCs ask about the mushrooms missing from outside he says:

Of course! Rare mushrooms indeed! In all the land of the north they grow only right outside the cave of yours truly. I have recently picked twenty mushrooms of the type you seek. Should you wish to have ten of them it could be arranged... for a trade of course. I require TWO sacks of human food as my food supply is getting quite low. I also need at least 50 cradleberries for an experiment.

The only place around here where craddleberries grow is further up north, in a small canyon at the edge of the Jagged Craggs. I used to go there, to the only bush in the land that I know of to gather those powerful berries... until the scary creature came. It lives there now... wandering around in that canyon. I can't go there anymore, it would eat me in one bite – look how small I am! If you can go there and find the bush, get 50 craddleberries and bring them back, I will make a trade for some of my mushrooms... and I want 100 gold too!

The PCs may negotiate using Diplomacy (Doonswallow's Diplomacy +2), but even should they roll high, Doonswallow will only lower the price to TWO sacks of human food, 25 gold and 50 craddleberries. Should they continue to press the matter he feigns disinterest and starts to leave to return to his lair.

Once the deal is made, the PCs will be given directions to the canyon in the Jagged Craggs further north to where the dangerous creature, actually Doonswallow's demon accomplice, awaits his next victims.

D. Canyon at the Jagged Craggs

After a short journey of about 1 hour further into the north lands, the PCs find themselves at a small entrance to a tight canyon, heavily overgrown with all manner of icy, thorned bushes.

The PCs enter the canyon and begin searching for the correct bush. Finally they track down the berries, but just as they begin to pick them they hear the creature call out, "Who dares pick my berries without first asking permission!?" A large babau emerges, looking menacingly towards the party; surprisingly, it begins to parlay with the PCs. He offers to give them the berries in trade for 100 gold and TWO gems or jewels. If the PCs do not have one he will take a magical weapon or magical item.

Babau

"Babau" is a babau demon who has lived in this canyon for close to a year now. He works very closely with Doonswallow and plans on milking the PCs for anything he can get from them in trade for the craddleberries. If he is threatened, he will not back down. If engaged he will react by using darkness on the PCs, then circling around to attack them from behind. Once Babau reaches mid-to-low HP he will teleport away to a safe location deep in Dark Wood.

Combat

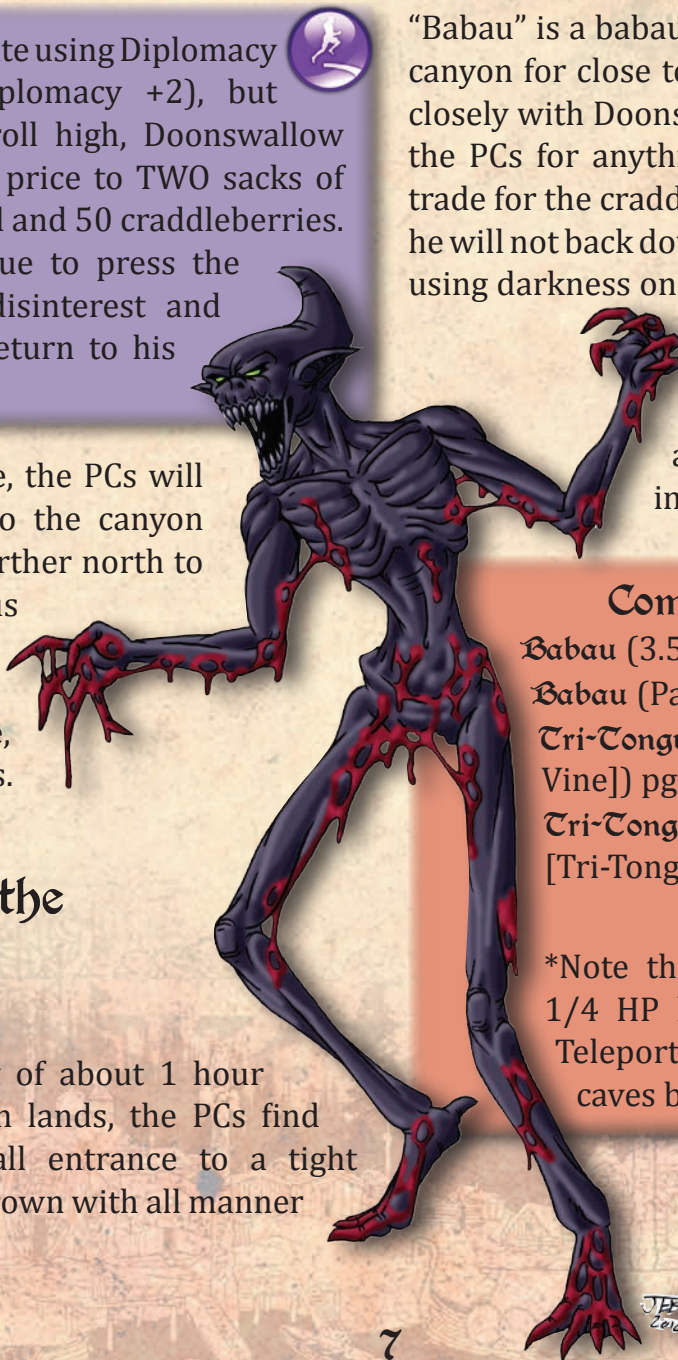
Babau (3.5) pg 27

Babau (Pathfinder) pg 36

Tri-Tongued Horror (3.5 - [Assassin Vine]) pg 28

Tri-Tongued Horror (Pathfinder - [Tri-Tongued Horror]) pg 37

*Note that if Babau is reduced to 1/4 HP he will flee using Greater Teleport and reappear in secret caves beneath the surface.



Combat in the Thorn Bush



Movement into the canyon is very slow going and prickly. If the PCs engage in combat here they will not be able to pass by without getting caught up in the bushes and taking significant amounts of damage while suffering movement penalties.

A Tri-Tongued Horror calls the thorn bush patches home and springs to life if the thorn bush is harmed in any way. The PCs may have to contend with the Tri-Tongued Horror in addition to the Babau.

Movement is cut down to 1/8 in this thick thorn bush and PCs must remain in single file line on the tight trail or take 1d4 damage per 5' square.

After either negotiating for the berries or fighting with Babau, the PCs will return to the gnomish wizard Doonswallow with the craddleberries.

on your heads. "Whoops, sorry about that. Here're the mushrooms you wanted. Thanks for the berries! Safe travels!" Doonswallow the gnome bows deeply and then skips off toward his cave.

Looking inside the sack you see 10 large plump mushrooms; sage Yuri Statel will be most pleased!

Little do they know that these mushrooms are not the same kind that grow in near this cave. Doonswallow picked them in his cave, where they grow in great abundance.

The journey back to Rybalka seems longer than usual due to changing conditions, re-routing, and monster encounters which seem to come with more frequency. Use the encounters listed above in the Dark Wood section.

Return to Mendlewort's Cave

Upon their return to Mendlewort's Cave they find the gnome outside sitting in a tree picking leaves.

"Hello my friends!" says Doonswallow and leaps swiftly to the ground. "Were you able to get the berries?"

"Hopefully that wretched beast did not give you too much trouble. You probably slayed it with those big swords, eh!?"

Doonswallow speaks a command word and a small sack floats down from the tree branches above you, knocking a bit of snow

Mushrooms for Statel

Upon returning to Rybalka and speaking with sage Yuri Statel, the PCs receive some bad news. Read the following when they hand the sack of mushrooms to the sage:

The sage peers into the bag and sighs, pulling a mushroom out. As he holds it in his hand, which begins to tremble, his gaze moves from the mushroom to focusing deep into your eyes. He begins to shake even more and he crushes the mushroom in his fist, letting the pieces fall to the floor. He drops the bag onto the ground at your feet. "You fools! You have been had! These are common cave fungi! Not worth a copper piece for the LOT OF THEM!"

The sage shoves you out the door and tosses the sack at your head. "Get back out there

and get me those mushrooms or I will find someone else in town who can!"

The PCs may choose to give up at this point, in which case they obtain no experience for this adventure aside from what they earned in combat encounters. If they wish to continue, they can head back into the Dark Wood, returning to Mendlewort's Cave.

No Good Scoundrels

When the PCs return to Mendlewort's Cave read the following:

The gnome Doonswallow stands outside his cave talking with the lanky demon creature that you encountered in the thorn bush canyon far to the north. They are laughing and counting gold coins, your gold! You've been had!

Doonswallow has been waiting for the PCs return, expecting them to be angry for fooling them. Further fueling their rage by exhibiting bubbling joy over the ill-gotten gold, he hopes to draw the PCs into his cave. As soon as Babau and Doonswallow see the PCs, they turn and seem to flee into the cave.

Doonswallow makes an opening in his magical ice wall; it's there just long enough for him and his accomplice and then the PCs to squeeze through, although it is clearly gnome-sized when the PCs get to it and requires some effort to squeeze through, particularly by medium-sized PCs in armour. By the time the PCs get through the ice wall and look around, Doonswallow and the babau are nowhere to be found. The cave continues down into a dank, wet darkness.



