

4-6 PCs



Level 12



White Worm of Weston

By Lance Kepner



B10

WHITE WORM OF WESTON

A Pathfinder compatible adventure for 4-6 PCs of Level 12.

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"White Worm of Weston" is a Pathfinder Compatible Adventure designed for four to six 12th 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/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

The OGL can be found on page 29 of this product.

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ADVENTURE BACKGROUND

Nine generations ago, Vycter West bought and settled a patch of rough, arid, and infertile land miles from the nearest town. His peers called him a charlatan for selling dust fields and rocky plots in his new "village" of Weston; few took up residency. However, just two years later, the River Meere, located a few miles to the east, suddenly shifted course during a tremendous flood. Many residents of Meerham were displaced, and now that the river was no longer near the town, had no livelihood. But such a disaster was a boon for Vycter West, who now owned the most fertile and valuable lands in the region. The population of Weston boomed, and Vycter became a wealthy man. But his wealth did not come without a cost.

The River Meere's flood and subsequent reflow were not caused by natural means. Vycter's desire for wealth and power attracted the attention of a demonic force, who promised to give Vycter West everything he desired in exchange for a simple task; to allow a small white worm to live in his fields. The demon produced a worm, not much unlike a white earthworm of size and stature, and gave it to Vycter.

For the first couple years, Vycter never saw the worm that he sowed in his field. But as time went by he noticed more and more crops being damaged or eaten. Within five years whole fields were being taken. Vycter set traps and tried to slay the now man sized worm, but to no avail. He was simply not able to harm the creature. He hired adventurers to slay the beast, and that is when he noticed a dark and twisted side to his curse. As the worm slew the adventurers and consumed them it shrank rather than grew. After a group was dispatched and the worm sated it was no larger than it had been when it was first handed to him.

From then on, Vycter made offerings to the worm every few years and passed down certain information to his children. He neglected to tell his offspring of the horrible curse they bore, only that a demon beast, a white worm, comes for the West family, jealous of its fertile crops and success. For nine generations the West family has appeased the white worm and protected the town through stumbling and accident. Many an adventurer was hired to slay the beast, and although very few returned and none spoke of success, the worm lay quiet, thought all but defeated, sometimes for decades at a time.

But now it is the ninth heir to the West legacy, Errod West, who must contend with the beast. As a boy, Errod saw his father and mother, Sir Lars and Lady Eive consumed by the worm. Since that fateful day 30 years past, the worm has been his life's obsession. An incredibly skilled hunter and tracker,

Errod has nonetheless failed to slay the beast. In his desperation, Errod has turned inward, seeking supernatural explanations for his plight. His efforts have recently uncovered a sinister family secret, and he is faced with the difficult decision of continuing his forlorn legacy, or trying to end the madness without sacrificing the town.

ADVENTURE SYNOPSIS

The adventure begins as the group makes their way into the sprawling country town of Weston on their way to inquire about a bounty for slaying a terrible White Worm plaguing the town. Upon meeting their contact, the town mayor Marcus Redbill, they are offered a sizable sum to dispatch the White Worm. Marcus points them towards the rolling hills to the west where the worm was last seen.

The adventurers set out and soon see the worm in the distance, burrowing through the hills. As they pursue it they encounter displaced bulettes, a rival adventurer group in a difficult situation, and very difficult terrain. Upon reaching the White Worm, now perched atop a rocky outcropping, the group does battle with the beast. Things do not go so well in this first encounter, as the group must come to terms with the realization they are dealing with something supernatural. All may look bleak, but Errod West arrives to save them and/or help chase away the beast.

The party must figure out why they were unable to cause serious harm to the beast. With Errod's cooperation, the group returns to West Manor. As they stay the night, they notice clues that tie the West family to this creature. Investigating further they uncover the manor library, where Errod has accumulated years' worth of research on his family history and the White Worm. Here, they learn of the demonic pact made generations ago by Vycter West but also discover that they must acquire Vycter's lost journal in order to summon the demon with whom he made a pact. Their search is interrupted by demonic agents and the manor is set ablaze during the battle.

The following day the adventurers must head off the demonic forces at the Wests' tomb. When the group investigates the family tomb, they find yet more demonic guardians waiting for them. After successfully retrieving the journal and piecing together the information necessary to destroy the worm, the group can summon and defeat the original pact demon. This will allow the worm to be injured and defeated through the use of three annulment rituals.

Thus begins the hunt for the White Worm. Now sensing dread at the loss



of the controlling demon, the worm heads off to the west. Errod again joins the group as he tracks the worm for them day and night. The hunt is long and perilous, and the group must make some hard choices in pursuit of this deadly beast. Errod's desire to slay this creature now borders on the fanatical, and he will do anything to see his task accomplished. The adventurers must now contend with balancing his obsession and need for revenge with the lives and safety of not only themselves, but others in the worm's path. The final choice is up to the adventurers; pursue the worm to the ends of the world at all costs, or return empty handed, but with their lives intact.

ADVENTURE HOOKS

It's All Relative

Having heard of your exploits from traveling bards, a close relative contacts you with a letter. Read the following:

"Dear cousin,

I hope this letter finds you well. Having not heard from you in quite some time, we became worried that your adventurous ways had come to terrible conclusion. It is with great relief and love that I am happy to hear of your daring tales from traveling bards. It brings Ella and me such pride to know that one of our own is making such a difference and becoming quite the hero.