Taunting, Tricks, and Traps

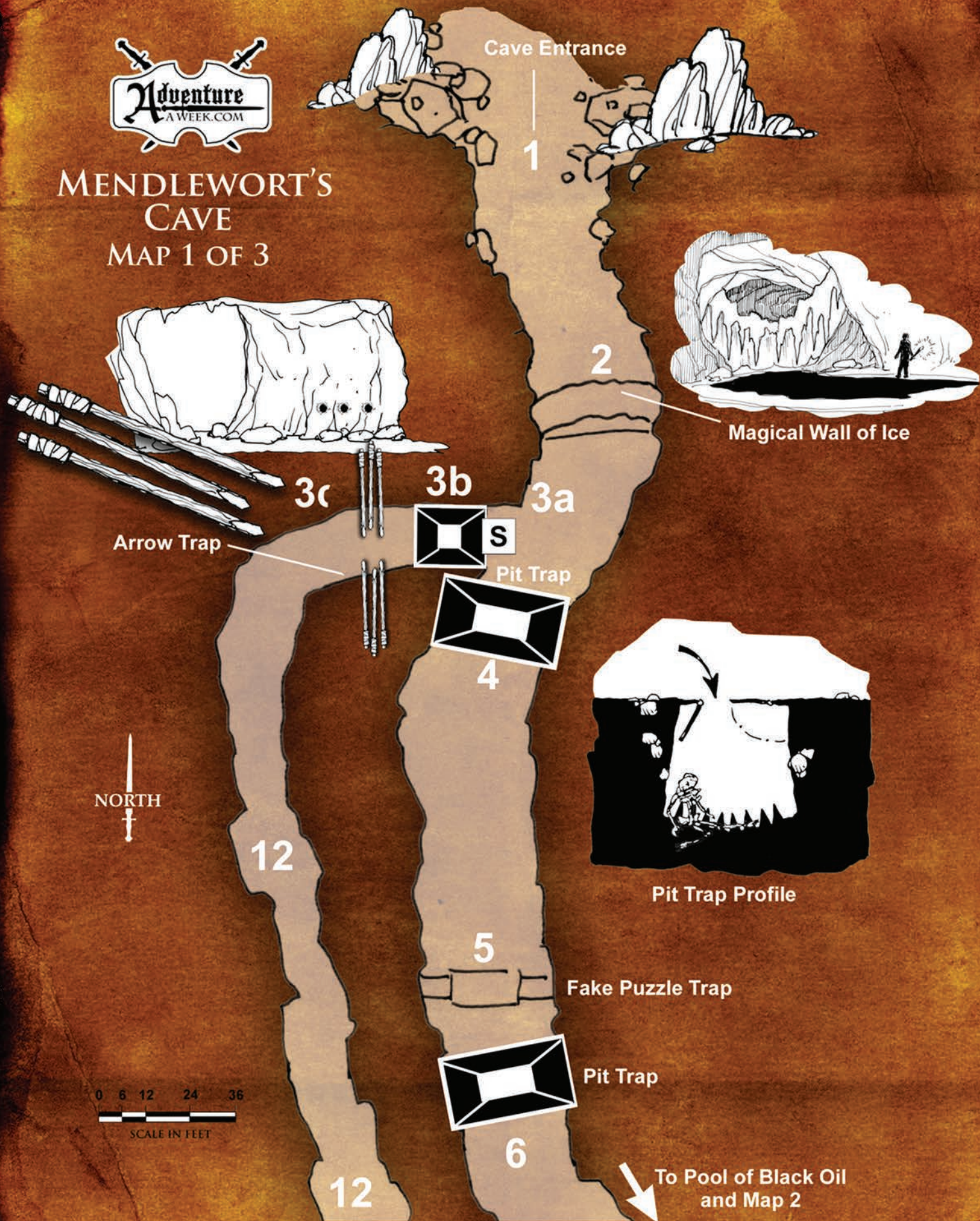
Doonswallow thoroughly enjoys this part of his scheme as the chance to torture, trick, and trap his adversaries brings him great joy. Perhaps it was because he was picked on as a child, or perhaps he just has a dark heart – whatever the reason, he has become quite good at it.

Doonswallow and Babau have disappeared behind the secret door shown on the map as area 3. They have locked the door and reset the traps behind them. Given that the door is expertly concealed using both physical camouflage and a magical illusion, it is very unlikely that the PCs will locate this door. Instead they must charge the gauntlet of traps and misfortune that awaits them ahead.



MENDLEWORT'S CAVE

MAP 1 OF 3



Adventure Location



Location Mendlewort's Cave in Dark Wood

Dangers Traps, monsters, undead

Lighting None, light source required

Walls Natural Cavern: Limestone

Doors Wood and bone enhanced with illusions to appear as stone (hidden)

Mood/Theme Rushed/Gauntlet

Map Location Key – Doonswallow's Cave

1. Entrance

The entrance to this cave is 35' wide x 25' high and descends at a rate of 10' for every 100'. The cave floor is glazed over with a thin layer of slippery ice.

2. Wall of Ice

This wall of ice is not an illusion. It is actually caused and maintained by an ancient magical pendant that Doonswallow wears. It creates an indestructible wall of ice up to 50' wide and 5' thick, once per month. To do so, one must speak the words: "muris glacie". To create a temporary hole through which to pass one must be wearing the pendant and speak the words: "iter liquidum".

3a. Secret Trapped Door

Doonswallow and Babau disappear quickly through this secret door prior to the PCs arrival. They lock it and reset the traps as they go.

Secret Door



This door is made of bone, wood, and mud. Illusionary magic disguises the door and allows it to blend in with the surrounding cave walls. It is nearly impossible to locate,

even if actively searching, due to the strong illusion Doonswallow has placed upon it.

Search/Perception vs. DC 40 = Locate Secret Door

Poison Needle Trap CR 2



Type mechanical; **Search/Perception** DC 22; **Disable Device** DC 17

Effects

Trigger touch; **Reset** repair

Effect Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness)

Lock bypass (Open Lock DC 35)

3b. Pit Trap

If one is not cautious after stepping through the doorway in area 3a, they will fall into a pit trap disguised with an old dirt-covered tarp. It looks as if it's been hastily re-set by the fleeing gnome and babau, a ruse to draw the PCs in that direction.

Camouflaged Pit Trap CR 2



Type mechanical; **Search/Perception** DC 24; **Disable Device** DC 19

Effects

Trigger location; **Reset** manual

Effect 10 ft. deep (1d6, fall); DC 20 Reflex save avoids; multiple targets (first target in each of two adjacent 5-ft. squares)

3c. Acid Arrow Trap

Acid Arrow Trap CR 3

Type magic; **Search/Perception** DC 27; **Disable Device** DC 27

Effects

Trigger proximity (alarm); **Reset** automatic
Effect Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds).



4. Pit Trap w/Rats

This pit trap is home to a horde of rats. Should the trap claim a victim they will have to deal with a squirming mass of disease-infested rodents in addition to climbing out.

A dead halfling, stripped of all belongings, rests at the bottom of this pit.

Camouflaged Pit Trap CR 3

Type mechanical; **Search/Perception** DC 20; **Disable Device** DC 18

Effects

Trigger location; **Reset** manual
Effect 30 ft. deep (3d6, fall); DC 20 Reflex save avoids; multiple targets (first target in each of two adjacent squares)
Successful Search check = "You hear the faint squeaking of rats from somewhere below you."



Combat

Rat Swarm (2-3) (3.5) pg 28

Rat Swarm (2-3) (Pathfinder) pg 33

These rats have not been fed in over a week and will attack any potential food on sight.



5. Deceptive Puzzle

The passage ahead is blocked by precariously stacked rocks. Only magic or a very large creature could have piled rocks in such a way. Directly before the dangerous looking rock pile sits a small wooden box filled with sand. There are 3 yellow spheres sitting atop the sand, 2 red rounded pegs which appear to plug the bottom of the box, and a single black mallet sitting on the ground in front of the box. The sand fills exactly half of the box.

Doonswallow dislikes resetting this trap as it uses up charges in his Wand of Telekinesis. However, he sees it as a necessary evil in stalling or killing any would be invaders, which of course he is then obligated to loot.

Deceptive Puzzle & Falling Rock Trap



This puzzle is not a puzzle at all, but a tool designed to waste invaders time while Doonswallow and Babau get into position in room 13a. A string is tied to each of the red pegs. If either are removed the tension on the string activates the trap which pulls a key stone loose which in turn causes the precariously stacked rocks and boulders to come tumbling down on any PCs within 20' of the box. A magic mouth appears on the adjacent wall just after the rocks hit the ground and in Doonswallow's voice says "Come now, grown adults still playing in the sandbox? Ha, ha, ha! You really should find some more productive hobbies!" The mouth instantly disappears and does not speak again.



MENDLEWORT'S CAVE

MAP 2 OF 3



6



Pit Trap

12

Talking Fungi



Lit Torches
(trap)

7
Pool of
Black Oil

8 Wooden Boat / Oars



8b



Island with
Radioactive Rocks

To Map 3



NORTH

12

10a



10b
Zombie Pit

Pit Trap



11a

11b

10b

9



10a to Zombie Pit (10b)

0 10 20 40 60

SCALE IN FEET

Falling Rock Trap CR 3

Type mechanical; **Search/Perception** DC 25; **Disable Device** DC 20

Effects

Trigger touch (see above); **Reset** repair
Effect Atk +10 melee (4d6, stone blocks)

Rogue can Search vs DC 22 to realize puzzle is a ruse

Please note that progression further into the cave is impossible unless the trap has been activated and/or the precariously stacked rocks knocked over from a distance.