It is in this regard that I write to you out of desperation. Normally, I would not ask so much of you, nor wish any harm to befall you, but our need is great. A great trouble stirs in Weston. I fear to write of it for doing so may call down the beast's wrath, to which we have, so far, been excused. If you could, whilst on your journeys, please come to Weston with those you trust and put an end to our terrible blight. You would have a warm home to come to, fresh home cooked meals, and I even believe the mayor has a sizable reward for ridding the town of its woe. We fear for our safety.

Sincerely and lovingly yours,

Petyr and Ella."

WANTED: WORMSLAYERS

The group can find the following flyer posted around large towns and cities and bards and criers call for heroes in towns and villages on the borderlands.

WANTED: WORMSLAYERS

Calling all able-bodied and fearless adventurers

Willing to risk life and limb for just rewards.

A great White Worm ravages the town of Weston.

50,000 gp reward offered!

Inquire with Mayor Marcus Redbill in Weston

ONLY THE BRAVE NEED RESPOND

THE ROAD LESS TRAVELED

During a trip between towns or locations the following event can occur. One night, while the party has made camp, rustling can be heard in the darkness. Stumbling out of the wilderness is a wounded man holding a large pure white scale to his chest. As he collapses he speaks lowly and cryptically between blood spewing gurgles, "..... Weston... d..n.t....go Weston...demo.....wy..m..." before dying. Healing the man seems to bring on great pain, and if he did not die beforehand, he soon does anyway after his struggled sentence. Immediately following his demise, horrifying wails come out of the darkness; something sinister awaits in Weston!

ACT 1

Beginning the Adventure

Read the following:

The sun is steadily rising in the clear skies over Weston as you climb the last low rise on the road to town. The sprawling country town is an idyllic picture of rural life. Farms stretch for miles in the grassy fields, hills in the distance are covered in thick, hardwood forests, and the River Meere meanders through it all. As you enter the town's main thoroughfare the citizens give sideways glances and most hurriedly go about their business. A street post next to the center square displays a sign indicating the direction to the town hall.



THE TOWN OF WESTON



The Town of Weston

Location Situated on the winding, slow moving River Meere. Lush fields and fertile hunting and timber grounds surround the town. Rolling hills to the north and west lead into larger mountains far away. To the east and south are fertile plains and forests.

History Weston was a small village of a few daring settlers around 150 years ago. Then the River Meere flooded and shifted course. The town of Meerham to the east was soon abandoned for the fertile fields of Weston. Since the beginning of Weston, the founding West family has resided in the town, overseeing its investments and sometimes partaking in local government.

Mood/Theme Typically a quiet, country town. However, lately, with the threat of the White Worm growing, the town is on edge, and most locals are now very wary of unusual sights and sounds. People talk in hushed voices, and fear making any references to the beast, as such actions might incur the wrath of the creature.

Town of Weston

LG large town

Qualities pious, prosperous, strategic location

Demographics

Government autocracy-Lord Mayor

Population 4,500 (3,500 humans; 1,000 other)

Notable NPCs

Lord Mayor Marcus Redbill (LG male human expert 6)

Lord West Errod West (LN male human ranger 14)

Town Watch Emily Fairlight (LG female half-elf fighter 8)

Shriners Pastor Peter Amungson (LG human male cleric 17)

Marketplace

Base Value 2,800 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 5th

Minor Items 3d6; **Medium Items** 2d6; **Major Items** 1d6

The PCs may arrive for different reasons using the hooks provided, or you may have them arrive in town simply as travelers between locations. It is apparent that something is slightly amiss in this town. There are aged and weather beaten “wanted” posters attached to the street post offering a reward and instructions to speak to Lord Mayor Marcus Redbill.

The layout of the town is rather simple. One long main street is intersected by another at the center of town. Main Street houses most of the business and economic buildings, while Centre Street holds most of the industrial and trade buildings. Centre Street also leads to the docks on the river. The town hall itself is a small two

story wooden house located on the north side of town near the Shriners. Religion in Weston is represented by a circle of small shrines to various deities and ideals located on the north side of town next to the town hall. Patrons come by and leave offerings or make prayers as they need. Peter Amungson is the head cleric of the Shriners. Some other larger churches and temples may exist if you feel the need for them to be represented.

Most of the businesses in Weston are small, “mom and pop” style operations. Only the Trade Consortium has a corporate presence in the town to protect their interests in the timber fields. One tavern of note is the Happy Fool, which has become more popular after the influx of adventurers due to strong ale. The stores and shops service the townsfolk, but do keep a healthy supply of most adventurer gear. Use the city market value and gold cap to determine if an item is available. Note that because of the rise in the number of adventurers of late, the gold piece purchase limit is already inflated and some stores may carry merchandise beyond their normal threshold.

The citizens of Weston are quietly panicked. The worm is a terror to them. It comes without warning, can destroy fields, consume people, and even destroy houses. The attacks are random and unprovoked, and the townsfolk are very superstitious about what incites these attacks. Many folk will not talk to strangers, others will not speak of the worm, while most will casually chat about everything but the worm. Many have lost property, family, friends or all three. The town is very much under siege and grieving, and the townsfolk’s attitudes reflect that. Recently, they have seen numerous adventurers enter town and few have returned. They do not bother to get excited anymore and talk of boasting and being saviors is met with quiet discomfort.

Skill Check

Diplomacy DC 20

Gather Information DC 15 (3.5)

Success: For every 2 points of success beyond the DC another fact is learned.