Successful Search check = "You hear the sound of a thousand tapping feet echo through the cave from somewhere in the distance."

Combat

Large Monstrous Centipedes (3) (3.5)
pg 29

Giant Centipedes (6) (Pathfinder) pg 39

Doonswallow has been starving these centipedes for almost 2 weeks. They have ravenous appetites and attack ferociously without instigation.

6. Pit Trap with Monstrous Centipedes

Pit Trap CR 4

This trap contains monstrous centipedes that will be very excited to see fresh meat arrive from above.

Type mechanical; **Search/Perception** DC 20; **Disable Device** DC 20

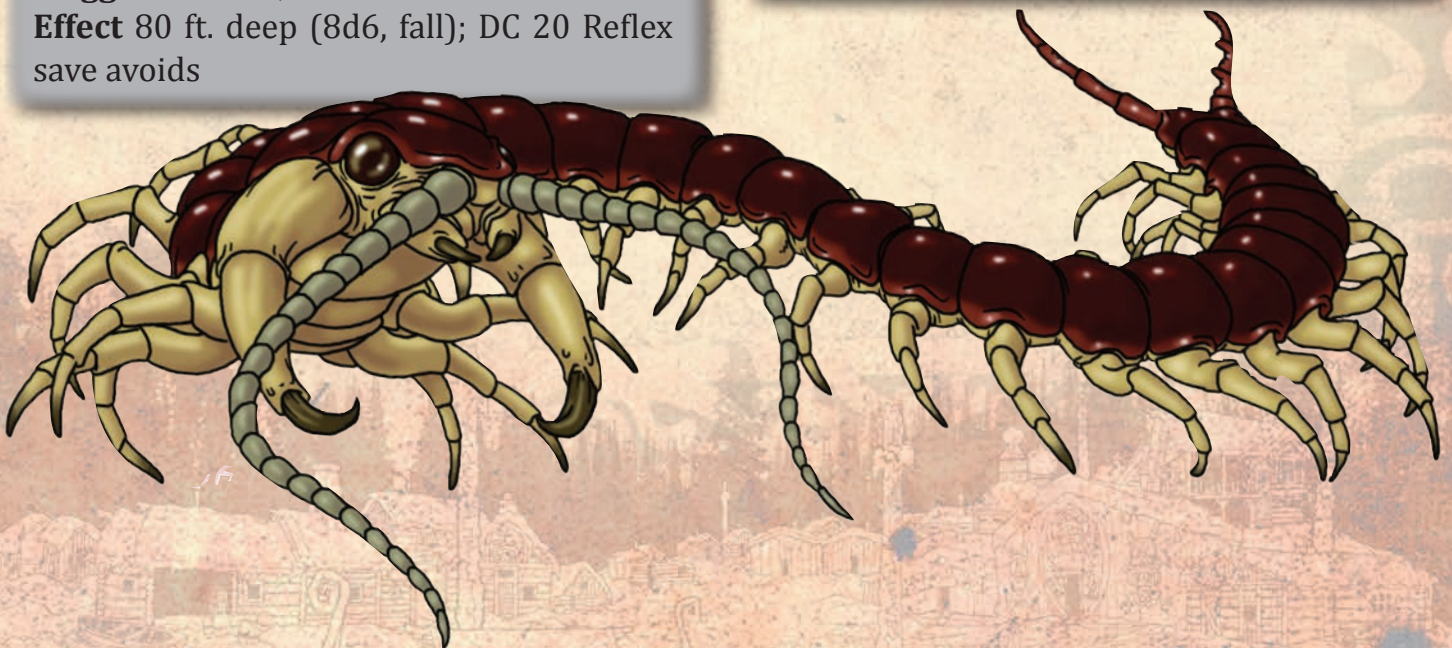
Effect

Trigger location; **Reset** manual
Effect 80 ft. deep (8d6, fall); DC 20 Reflex save avoids



7. Pool of Oil Fire Trap

A light source can be seen up ahead, in fact many light sources. They don't appear to be moving, but come from torches burning in sconces installed in the cave walls. The corridor dips down into a pool of black goo. The smell of oil fills your nostrils and you begin to feel light-headed. There are four torches in total, each located directly above the pool of oil, two on one wall and two on



the other. The corridor proceeds on the other side of the pool, but you see no way around. The pool is about 70' across.

This pool of oil is exactly 2' deep, 70' across and 35' wide. There is no way around save the secret door near the entrance to this cavern.



Fire Trap

Doonswallow stole this oil from a Black Gold Consortium shipment bound for Rybalka. It originates from the Vast Swamp far to the southwest of Vikmordere and the Klavek Kingdom.

Trigger There is a proximity trigger which causes the sconces to slowly turn completely over, dropping the burning torches directly into the pool of oil. Once this has occurred the oil will begin to burn causing smoke to fill the passageway.

Damage If anyone is in direct contact with the oil when the flames catch, it will be nearly impossible to put them out. They will take initial fire damage of 2d4+4 damage and an additional 1d4+1 damage per round until extinguished. The only way to fully extinguish an individual is to smother them and reduce the flow of oxygen to the flames and their source,



which means hopefully the oil has not thoroughly soaked their clothing. Magical means will also function to cease the burning.

Smoke Thick black smoke begins to fill the passageway. Those nearby must make Fortitude Saves vs. DC 20 or begin coughing and choking. For every 4 rounds spent in this area another Fortitude Save is required, with the DC increasing by 5 at each interval. The DC maxes out at 40 when the smoke is so thick one cannot see. The only way to avoid the smoke is to withdraw near the entrance to the passageway. Although the smoke grows quite thick there as well, there is a small vent to the outside where the smoke will slowly work its way out. The PCs must wait 2 hours before the oil burns off and the smoke clears completely.

Avoiding the Trap The only way to avoid both the flames and the smoke caused by this horrible trap is to take fast action. The PCs can choose one of two options.

Option 1 Walk through the 2' deep oil and grab the torches before they fall thereby preventing the activation.

Option 2 Run through the 2' deep oil to the other side and quickly progress through the following corridors before the smoke reaches them.

8a. Small Boat in a Big Pond

The path widens at this point and opens up into a large cavern. The ceiling is lined with stalactites which drip a constant supply of water into a large pond below. A small wooden boat sits nearby on the shore with 2 oars at its side. The boat and oars appear to be hand carved and show signs of heavy wear and tear as if dragged a long distance over rock and rubble.

Spot/Perception DC 25



The wear on the bottom of the boat appears to be caused by something eating away at the wood.

This cave pool contains high concentrations of sulfuric acid. If the boat comes into contact with the strongly acidic water it will spring a leak in 1d4+2 rounds. If it stays in the water for another 4 rounds, the boat starts to sink. Direct humanoid contact with the acidic water causes 1d4+1 damage per round.

It will take approximately 8 rounds to row the boat from shore to the small island (8b) and 16 rounds to row clear to the other side.

8b. Small Island of Corpses and Radioactive Rocks

A small 45'x10' island sticks out in the middle of the pond. The island is covered with strange red rocks the size of your head. A smattering of gold coins and a glowing wand have been tossed down upon the island. As your boat approaches you see two shriveled up humanoid corpses upon the island; their forms are twisted and they appear to have died in horrific pain.

The two corpses have been stripped of all belongings by Doonswallow bar their gold, which is scattered about to attract additional victims. The wand is actually a plain stick with a variation of Continual Flame cast upon it.

This island offers little in the way of refuge. The strange red rocks are radioactive and after Doonswallow discovered this fact he used his Wand of Telekinesis to move all of them to this

location. If anyone attempts to take refuge on this island they will immediately begin to take 1 point of damage per round. Even if the rocks are pushed off into the pond the area of effect (40ft radius) will still reach the island. The only way to avoid this effect is to abandon the island.

9. Passage Blocked with Giant Spider Web

The passage ahead is partially blocked by a gigantic spider web which is covered in heavy dust. A number of humanoid corpses are strewn about this area but appear to have been stripped of all belongings, in some cases their clothing as well! Nearby, a massive black spider lies dead upon the ground, its body upside down with legs pulled inward. A gaping wound in its side appears to have been made by a large bladed weapon. From the look of the congealed black blood, it doesn't seem like this spider will be bothering anyone.

There is nothing of value in this area and the spider is truly dead, slain by an adventurer who has since become a zombie in the pit in area 10b.

10a. Ladder to Pit

A small circular cave room hosts an unlikely exit down a wooden ladder through a hole in the floor.

Listen/Perception DC 20



"The sound of shuffling feet and moaning came be heard emanating from below."

Ladder Trap

Search/Perception DC 24; Disable

Device: N/A

DC 20 Reflex save to land on feet



This is a fairly basic trap. The first half of the ladder is sturdy, but the last 10 steps are made from a brittle wood and are quite thin. The last 3 have actually already been broken by zombies attempting to climb out. Any pressure and they will break, causing the individual to fall 20' (suffering 2d6 damage, Ref DC 10 for half damage) to the cave floor below where zombies and dire rats await a fresh meal.

A frenzied mob of drooling zombies and dire rats swarm around you!

Combat



Zombie, Human Commoner (15) (3.5)
pg 30

Zombie, Human Commoner (15) (Pathfinder)
pg 39

Dire Rat (8) (3.5) pg 30

Dire Rat (8) (Pathfinder) pg 32

Search/Perception DC 30



Success: A fine looking longsword with a black stone pommel is hidden beneath corpses and debris in the northeast corner of this room.

10b. Zombie Pit

This room is 20'x50' and contains no exits other than the ladder from area 10a. There are corpses of dire rats and zombies strewn about underfoot, most of them missing limbs and chunks of flesh. A detect magic spell reveals an item at the back of the room.

Spider Slayer



Aura moderate evocation; CL 6

+1 arachnid bane longsword (+3 vs arachnids)

Requirements Craft magic Arms and Armor; summon monster I; Price 8315 gp; Cost 4315 gp + 320 XP

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

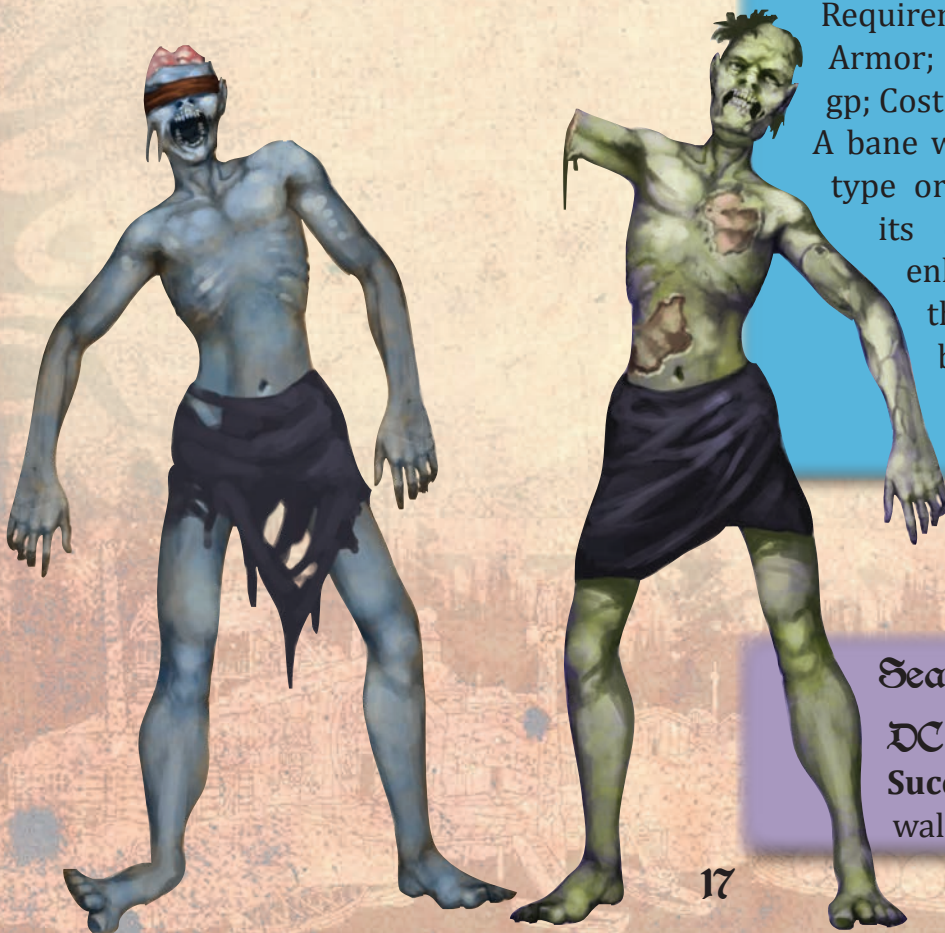
11a. Secret Door

Search/Perception



DC 20

Success: "A section of the cave wall appears to be false and built





MENDLEWORT'S CAVE

MAP 3 OF 3

Large Natural Columns
(various sizes)

Final Battle

13a

From Map 2

NORTH

S 13b

14a

S 14b

Sleeping
Chambers

15a

Alchemical Workshop

S 15b

0 3 6 12 18
SCALE IN FEET

on hinges nailed into the stone of the cave wall. It swings open revealing a small cave passageway which winds its way off into the darkness."

11b. Pit Trap

A camouflaged pit trap awaits the PCs just inside the doorway from area 11a.

Pit Trap CR 4

Type mechanical; **Search/Perception** DC 25; **Disable Device** DC 17

Effects

Trigger location; **Reset** manual

Effect 40 ft. deep (4d6, fall); DC 20 Reflex save avoids;
multiple targets (first target in each of two adjacent 5-ft. squares)



12. Corridors

These corridors are lined with empty sconces and appear heavily traveled. Voices can be heard coming from a patch of large fungi up ahead.

Both paths from areas 3 and 11 lead to these corridors. Doonswallow's hope is that the PCs end up taking the gauntlet of traps in order to get here so that they are tired and injured by the time they reach him. If the PCs have any light sources, voices call out loudly as they approach the patch of large fungi; "Intruders, intruders!" Doonswallow and Babau await the PCs in room 13a.

13a. Natural Rock Formations and Hidden Enemies

This room although misshapen is approximately 80' wide x 80' long x 90' high.

Filled with all manner of miraculous rock formations, this room is an impressive sight indeed. Twisting columns reach from the ground to the ceiling and the room expands far beyond your range of vision. Many large rock formations and columns divide up this room. Since so much remains hidden you feel as if you are quite vulnerable here.

Listen/Perception DC 25/30

25 Success: "You hear the sound of bare feet and claws echo off the cave walls. It is impossible to determine what direction the sound is coming from."

30 Success: "You hear the sound of large bare clawed feet echoing off the cave walls. The sound comes from the northwest portion of the cave and sounds as if it is moving from west to east."



As the PCs make their way around the rock formations, Doonswallow watches from his hiding place atop a huge stalagmite.

Doonswallow wastes no time with idle chatter for he sees the PCs as the greatest challenge he has taken on as of yet.

When the PCs reach the halfway point, Babau looses a cage full of dire rats upon the party and attempts to attack the PCs from behind. While chaos ensues, Doonswallow begins to loose spells at the party. If the PCs predicted Babau's flanking manouvre and moved to intercept, they will not be surprised and will receive normal initiative.



MENDLEWORT'S CAVERN

FINAL COMBAT



Final Combat

Dire Rats (4) (3.5) pg 30

Dire Rats (4) (Pathfinder) pg 32

Babau (3.5) pg 27

Babau (Pathfinder) pg 37

Mendlewort Doonsvallow (3.5) pg 31

Mendlewort Doonsvallow (Pathfinder) pg 40

Tactics:

Babau will release his ravenous dire rats upon the party and attempt to sneak around and attack them from behind while they deal with the rats.



The dire rats are ravenous and wildly swarm the party, attempting to bite chunks of flesh clean off the PCs bones.

Doonsvallow casts spells from atop a 40' high stalagmite, one which the PCs must scale to physically confront him.

As a last resort, when the PCs are close to defeating him, Doonsvallow will claim that the "woodland wildman" forced him and the babau to trap and kill the PCs under pain of death. If there is lull of even one round, Doonsvallow will attempt to flee, leaving the babau to its fate.

13b. Secret Door

Search/Perception DC 20



Success: "You locate a loose stone which slides aside to reveal a small crawlspace. A light source from within reveals a makeshift living quarters complete with furniture and a bed."

Poison Needle Trap CR 2

Type mechanical; **Search** DC 22;

Disable Device DC 17



Effects

Trigger touch; **Reset** repair

Effect Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness).

Lock bypass (Open Lock DC 30)

14a. Sleeping Chambers

This small cave room contains a small chest of drawers, a bed made from moss and covered with a stained sheet, pillows, and dirty clothing. A small side table holds an antique oil lamp which burns, gently illuminating the room. You see nothing of value here.

A secret door is hidden on the east wall (14b).

14b. Hidden Door to Alchemy Workshop

This door is expertly hidden, trapped, and locked. All of Doonswallow's worldly possessions, magical items, and alchemy supplies are located within the room beyond.

Hidden Door - Trapped & Locked



Search/Perception DC 30

Success: "You find a small handhold behind a rock and pull it. A section of the west wall pulls outward revealing a small wooden door with a keyhole and iron door knob."

15a. Alchemy Workshop and Study

An elaborate alchemy workshop dominates this room. It seems impossible that all of this equipment could fit through the two prior passages, thus leading you to believe that either magic is at work, or another route has yet to be revealed.

The alchemy workbench is filled with strange glass beakers, tubes, and flasks. Unknown liquids and herbs line a nearby shelf in great quantities. As you poke around, something catches your eye. Mushrooms, the very kind sage Yuri Statel originally asked you to find, are piled up on the floor nearby.

There are 41 mushrooms of the *Ganoderma lucidum*, *G. lucidem* species in a pile on the floor. This is indeed the very mushroom sage Yuri Statel requires.

The alchemy supplies include an alembic, mortar & pestle, calcinator, retort, flasks, beakers, and glass tubes.