Speaking with the locals, you are able to uncover the following information:

1. The White Worm is a fearsome creature, larger than a house and faster than a raven flies.
2. Many an adventurer has tried to slay the beast, very few returned. In fact just last week a group of five set out, only one returned. He’s been staying in the Happy Fool since.
3. Few speak of it, but many believe a curse is upon this town.
4. The founders of the town, the Wests, who live in the mansion atop town, have had horrible luck throughout the years, leading some to think they are cursed.
5. I’ve heard a few adventurers returning complaining they could not damage the beast, and everything they did was ineffective, that it was some sort of mythical protection.
6. In all the killings, not once has the Worm ever attacked the West Manor.

THE HAPPY FOOL

This three story wooden tavern is located on Centre Street in Weston, a few blocks from the docks. Its main patronage has been industry locals and the traders that make frequent trips to the area. The higher class locals tend to socialize elsewhere. It is at the Happy Fool, however, that adventurers have found a welcome home. With basic accommodations, a warm bed, hearty food and strong ale, the Happy Fool is a stay over for many adventurers moving through town, or trying to fight the worm. In fact, the worm has been a boon to the establishment. The owner, a half-elf named Frisken, has devoted an entire side of a large wooden structural beam to the engraved names of those adventurers who bravely fought the worm and died. Of the 33 names on the beam, three are underlined, Greybeard the Great, Hamlin Hammerhalder, and Tuscora Vivenda; these are the known survivors, and it so happens that Hamlin Hammerhalder is present in the tavern.

Hamlin Hammerhalder is a dwarf fighter. He does not wear his armor, nor carry a weapon. He sits, sullen and alone at a table in the dark corner, head buried in a tankard of ale. He is in no mood to talk to anyone, let alone "brave adventurers". Any attempts to ply information are met with grunts and angry stares. Only by plying him with at least three tankards of ale, or the best wine (which would have to be provided as this establishment does not sell wine) will he talk.

Skill Check

Diplomacy DC 45

-OR-

Provided at least 3 tankards of ale and/or wine of the highest quality (minimum value of 50 gp)

Success: "I suppose ye be wantin' to know about the worm. Blasted beast. We went out ready for anything. The thing came upon us out'a ground, and before ya knew it, the cleric was swallowed! I charged the creature, as big as a hill giant and as long as a city block. My hammer struck true but did'na make a dent. Its hide was like an earthworms, but hard as granite. Neither sword nor spell slowed the beast. It trampled our poor rogue right under it, and the barbarian was gnawed in half. The mage and I looked at each other and knew we had to flee. I got to the mage and he began ta cast a spell to take us away. The worm was coming right for us, so I threw me hammer. The damnable beastie used one of its tentacles under its maw to deflect my hammer, it came right back at me. I ducked out of instinct and all I heard was a thud. The mage must'a finished the spell right before his brains got clobbered because the next I knew, I was outside this here tavern, covered in blood. I came in, sat down, and drowned my sorrows. The next day I went to look for them, and there was nary a sign of a fight let alone any bodies. That's how it happened, and if ya know what's good for your life, you'll stay away from the beast. Now, if ya don't mind, I've got drinks to finish."



THE LORD MAYOR'S OFFICE

The Lord Mayor's office is open daily until dusk. The Lord Mayor, Marcus Redbill is in his office when the PCs arrive. Read the following:

The door to the office is ajar and a heated conversation is spilling out into the hallway.

Woman: "Marcus, you must understand the town is worried. It's been three months, and that beast is still rampaging."

Man: "Do not lecture me on civic affairs, Miss Fairlight. I am well aware of our current civil and economic plights. We require the coffers to fund this compensation, else we will not have a town to govern."

Woman: "That money is our taxes, Marcus. The people have a say in where it goes and what it gets spent on. Throwing it to some outsiders is foolish and irresponsible..."

Noticing your entrance, Marcus quickly dismisses the woman.

Man: "We will discuss responsibilities some other time, Ms. Fairlight. Now, if you will excuse us, I have business to attend."

The woman storms out of the office in a huff. As she passes she mutters under her breath, "Thieves and fools, the lot of them."

The Lord Mayor will then bring the PCs into his office and politely discuss the situation at hand. He is an older human male, perhaps in his late 60s. He has no time for petty squabbles and has a keen wit. His motivations are simple: protect the town and its economic prosperity. He will not compromise on these ideals. He is prepared to offer a 50,000 gp reward for the extermination of the worm, no more. He will not, under any circumstances offer a forward payment. He knows the following information:

The worm has terrorized the town for over a hundred years on and off. Adventurers defeat it and yet it returns.

He knows nothing about its strengths or weaknesses, only that it consumes people whole, destroys crops and fields, and seems impervious to harm.

The last sighting was nearly 30 years ago when then Lord and Lady Lars and Eive West died bravely defending the town from the worm.

It is true, that to date he has hired numerous adventurers for this latest rash of attacks, but none have been successful. He believes an adventurer from an unlucky group is still hanging around town in the Happy Fool tavern.

He dismisses any notion of a curse or pox upon the town as rubbish and superstition.

The current Lord Errod West has been incredibly reclusive since the worm returned. He is a hunter of great renown, and has been tracking the beast for some time.

Finding the worm should not be a problem; follow the trail of upturned earth. However, it has been reported to be sitting atop a rocky outcropping on old man Fig's farm.

ON THE HUNT

The worm's path is easy to follow. Huge, 10 ft wide, 20ft long mounds of rubble and upturned earth stretch to the northwest. The trail leads through open and furloughed fields, into the hills to the north, and wraps back around to western fields. As the PCs exit town and begin following the trail into the hills they can happen upon their first encounter.

Skill Check

If the PC's are flying, or traveling in a way they do not touch ground, they can make a skill check to spot wriggling earth below. If anyone is travelling on foot they instead are susceptible to a surprise attack!

Flying: Perception DC 25

Walking: Perception DC 15

Success: 30 ft. ahead you see a dwarven man and woman struggling to pull their wagon out of upturned earth. This earth is more recently upturned than what you have seen previously. A low rumble catches your ear as you turn to what looks like six grey shark fins approaching in the earth.

Failure: If the PCs are flying they easily hear the screams of the dwarves as they see them beset by the bulettes. If the PCs are on the ground, anyone who does not succeed at the check is surprised.

Combat

Bulette (6) pg 21

If the PCs save the dwarven couple, they discover that they are traveling potion masters and provide the PCs with one potion each of their choosing: *Greater Magic Weapon* +5, *Greater Magic Fang* +5, *Magic Vestment* +5, *Heroism*, or *Haste*. If the PCs seem unconcerned with the dwarves, the bulettes take every opportunity for an easy meal. The dwarves take refuge off the ground on their wagon. Any bulette who consumes a dwarf burrows away, sated. Because the dwarves are on the wagon, if one is eaten then the wagon is destroyed, and all potions contained within are lost.

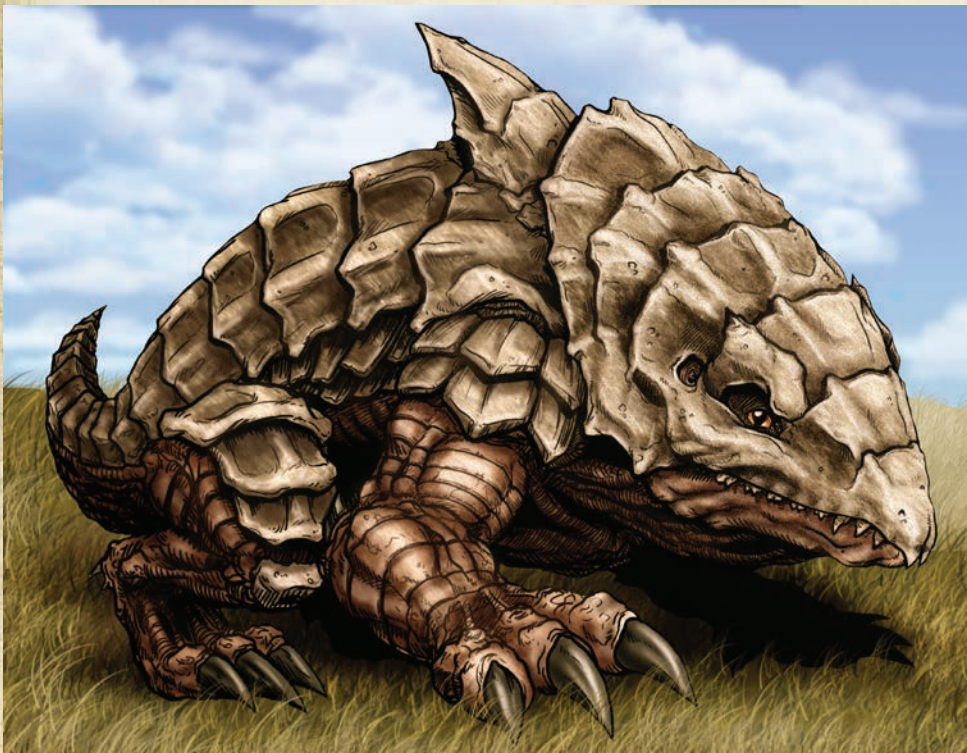
OVER THEIR HEAD

As the PCs continue onward the trail loops around and swings close to the shore of the Meere River north of town. Here they encounter a disastrous turn of events for a rival adventuring group.

Read the following:

As you make your way along the worm's trail you see ahead of you a disaster in the making. A group of adventurers have found themselves in a precarious situation. They were following the worm's trail, not unlike you, but when they arrived at a ledge near the River Meere, the loose rock and soil gave way. One human male in plate armor is prone at the top edge of the precipice, desperately holding on to an elven woman, who in turn is struggling to hold onto a halfling. If the danger from the 100ft fall was not enough, in the muddy, churning waters below are a group of fresh water crocodiles in the process of tearing apart a poor victim. Torn bits of flesh and cloth float in the midst of the crocs.

This encounter is completely optional. The PCs may choose to bypass the event, and head on toward the worm. Or they may choose to assist the adventurers in peril. If they choose to assist, life becomes complicated.



The PCs start 50 ft. away from the ledge on the northern side. At the point where the PCs start, there is a gradual slope up and down, so they can easily make their way to the edge of the ledge, or down to the river's shore. While the exact method of helping pull the victims up, or save them is up to the players, the encounter has a timeline. After the read aloud text, start the encounter by rolling initiative for the NPCs, and monsters and ask the players to roll initiative.

Round 1: The PCs become aware of the situation.

Round 2: Daryl (the fighter) shouts, "Help! I'm losing my grip!"

Round 3: Berty (the sorcerer) loses grip on Kalil the halfling rogue, who free-falls 60ft before bouncing off a few rocks and ending up at the edge of the river, waist deep in water, gushing blood from a compound leg fracture, but still conscious (he drops to 2hp).

Round 4: The crocodiles begin to approach Kalil. At the same time, a rumbling from midway up the cliff knocks some loose earth free. A pair of hungry ankhegs emerges and is only 10 ft. from the still-dangling sorcerer.

Round 5: The crocodiles swarm Kalil. The first ankheg tries to bite at Berty, while the second spews its acid at Daryl, causing him to lose an arm and drop Berty into the jaws of the first ankheg.