The alchemy ingredients include over 30 different types of dried herbs and plants, horse hair, 1 cockatrice beak, 1 beaker

of dryad blood, 3 types of pine needles, tree bark, sap, pure melted snow, squirrel entrails, squirrel teeth, squirrel hair, squirrel bones, rat teeth, rat hair, rat bones, and numerous other animal parts.

There are some crates and barrels in this room. The crates contain dried food and rations while the barrels hold clean drinking water.

A makeshift privy has been dug in one corner of the room.

15b. Hidden Treasure Horde

Search/Perception DC 30



Success: "A flat stone on the floor slides away revealing a deep hole with a large sack. The sack is jammed full of gold and silver coins, gems, and jewelry. You've found Doonswallow's treasure hoard!"

Treasure



1422 gold, 1902 silver, 2455 copper
14 rose quartz gems valued at 50gp/each
5 tourmaline gems valued at 100gp/each
1 alexandrite gem valued at 500gp
1 gold necklace valued at 20gp
1 silver necklace with diamond valued at 50gp
1 ring of protection +1
*Jaamuuri's Amulet of Icy Defense**
*detailed below.

New Magical Item

Jaamuuri's Amulet of Icy Defense

Aura strong evocation; **CL:** 20th

Slot: neck; **Price:** 145,000 gp; **Weight:** 4 ounces

Description

A small but high quality diamond in a fine platinum setting on a thin mithril chain, this amulet creates an indestructible wall of ice up to 50' wide, just over 13' high and 5' thick, once per month. To do so, one must speak the words: "murus glacie". To create a temporary hole through which to pass one must be wearing the pendant and speak the words: "iter liquidum". When a current owner dies, it teleports away in a northern direction between 100-1000 miles, to be found again by a lucky adventurer.

Construction

Requirements Craft Wondrous Item, *wall of ice*, the amulet itself, which needs to be made from white metals worth at least 1,000 gp; **Cost** 72,500 gp

Every jarl wants to be remembered; for bravery, skill, power, influence perhaps. Others for the wealth they gained, yet more for the cruelty with which they oppressed their enemies. Jarl Rehellinen Koira - roughly translated as 'The Honest Dog' or, in slang, 'The Honest Military Law Enforcer' and not his birth name but one gained after his unswerving support for and protection of a previous legitimate jarl, despite some obvious flaws - was different to all of them in that he trod a path of fair diplomacy from the moment he gained his position to the end of his days.

Rehellinen Koira was an unlikely choice for jarl, gaining the position only because after the death in battle of the then jarl, the two champions put forward by the opposing tribal factions both managed to die during the various trials traditionally completed to choose the next leader; during a race across a barely-frozen lake, one which Koira had warned the two participants against crossing, the ice opened, the two fell in and the lake resealed itself before they could be rescued. Many took Koira's knowledge of the dangers to be a sign that he was marked by the gods, and on the day after the deaths, both

factions approached him to be a temporary jarl until one could be found through the trials process. But Koira proved to be good at the job and kept both sides happy.

For Rehellinen Koira treated everyone as an equal, both within his frost giant tribe and without. He made no suppositions about those he met and tried always to smooth the path between two people, tribes or races. Whilst this initially made him seem rather weak in the eyes of his internal and external enemies, the tactic quickly led to improved trade, wealth and health at the same time as reducing the number of slain tribal members. The wisdom and decisions of Rehellinen Koira became bywords for justice, equality and the right way forward. Koira's time stopped being his own, even as the jarl, and he became owned by the people.

So in order to give him some time away from the endless crowds who beat a path to his door, Rehellinen Koira had a item made that allowed him to literally shut himself away from those who perpetually wanted to take up his time. An amulet which periodically allowed him to cast a thick wall of magical ice over his private room in order to have some peace and quiet. His people realised the ultimate value of this, as he came out from these short periods of solitude even more able to deal with the issues and concerns of others, and renamed him Jaamuuri, or Icewall, as a humorous acknowledgement of their own over-demanding way with Koira. So Jaamuuri's Amulet became a gift from the people to the jarl they never expected but grew to love.

On his death, the senior priest and mage of the tribe agreed that the amulet was Jaamuuri's alone. They summoned a colossal snow roc



which carried the body away on its back and the amulet in its beak. When far out of sight of any humanoid eyes, the creature let both items fall from the sky and be taken by the frozen wastes. Jaamuuri's body has never been found, all these many years later. However, the amulet turns up periodically as it attempts to draw different factions together. Sometimes this process works for good, sometimes for bad. The amulet simply chooses an owner and hopes for the best. On the death of the owner, it teleports away in a northern direction between 100-1000 miles, to

be found again by a lucky adventurer some time in the future.

A7 - Experience Awards

250 each - Retrieving 50 craddleberries

500 individual or group - Locating the secret door in Doonswallow's Cave which bypasses most of the traps

200 each - Successfully navigating all of the traps in Doonswallow's Cave

500 each - Delivering the correct mushrooms to sage Yuri Statel

200 each - Support Roles: Cartographer (map-maker), Treasure Keeper, Adventure Log, Time Keeper/Initiative Tracker

100-300 each - Role-playing experience which varies depending on if player got into their role & changed their voice

*Any additional awards you feel are appropriate as well as combat XP

Fiendish Raven



Size/Type: Tiny Magical Beast (Extraplanar)

Hit Dice: ¼ d8 (1 hp)

Initiative: 2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-13

Attack: Claws +4 melee (1d2-5)

Full Attack: Claws +4 melee (1d2-5)

Space/Reach: 2½ ft./0 ft.

Special Attacks: Smite good

Special Qualities: Low-light vision, darkvision 60ft., resistance to cold 5, and fire 5, spell resistance 6

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 3, Wis 14, Cha 6

Skills: Listen +5, Spot +7

Feats: Alertness, Weapon FinesseB

Environment: Any evil-aligned plane

Organization: Solitary

Challenge Rating: 1/6

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most non-predatory birds of similar size.

These fiendish creatures are commonly summoned by the *summon monster I* spell.

Combat

Smite Good (Su): Once per day a fiendish raven can make a normal melee attack to deal 1 point of extra damage against a good foe.

Fiendish Dire Rats



Size/Type: Small Magical Beast (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: 3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Bite +4 melee (1d4 plus disease)

Full Attack: Bite +4 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, smite good

Special Qualities: Low-light vision, scent, darkvision 60ft., resistance to cold 5, and fire 5, spell resistance 6

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon FinesseB

Environment: Any evil-aligned plane

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: None

Alignment: Always lawful evil

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage

1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day a fiendish dire rat can make a normal melee attack to deal 1 point of extra damage against a good foe.

Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

Abilities: Str 16, Dex 14, Con 0, Int 13, Wis 13, Cha 14

Skills: Bluff +6, Climb +8, Profession (lumberjack) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11

Feats: Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (profession (lumberjack)), Toughness

Environment: Any

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always evil (any)

Advancement: —

Level Adjustment: —

Vampire Spawn

Size/Type: Medium

Undead

Hit Dice: 4d12+3 (29hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 15 +2

Dex, +3 natural),

touch 12,

flat-footed 13

Base Attack/Grapple: +2/+5

Attack: Slam +5 melee (1d6+4 plus energy drain)

Full Attack: Slam +5 melee (1d6+4 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, domination, energy drain

Special Qualities:

+2 turn

resistance, damage

reduction

5/silver, darkvision

60ft., fast healing 2, gaseous

form, resistance to cold 10 and electricity

10, spider climb, undead traits

Saves: Fort +1, Ref +5, Will +5



Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves.

Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

Vampire spawn speak Common.

Combat

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Vampire Spawn Weaknesses

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires.

Grulthump the Troll



Size/Type: Large Giant

Hit Dice: 6d8+36 (63 hp)

Initiative: 2

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d6+6), Greatsword "Snot" +12 (2d6+6)

Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) or 1 claw +9 melee (1d6+6) and Greatsword "Snot" +12 melee (2d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent

Saves: Fort +11, Ref +4, Will +3

Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +6

Feats: Alertness, Iron Will, Track

Environment: Cold mountains (*Scrag*: Cold aquatic)

Organization: Solitary or gang (2-4)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: 5

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls speak Giant.

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Base Attack/Grapple: +7/+12

Attack: Claw +12 melee (1d6+5)

Full Attack: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +2d6, spell-like abilities, summon demon

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.

Saves: Fort +10, Ref +6, Will +6

Abilities: Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16

Skills: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

Feats: Cleave, Multiattack, Power Attack

Environment: A chaotic evil-aligned plane

Organization: Solitary or gang (3-6)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adjustment: —

A babau is about 6 feet tall and weighs about 140 pounds.

Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-

Babau

Size/Type: Medium Outsider
(Chaotic, Extraplanar, Evil)

Hit Dice: 7d8+35 (66 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18



aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities

At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell

Skills Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Assassin Vine

Size/Type: Large Plant

Hit Dice: 4d8+12 (30hp) **Initiative:** +0

Speed: 5ft. (1 square)

Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +3/+12 **Attack:** Slam +7 melee (1d6+7) **Full Attack:** Slam



+7 (1d6+7) **Space/Reach:** 10 ft./10 ft. (20 ft. with vine) **Special Attacks:** Constrict 1d6+7, entangle, improved grab

Special Qualities: Blindsight 30 ft., camouflage, immunity to electricity, plant traits, resistance to cold 10 and fire 10

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 20 Dex 10 Con 16 Int 0 Wis 13 Cha 9

Environment: Temperate Forests

Organization: Solitary or Patch (2-4)

Challenge Rating: 3

Treasure: 1/10th coins; 50% goods; 50% items **Alignment:** Always Neutral

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

Rat Swarm



Size/Type: Tiny Animal (Swarm)

Hit Dice: 4d8 (18 hp)

Initiative: +2

Speed: 15 ft. (3 squares), climb 15 ft.

Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +3/—

Attack: Swarm (1d6 plus disease)

Full Attack: Swarm (1d6 plus disease)

Space/Reach: 10 ft./0 ft.

Special Attacks: Disease, distraction

Special Qualities: Half damage from slashing and piercing, low-light vision, scent, swarm traits

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance +10, Climb +10, Hide +16, Listen +6, Move Silently +8, Spot +7, Swim +10

Feats: Alertness, Stealthy, Weapon Finesse^B

Environment: Any

Organization: Solitary, pack (2-4 swarms), or infestation (7-12 swarms)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim

checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Large Monstrous



Centipedes

Size/Type: Large Vermin

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+7

Attack: Bite +3 melee (1d8+1 plus poison)

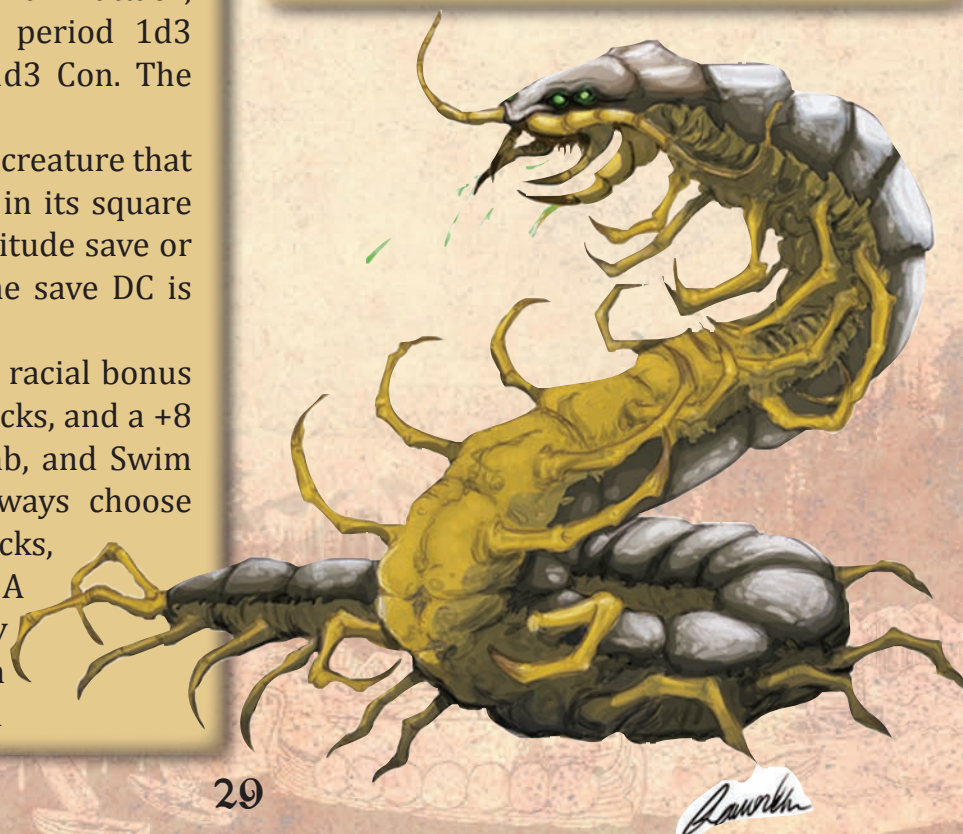
Full Attack: Bite +3 melee (1d8+1 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +3, Ref +3, Will +1



Abilities: Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2

Skills: Climb +10, Hide +6, Spot +4

Feats: Weapon Finesse^B

Environment: Underground

Organization: Solitary or colony (2-5)

Challenge Rating: 1

Advancement: 4-5 HD (Large)

Level Adjustment: —

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Skills Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous centipedes can take 10 on Climb checks, even if threatened or distracted.

Dire Rat



Size/Type: Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: 3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: 0

Attack: Bite +4 melee (1d4 plus disease)

Full Attack: Bite +4 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon Finesse^B

Environment: Any

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

Zombie, Human Commoner



Size/Type: Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft. (6 squares; can't run)

Armor Class: 11 (-1 Dex, +2 natural), touch 9, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Slam+2 melee (1d6+1) or club +2 melee (1d6+1)

Full Attack: Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft

Special Attacks: —

Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 12, Dex 8, Con Ø, Int Ø, Wis 10, Cha 1

Skills: —

Feats: Toughness

Environment: Any

Organization: Any

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

Mendlevort Doonsvallow

8th level Wizard

Size/Type: Small (3'6") Male Gnome

Hit Dice: 8d4+40 (59 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 14

Base Attack/Grapple: +5/+4

Attack: Melee +5 Ranged +8

Full Attack: Melee +5 Ranged +8

Space/Reach: 5 ft./5 ft.

Saves: Fort +7, Ref +5, Will +9

Abilities: Str 11, Dex 17, Con 20, Int 19, Wis 16, Cha 14



Skills: Concentration +13, Craft (alchemy) +13, Hide +7, Knowledge (arcana) +15, Knowledge (architecture and engineering) +13, Knowledge (local) +15, Knowledge (nature) +13, Listen +5, Move Silently +3, Spellcraft +15, Spot +3

Feats: Combat Casting, Craft Wand, Extend Spell^B, Persuasive, Scribe Scroll^B

Challenge Rating: 8

Treasure: Standard

Alignment: Neutral Evil

Language: Common, Dwarven, Elven, Gnome, Goblin, Orc

Possessions: *Jaamuuri's amulet of icy defense*, quarterstaff, *wand of magic missile* (10), *wand of telekinesis* (5), spelunkers outfit, 50' rope, torches, flint & steel, spellbook, spell components, and rare herbs.

Wizard Spells Known (4/5/4/4/3):

0 level: *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

1st Level: *disguise self*, *expeditious retreat*, *feather fall*, *identify*, *protection from chaos*, *protection from evil*, *ray of enfeeblement*, *reduce person*

2nd Level: *blur*, *hideous laughter*, *knock*, *phantom trap*, *shatter*

3rd Level: *fireball*, *fly*, *hold person*, *suggestion*, *tongues*

4th Level: *bestow curse*, *fire trap*, *ice storm*, *mass reduce person*, *solid fog*

Murder of Crows



CR 3

A screeching cawing whirlwind of buffeting wings, clawing talons and pecking beaks.

XP 800

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +11

Defense

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

hp 27 (6d8)

Fort +5, **Ref** +9, **Will** +4

Defensive Abilities half damage from slashing and piercing weapons; **Immune** swarm traits

Offense

Speed 5 ft., fly 40 ft. (average)

Melee swarm (2d6 plus distraction and eye rake)

Space 10 ft.; **Reach** 0 ft.

Special Attacks eye rake

Statistics

Str 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +4; **CMD** 9

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +11, Stealth +0

Ecology

Environment temperate forests

Organization solitary, pack (2–4), or murder (5–10)

Treasure none

Special Abilities

Eye-Rake (Ex) Any living creature damaged by a murder of crows must succeed on a DC 13 Reflex save or be blinded as the swarmscratches and tears at the victim's eyes. The blindness lasts for 1d4 days or

until healed with remove blindness. The save DC is Constitution-based.

Tactics

These crows are particularly aggressive, and anyone that enters the building or the nearby yard will find himself beset upon by swarms of angry birds. Once roused, the murder of crows pursues the PCs until they seek shelter in another building. The crows fight to the death.

A raven swarm is a disorienting mass of angered birds. Raven swarms have the same general characteristics and habitat of normal ravens.

Rat, Dire CR 1/3



This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

Defense

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

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

Ecology

Environment any urban

Organization solitary or pack (2–20)

Treasure none

Special Abilities

Disease (Ex) Filth fever: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Dire Rat Companions

Starting Statistics: **Size** Small; **Speed** 40 ft., climb 20 ft., swim 20 ft.; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 12, Cha 4; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Attack** bite (1d4 plus disease); **Ability Scores** Str +2, Con +2.