Round 6: Two other ankhegs burst out of the ground at the top of the ledge.

Run the timeline accounting for changes. If the PCs manage to save Kalil, obviously the crocodiles do not consume him. The ankhegs still appear on rounds 4 and 6. Any creature that is attacked will focus its attention on the attacker. It is possible for PCs to gain the attention of the first two ankhegs, and therefore prevent them from injuring Berty and Daryl.

These adventurers are much lower level than the PCs, and any that are saved count their blessings and end their bid for the worm. There is no treasure to be had, as these adventurers carry no magical items. If all three of them perish, any searching of the bodies reveals no magic items, and various standard adventurer gear. The reward for groups that assist and potentially save these poor souls, is fulfilled during act 3. Berty can assist during the Ritual of Will, Daryl can assist during the Ritual of Humility, and Kalil can assist during the Ritual of Understanding. If one or more perish, and the PCs rummage their corpses, the remaining NPC(s) will not assist them. Any surviving NPC will retire into town, taking any fallen comrades and/or gear with them.

Combat

Ankheg (4) pg 21

Crocodile (8) pg 22

NPCs (3) pg 22-23

THE FIRST ENCOUNTER

This first encounter with the worm is meant to introduce the PCs to the story's antagonist and make it a creature they want desperately to defeat. It is imperative that you read and understand the abilities of the worm, especially taking note of the three pact-powers it possesses. This first encounter is deadly. The PCs cannot hope to defeat this beast, nor do they possess the tools at this point to do so. Let them try. This encounter is designed to showcase the worm's abilities and give the PCs an idea of what they must learn to combat in order to be successful later. The worm has the power to kill, and will not hesitate to do so. Do not fear about killing one or two characters, as following this encounter they can be resurrected without penalty.

The worm does not fear the PCs, as they can barely harm it, and so will toy with them for as long as you wish for the encounter to continue. If the PCs do manage to harm the worm, it will flee at top speed into the ground. When you think your players have had enough, if the worm flees, if the players decide to flee, or seem to be disheartened, move to the intervention of Errod West.

The encounter takes place a mile northwest of town on the property of Farmer Fig, a late 70s human male. His farm is well maintained and his primary crops are tubers. The worm is sitting atop a small hill that has a few large boulders exposed. The field is open, planted, and there is a very old oak tree at the top of the rise near the worm.

Combat

The White Worm pg 23

DEUS EX MACHINA

Errod West has been watching and tracking the worm and the PCs for some time. He was interested to see what would happen when they encounter the worm. He is curious as to why he is the only one able to harm the creature, and wishes to see if the PCs can do so as well. As Errod is not a true combatant at this point, his stats can be found in the appendix.



Errod will intervene at your discretion. When he does so, a few shots from his bow and the worm burrows and flees. This is a transition scene, and there are multiple read-aloud text boxes. Read the appropriate text for your encounter.

Situation: Multiple PC's dead or dying, or PCs refuse to flee.

Every breath is now a struggle. Through blood and sweat filled vision you make out comrades lying in broken heaps on the upturned ground. The furious roar and horrible stench of the creature overcome your battle worn senses. The damnable beast rears back, its maw agape with raw hatred as it bears down on you. This is the end, and you prepare. But death does not come. Arrows fire out of the distance, impacting and penetrating the shell of the worm, the same shell your weapons and spells could not pierce. The worm rears back in anguish and surprise, before leaping into the earth and burrowing away. A man with a bow stands near you, vigilant and watchful. When danger has passed, he offers you and your comrades a hand, "I am Errod West, come with me if you want to live."

Situation: PCs fleeing.

Your attacks did nothing. This creature is unlike anything you have encountered before. A tactical retreat is your only chance for survival, but this worm will not relent. Every time you think you have fled, it explodes from the ground, only to threaten to consume you. The damnable beast rears back, its maw agape with raw hatred as it bears down on you. This is the end, and you prepare. But death does not come. Arrows fire out of the distance, impacting and penetrating the shell of the worm, the same shell your weapons and spells could not pierce. The worm rears back in anguish and surprise, before leaping into the earth and burrowing away. A man with a bow stands near you, vigilant and watchful. When danger has passed, he offers you and your comrades a hand, "I am Errod West, come with me if you want to live."

Situation: PCs have managed to harm the worm and caused it to flee.

The intense fight is over. Crippled and bruised, battered and beaten, you and your group have done the impossible. When all else failed, it was that one attack that changed the tide of battle. The worm reared up, as if prodded with a thousand swords. You could swear its dark, bulbous, black eyes stared into you, through you for a split second, before it took flight into the ground. As you plop down, exhausted, a rustling from behind you in a copse of trees. A man dressed in ranger garb emerges, hands high, and speaks, "I am Errod West, and until this day I was the only one capable of harming that creature. Come with me and rest in my home. It is time we end this nightmare."

If the PCs can, or wish to talk to Errod, he informs them that they can ask him any questions at his manor. He mentions that the worm frightens easily, but will return. He will assist with the wounded as best as he can (he has potions and skills to assist check his stats in the appendix). If there are dead or dying PCs he will try to stabilize them before moving them back to the manor. When the PCs are ready, or if the worm has decimated them, move on to act 2.

T13

ACT 2

THE WEST MANOR

Regardless of how Errod West gets the PCs into the manor (hauling corpses, assisting them, or walking with them) they can rest and recover and spend the night. Errod comes from a wealthy family and has some riches left at his disposal. Consider Errod to have as many Scrolls of True Resurrection as needed, and enough healing poultices to bring the party to full health before the night passes. However, after this initial round of healing, Errod has no more stock available. His good friend and head of the Shriners, Peter Amungson, performs the healing rituals.



True Resurrection

Conjuration (Healing)

Level: Clr 9

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even true resurrection can't restore to life a creature who has died of old age.

Material Component (already factored into a scroll)

A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.





X = PULL DOWN HATCHES
TO ATTIC



WEST MANOR

Roleplaying tips: Errod West

First, make sure you are familiar with Errod's story as described in the Adventure Backstory section. The loss of his mother and father at such an early age scarred him mentally and instilled a fear of the worm. Because the remainder of his childhood was a struggle (albeit not financially), the fear soon manifested as a burning rage and hatred. Errod vowed never to let a creature be the better of him, and so from an early age he became an accomplished woodsman and ranger. His manor house is filled with the trophies of his kills. While everyone on the outside commended him for his skill, Errod knew quite well it was all training for the ultimate hunt, the White Worm. That is his motivation.

His personality is a mix of accomplished arrogance and inner anguish. He is always tormented by the death of his family and haunted by the final showdown with the worm that has so far eluded him. He genuinely helps the PCs because he believes them to be a means to an end, the killing of the White Worm. They are the most accomplished and successful group he has seen come through town. The only secret Errod keeps from them, possibly requiring a Bluff check when asked specifically, is the fact that Errod knows the family is cursed, but he does not yet know how or why. He thinks there may be a demonic agent involved, or possibly outsiders. He simply does not know. As the PCs look through his house, they can get a picture of the information he has, and possibly come to conclusions he was not able to.

GM Tips: The house investigation

Errod's notes and clues to the family curse are littered through every room in the house. This is to give the PCs a chance to see multiple clues and have Errod genuinely interested in solving his family's curse. The PCs will only need to put a few pieces of information together to find the basics of the story. If they miss a few points, Errod helps and fills in the blanks. Ultimately, they should investigate a few rooms, put together that the white worm is a family curse, or tied to the family, and discover that Vycter is the source of it, finally discovering the key is Vycter's journal. The key rooms to this are the foyer (painting), the smoking room (crest change and journal in Vycter portraits), sitting room (notes), and finally the library (first half of Vycter's journal). If the PCs miss a clue, but happen upon others, Errod hurries them into another room and points out the clue. Also use this method to speed things up if the players have already figured much of this information out already.

The West Manor is described below. The meal and exploration of the house encourage them to interact with Errod.

Read the following:

The West Manor at first glance could be mistaken for an abandoned house. The furniture and accoutrement are mostly draped in white cloth. On the tall windows hang large, dark curtains and drapes, letting only a sliver of light in from the outside. The place is dusty and smells of old wood. But upon a closer inspection, the house is well maintained, and it seems as though the coverings are for protection.

The manor itself is a three story wooden building very similar in layout and design to modern Victorian style architecture. The rooms are described in short detail below, along with a skill check for investigation.

1. THE FOYER

Read the following:

This large entryway into the house is luxurious. Dark hardwood paneling line the walls of this 25' x 25' chamber. There are two exits on opposite sides of the north wall, and a grand staircase leads up from the center, the stairs branching out at the bottom to form a dais on which stands a life-sized stuffed girallion (a four-armed, hulking gorilla-like creature). This foyer is open to the second story balcony which contains doorways into other rooms. Exits on the east and west lead into the formal dining room and the sitting room respectively. Above you hangs a large chandelier magically enchanted to drip lighted "stardust".

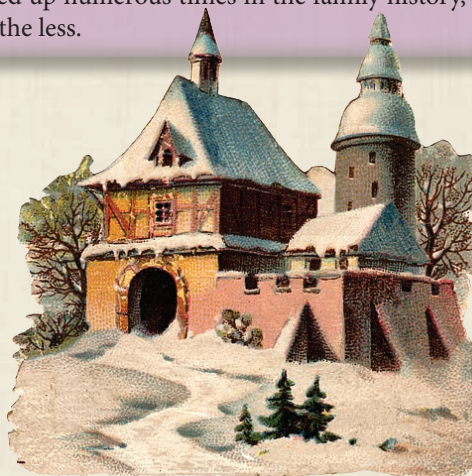
Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: Hanging on the wall to the sitting room is a painting depicting a human male sowing a field. On the wagon behind the man is the crest of the West family (a griffon with a spade and hammer in each claw), and in the field, a small splotch on the painting catches your eye. From a distance it was imperceptible, but closely examining the mark reveals it to be a small white worm, but it was not painted there, nor touched up. It looks as if the paint was forced away from that spot, leaving an image of the worm.

If Errod is asked about the marking, he explains it has been covered up numerous times in the family history, but returns none the less.



2. THE FORMAL DINING ROOM

Read the following:

This room is paneled in the same dark wood as the foyer, and the top half of the room is painted a deep burgundy. It is 15' wide by 25' long and dominated by a large solid oak table capable of seating at least 15 comfortably. It is surrounded by furniture, some extra chairs and buffets and cabinets, some of which are draped in cloth. Windows on the east wall are covered in thick drapes. A door leads back to the foyer and another door leads into the kitchen. On the walls are numerous cloth covered trophies. Examining them reveals them to be various heads of chromatic dragons. Magical sconces line this beautiful dining area.

Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: A standing trophy on a buffet table displays a white dragon scale. Upon closer inspection, it is not a dragon scale at all, but a segment very similar to those of the white worm.