Rat Swarm CR 2

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8

Defense

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

hp 16 (3d8+3)

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

Defensive Abilities swarm traits

Offense

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 12)

Statistics

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

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

Ecology

Environment any

Organization solitary, pack (2–5 swarms), or infestation (6–12 swarms)

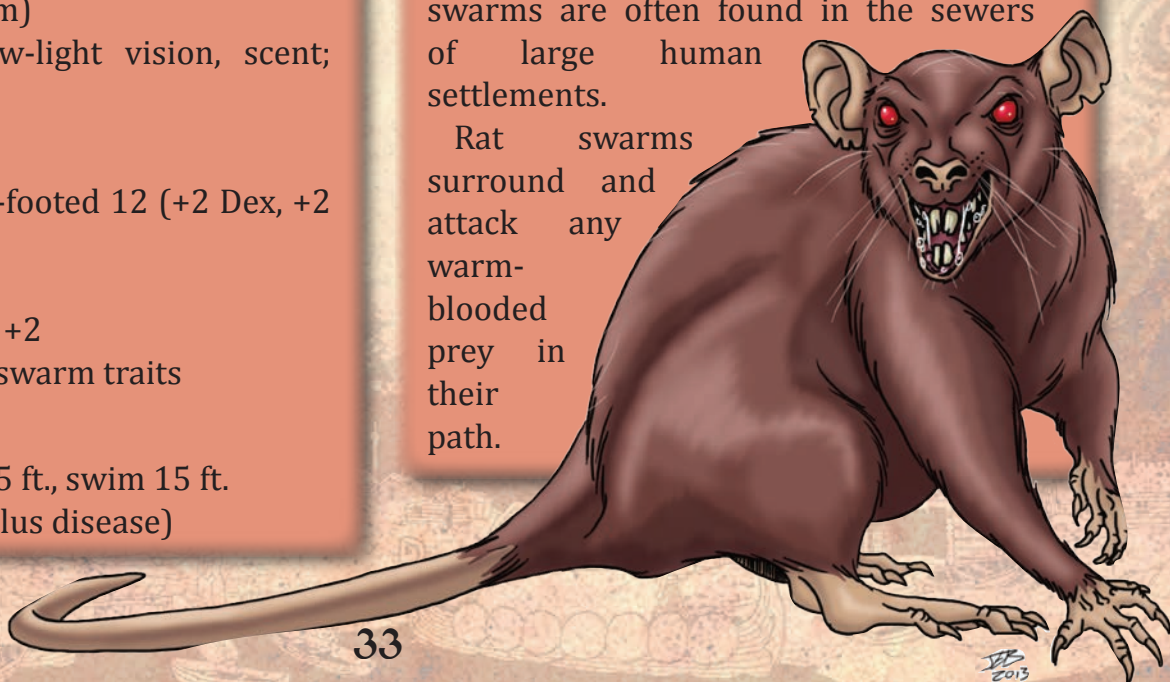
Treasure none

Special Abilities

Disease (Ex) Filth fever: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.



Vampire Spawn



CR 4

XP 1,200

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8); fast healing 2

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; DR 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Offense

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Statistics

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +2, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ gaseous form, shadowless, spider climb

Ecology

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

Special Abilities

Blood Drain (Su) A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn

heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su) A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

Energy Drain (Su) A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

Fast Healing (Su) A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su) As a standard action, a vampire spawn can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex) A vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire spawn can climb sheer surfaces as though under the effects of a *spider climb* spell.

Weaknesses

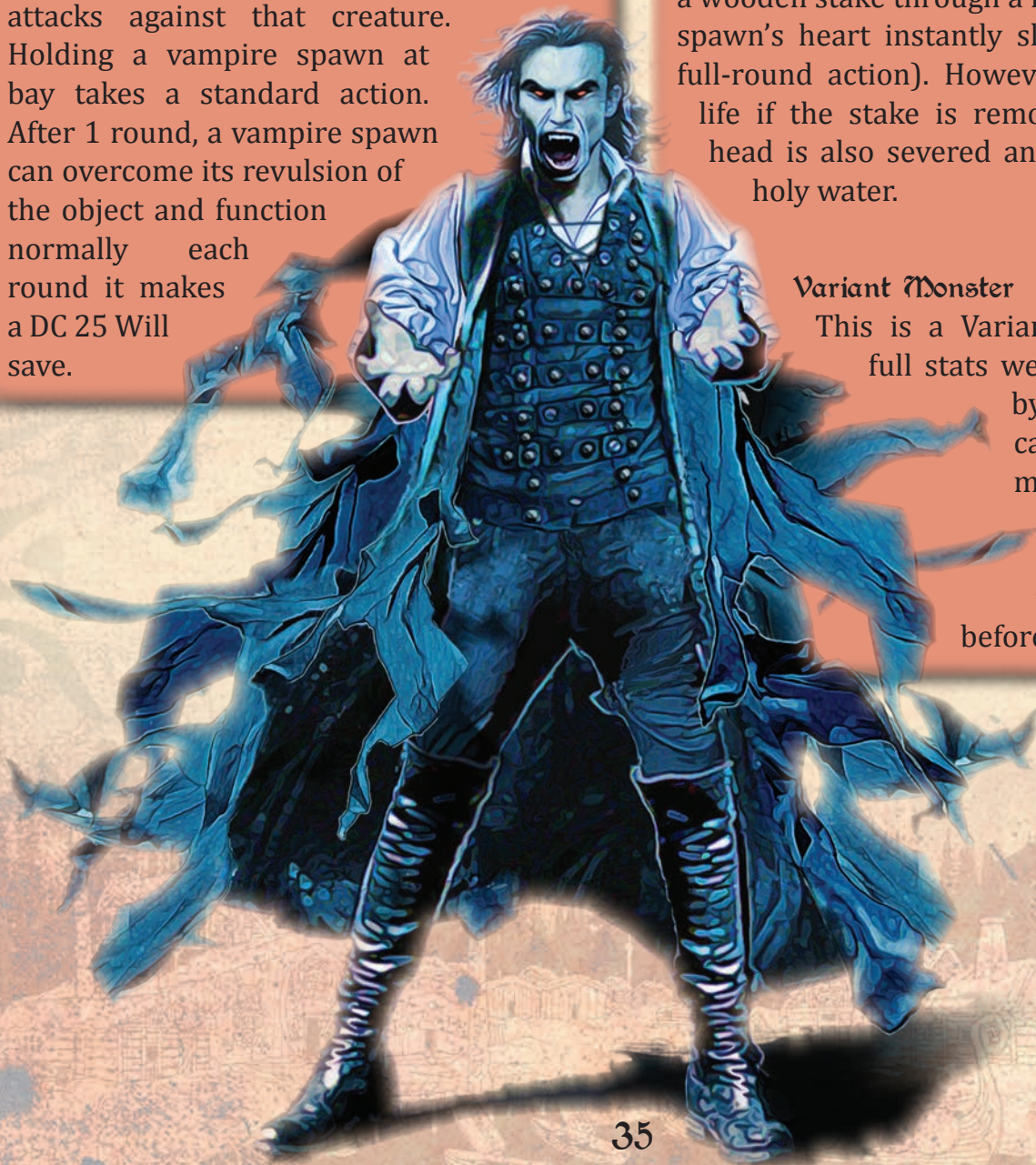
Vampire spawns cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire spawn—they merely keep it at bay. A recoiling vampire spawn must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire spawn at bay takes a standard action. After 1 round, a vampire spawn can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampire spawns cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire spawn's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampire spawns. Exposing any vampire spawn to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire spawn equal to one-third of its maximum hit points—a vampire spawn reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire spawn's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Variant Monster

This is a Variant Monster. The full stats were not provided by Paizo so some calculations were made. The DM is encouraged to double-check the numbers before using



Grulthump the Troll



CR 5

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

XP 1,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

Defense

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

Offense

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5) or the Greatsword "Snot" +8 (2d6+8) and 1 claw +8 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+7)

Statistics

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

Ecology

Environment cold mountains

Organization solitary or gang (2-4)

Treasure standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined

with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who



commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

Monster Feat: Gift of Sight

Sometimes trolls are granted limited powers of divination by their demon god.

Prerequisites: Troll, patron demon.

Benefit: A troll can read the future by cutting open its abdomen and pulling out then examining its entrails. This is a full-round action that deals 6d6 points of damage to itself. This functions as the divination spell, using the trolls Hit Dice as the caster level. A troll can perform this ability no more than once per day.

Babau CR 6



This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., see invisibility; **Perception** +19

Defense

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Offense

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

Statistics

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Ecology

Environment any (Abyss)

Organization solitary, pair, or gang (3–8)

Treasure standard (longspear, other treasure)

Special Abilities

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

The babau is an assassin, a murderer, and a sadist—certainly not traits unusual in the demons, yet the babau's penchant for stealth and surprise sets it apart from its generally less-subtle kin. With no need to eat (although most babaus relish the flavor of mortal meat on their thin, raspy tongues), a babau can wait in ambush for years or decades—their inhuman patience in anticipating a well-conceived murder also setting them apart from the other denizens of the Abyss. Babaus obsess over the act of killing and take great pride in their grisly art, often leaving behind some form of grim marker or obscure signature, whether it be a distinctive modus operandi, an unnerving token, or other profane evidence.

A babau typically carries a longspear or other weapon with which it can strike at foes beyond its normal reach, but given the opportunity, a babau prefers to fight with its teeth or claws. The foul, caustic sludge that constantly seeps from their flesh prevents them from wearing armor unless it is specially treated or resistant to acid.

A babau is 6 feet tall but weighs only 140 pounds. They form from mortal souls of lone killers—those who, in life, took pleasure in more personal and intimate murders. Loosed upon the Material Plane, a babau often finds itself in the same role, haunting the shadowy corners of the world as remorseless assassins.