If Errod is asked about the scale, he explains it has always been there as far as he knows, and was always attributed to the white dragon in the dining room. (Sense Motive 25 to determine this is a falsehood and Errod knows full well it belongs to the worm. If confronted about this, he simply tells the truth, and explains he did not want visitors startled or linking the worm to his family.)

3. KITCHEN

Read the following:

The kitchen is immaculate. A large wooden butcher-block island stands in the center of this 15' x 15' chamber. Two long and slender windows are uncovered and let the light in from the outside. There is a cooking hearth, an oven, and even a magical icebox. A door on the west wall leads to a large pantry, nearly fully stocked with an assortment of local and foreign vegetables, fruits, meats and cheeses.

Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: One section of the kitchen counter is different than the others. Upon examination you find the counter is a bloody mess. Miscellaneous and unidentifiable organs are on the countertop. In the cabinet directly below is a crate filled with bodies of various mephits, including fire, ice, and even a shadow mephit.

If Errod is asked about the mephits, he explains that while he was on a hunt a few weeks ago he ran into a cluster of the creatures that attacked him. Afterwards, he preserved them for transport and has only recently begun examining them. Everything is true, but of course he has a reason. Errod is obsessed with finding something that can cause serious harm to the worm and these mephits offer potential avenues of experimentation.

4. THE SITTING ROOM

Read the following:

This dark wood paneled room has three tall windows on the western wall. The windows are covered by heavy drapes. Sconces and table lamps illuminate the 15' wide by 25' chamber. Various couches and chairs covered in white cloth litter the room, some stacked on top of one another. Only a red couch and two sitting chairs are uncovered. Most of the trophies in this room are casually covered, and a quick glance reveals the theme of this room; 'dire animals'. A stuffed dire wolf dominates the western wall next to a large fireplace. Above the mantelpiece is a dire boar head, on the eastern wall are various dire versions of small game, and on the back wall, above the exit to another room is a pair of dire elk antlers.



6. THE LIBRARY

Read the following:

This 25' x 25' room is a mess with scattered books, piles of documents strewn about the floor, open books with torn pages, and half emptied shelves. The walls are lined with bookshelves and two tables dominate the center of the room. On the tables are scattered papers with scrawled notes. The room is illuminated by a magical light that hovers in the center of the room.

Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: A full search of the library could take hours. Luckily, the important clue the PCs need to find is the first half of Vycter's journal located on one of the tables in the middle of the room. It is opened to a section of pages near the end of the book detailing the final days of Vycter's life and focusing on his regrets. The pages describe in detail his rise to power and his business dealings and land holdings. Only the last page of the journal, during his regretful remarks begin to explain the sinister secret, the readaloud below covers the last half-page.

...if only I had known then I never would have made that infernal deal. I can only hope that the following pages find my family, and one of them is able to reverse this curse. As my thoughts and ambitions have changed, so too I noticed shadows creeping and lurking in my wake. I fear they know of my intentions. They are all around me now, in my thoughts even whilst I sleep. They know of this journal. I shall have to destroy it in eternal preservation, a hallowed matter they cannot transgress. I only hope my family can forg...."



Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: On a table near one of the sitting chairs that was initially uncovered is a collection of pages of paper. A cursory examination reveals them to contain strange symbols and writings.

These pages are written in abyssal and contain information on demonic summoning and demonic pacts. It is general information, but scratched writing in common on the margins reads "truenamé???", "summon original pact demon", and "Vycter!"

If Errod is confronted about these pages and the writing in the margins, he explains that the margin notes are his and that if a demonic force was involved there may need to be more research done into truenames and summoning demons.

5. THE SMOKING ROOM

Read the following:

This dark paneled room speaks of elegance and wealth. A long bar fills the eastern wall of this 15' x 15' chamber. The northern wall is made entirely of paneled glass that offers a fantastic view of the hedge garden behind the house even on this moonlit night. Four fine sitting chairs dot the room. One wall of this chamber are portraits of the West family dating all the way back to Weston's founder Vycter West.

Skill Check

Perception DC 15

Search DC 15 (3.5)

Success: There are many portraits in this room but two stand out. The first is a portrait of Vycter West. In this portrait he stands outside, a setting sun backdrop, dressed in formal black attire, leg on top of a spade pressing into the dirt, the river flowing aside of his fertile field. In his right hand is the handle of the spade, in his left a black leather bound journal with a V.W. emblazoned upon its cover.

The second portrait is a painting of his funeral. His coffin is closed, and the center of the portrait, and is surrounded by his friends and family on both sides. The portrait looks to have been painted outside the West Crypt. What is interesting is that the family crest is clearly visible above the crypt entrance, and on the casket, however, the crest on the casket is different. Instead of the crest griffon holding a hammer in its right claw, the casket crest griffon holds a torn book.

If Errod is asked about this discrepancy, he is astonished. He has been searching for the other half of Vycter's journal, and could not find it, but this is the clue he needed. The other half must be interred with Vycter!

7. BEDROOMS (6) + MASTER

Each upstairs bedroom is roughly the same. They are 10' x 10' rooms with a large double bed, a dresser, wardrobe, and sitting chair. All furniture in the bedrooms is initially covered by white sheets. Each of the four bedrooms has a theme, air, water, earth, and subterranean and the trophies in those rooms reflect the theme. The larger master bedroom has an attached washroom, a canopy bed, and a draconic theme.

There are no secrets, or clues to be found in the bedrooms, or master bedroom. The PCs are free to pick a room and rest.