Tri-Tongued Horror



CR 2

XP 1,200

N Medium Plant

Init +2, **Senses** Perception +2, tremorsense 60 ft.

Defense

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

hp 20 (3d8+6)

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

Immune plant traits; **Resist** electricity 10

Offense

Speed 5 ft.

Melee bite +3 (1d4+1 plus grab)

Special Attacks constrict (1d4+1)

Statistics

Str 12, **Dex** 14, **Con** 14, **Int** 3, **Wis** 14, **Cha** 5

Base Atk +2; **CMB** +3; **CMD** 15 (can't be tripped)

SQ camouflage

Ecology

Environment temperate forests

Organization solitary

Treasure incidental

Special Abilities

Camouflage (Ex) The tri-tongue horror looks like a normal plant when at rest, a DC 20 Perception check is required to notice before it attacks. The Survival or

Knowledge (nature) skills can be used in place of Perception.

Giant Centipede



CR 1/2

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

XP 200

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

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

Ecology

Environment temperate or warm forest or underground

Organization solitary, pair, or colony (3–6)

Treasure none

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.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Other species of giant centipedes exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of giant centipede species. The following table lists the most common variants.

Zombie, Human Commoner



CR 1/2

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

XP 200

NE Medium undead

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

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

Ecology

Environment any

Organization any

Treasure none

Special Abilities

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

Mendlevort Doonsvallow



CR 7

XP 3200

male gnome wizard 8

NE small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +4

Defense

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 76 (8d6+40)

Fort +7, **Ref** +6, **Will** +8; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Offense

Speed 20 ft.

Melee quarterstaff +6 (1d4+1/20/x2) and unarmed strike +6 (1d2+1/20/x2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids; hand of the apprentice (11/day); metamagic mastery (1/day)

Gnome Spell-Like Abilities (CL 8th; concentration +3)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Wizard Spells Known (CL 8, 6 melee touch, 9 ranged touch): (4/5/4/4/3)

0 level: *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

1st Level: *disguise self*, *expeditious retreat*, *feather fall*, *identify*, *protection from chaos*, *protection from evil*, *ray of enfeeblement*, *reduce person*

2nd Level: *blur*, *hideous laughter*, *knock*, *phantom trap*, *shatter*

3rd Level: *fireball*, *fly*, *hold person*, *suggestion*, *tongues*

4th Level: *bestow curse*, *fire trap*, *ice storm*, *mass reduce person*, *solid fog*

Statistics

Str 13 **Dex** 18 **Con** 20 **Int** 19 **Wis** 14 **Cha** 17

Base Atk +4; **CMB** +4; **CMD** 18

Feats Brew Potion, Combat Casting, Craft Wand, Extend Spell, Persuasive, Scribe Scroll
Skills Bluff +7, Climb +4, Craft (alchemy) +13, Diplomacy +5, Fly +6, Intimidate +5, Knowledge (arcana) +15, Knowledge (engineering) +13, Knowledge (local) +15, Knowledge (nature) +13, Perception +4, Spellcraft +14, Stealth +8, Survival +3, Swim +2

Languages Common, Dwarven, Gnome, Goblin, Orc, Sylvan

SQ arcane bond (quarterstaff)

Combat Gear quarterstaff; **Other Gear** flint and steel, rare herbs, rope, hempen (50 ft.), spell component pouch, spellbook (blank), spelunker's outfit, torch (2), *wand of magic missile* (10), *wand of telekinesis* (5)

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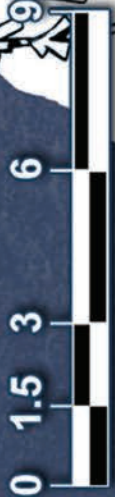
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VILLAGE OF RYBALKA

Hunter's Cabin

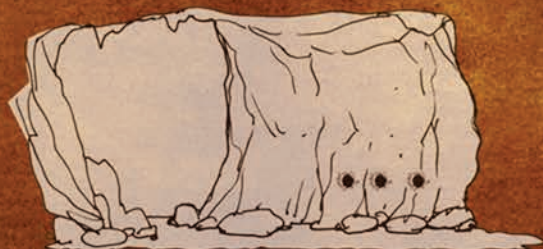


SCALE IN MILES



MENDLEWORT'S CAVE

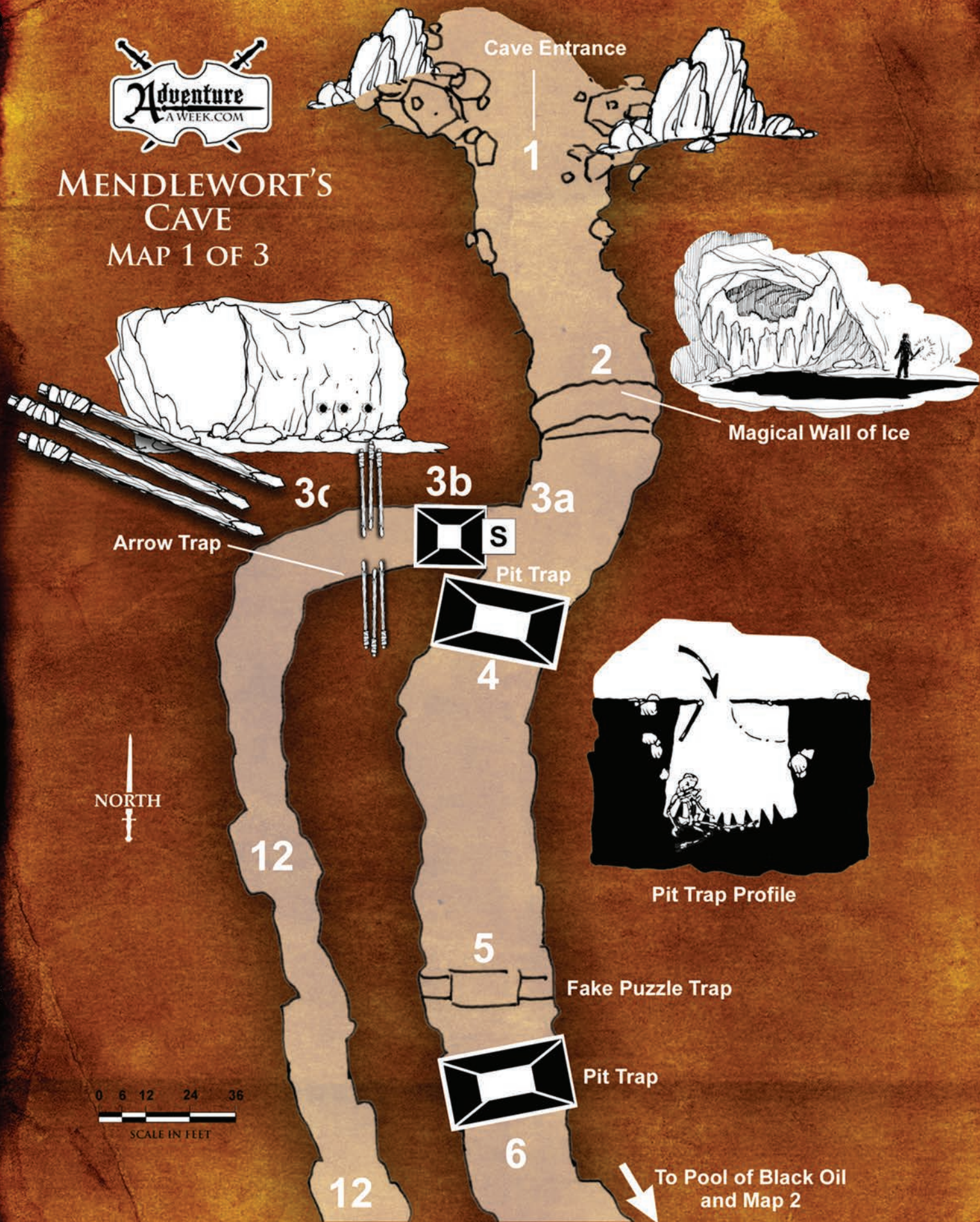
MAP 1 OF 3





MENDLEWORT'S CAVE

MAP 1 OF 3







MENDLEWORT'S CAVE

MAP 2 OF 3





0 3 6 12 18
SCALE IN FEET



MENDLEWORT'S CAVE

MAP 3 OF 3

Large Natural Columns
(various sizes)

Final Battle

13a

From Map 2

S 13b

NORTH

14a

S 14b

Sleeping
Chambers

15a

S

Alchemical Workshop

15b





MENDLEWORT'S CAVERN

FINAL COMBAT



Sometimes it is the simplest of tasks which end up taking much more time and energy than they should. When the party is asked by the local sage to collect some rare flora, it feels like relatively easy money; a journey into the woods they've traveled before, a conversation with someone they've met before, and then on to gather the crop. The characters can hear the Thirsty Serpent tavern calling them after a brisk afternoon's work.

But the PCs' plans go awry when it turns out nothing is quite that straightforward. Deals have to be struck, foes defeated, anger and scorn dealt with then the whole process gone through again. When there is duplicity at every turn and double-crossing is done with relish, the PCs have to keep their wits and weapons equally sharp. Dealing with someone who is prepared to cross the line between humiliation and harm at a moment's notice is a tough challenge; this quickly becomes about much more than mere mushrooms!























