8. ATTIC

This large attic spans most of the house and tapers to a point on the 10' ceiling. Contained within are all sorts of various trophies, miscellaneous sundries and furniture all covered in protective coverings. There is nothing of substantive value, however there is a hidden chest containing some treasure. Less than scrupulous characters may take advantage.

Skill Check

Perception DC 25

Search DC 25 (3.5)

Success: After an hour of methodical searching you discover a chest hidden in the back corner of the attic that contains a leather pouch containing an assortment of gems.

Treasure

Diamond 3659gp

Golden yellow topaz 213gp

Jacinth 2687gp

Alexandrite 498gp

Earrings 1309gp

Black pearl 475gp

Smoky quartz 27gp

Jade 99gp

Zircon 12gp

Bloodstone 16gp

Blue quartz 2gp

Freshwater (irregular) pearl 2gp

Rhodochrosite 1gp

THE LUXURIOUS MEAL

The PCs have most of the evening and night to explore. The catastrophic events occur at 3AM, the witching hour. But before that fateful time, Errod cooks dinner. He is an accomplished chef and the meal may be one of the best the PCs have ever had. Errod begins preparing the feast after tending to severely wounded PCs and after Peter Amungson arrives to tend to the dead. This gives the PCs time to explore. If the PCs find something and wish to confront Errod, he is busy in the kitchen preparing the meal, but will certainly answer questions. The meal takes 3 hours to prepare and is served no later than 9pm. If the PCs finish their investigation, and wish to proceed right to the West Crypt, Errod does not allow it (it is locked and he has the only key), as he is worried of a worm attack at night. When the meal is ready to be served, read the following:

You all gather around the large table in the formal dining room. The heads of a black, red, and green dragon peer down at you from the walls of the beautiful room. Before you on the table sits a plethora of dishes, plates and eating utensils. This is formal dining at its finest and the wine is top notch. Errod arrives with the first course, a delicious bowl of steaming tojanida soup topped with fresh lemon zest. The next course arrives with Errod preparing a delicious table side salad of fresh garden vegetables, crisp lettuce, walnuts, and cranberries in a vinaigrette. For the main course, Errod has something special prepared. The door to the kitchen opens and he enters the dining room with a tray filled with searing meat. The smell is delicious as he places a hot plate in front of each of you and presents his signature filet dragonne. Following the entrée Errod prepared a palate cleansing fresh lime sorbet in preparation for the decadent finale, a truffle infused chocolate gelatinous cube soufflé.

Because of the quality of ingredients and the skill of the preparer, treat anyone who partakes in the meal to be under effects similar to the spell *Heroes' Feast*. Anyone eating the meal gains the following:

Every creature partaking of the feast is cured of all diseases, sickness, and nausea; and gains 1d8+10 temporary hit points. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus to saves vs fear and poison for 12 hours.

GM Tips: Roleplaying during the meal

During the meal feel free to engage the players in conversation. This is a great time for them to get to know Errod, his story, and his motivations. It is also a great time to begin to foreshadow the turn Errod will make towards the end of the adventure, when he becomes completely obsessed with hunting the worm. Errod is a man of many exploits, and would like to hear of what the players have done. Use this as a great time for them to exemplify themselves.

If not already clear, at some point during the evening, either before, after or during dinner, the PCs should explore the grounds and investigate the house, coming to the conclusion they need the second half of Vyktar's journal found in the West Family Crypt. They can get to the crypt tomorrow, but for tonight, it's time to rest. Regardless of what the PCs do, rest, sleep, investigate, the attack occurs at precisely 3am.

THE ATTACK IN THE NIGHT

At precisely 3am, as a grandfather clock chimes out 3 tolls of the bell, 8 babau demons stealthily enter the house and proceed to light the house aflame. A pair enter the house from a window in the smoking room, a pair enter through kitchen windows, another pair enter through the front door, and finally a pair enter the attic through the attic window. These demons are demonic agents sent by Samzael (see act 3) to stop the PCS and Errod from putting together Vyktar's journal. They are instructed to kill everyone and set the house aflame. As they enter, the house goes into a timeline of events. Roll secretly for the skill checks necessary for awake or sleeping PCs to detect the fire/intruders. The encounter continues until the demons are dead. If the PCs flee the house the demons follow them. The PCs may be able to save the burning house. If no PC is able to get to the journal and save it, Errod does so.

Skill Check

Every round the PCs receive a skill check to detect the fire and the stealthy babaus.

Perception (fire) DC 30

Perception (babau) DC 40

If a PC is awake they gain a +10 bonus on these checks.

Every round that passes decreases the DC by 5. Do not roll for Errod, he notices the intruders and fire on round 4 and will rouse sleeping PCs the following round.

Success: You notice something amiss in the dark hours of the night. The acrid smell of burning, but not from the fireplace, this smell is more sinister. In the eerie red glow coming from the next room you see a gaunt, inhuman figure creep through the shadows!

Round 1: All demons enter the house.

Round 2: All demons start a fire in their entry rooms. Each fire consumes a 5' x 5' section per round.

Round 3: All demons move toward the upstairs bedrooms. The 2 demons from the attic make it into Errod's master bedroom.

Round 4: Errod is awoken by assassins. The other demons enter the upstairs bedrooms.

Round 5: Errod rouses the PCs by shouting "FIRE!" and "ASSASSINS!" All PCS can awake from sleeping at this point.

Round 6: Errod instructs the PCs to save the journal in the library (or wherever they may have left it).

Round 8: Original rooms set on fire are completely consumed. Fire spreads to adjoining rooms. Heat Danger-Very Hot, see info text.

Round 12: Library begins to burn. Upstairs begins to burn. Heat Danger-severe heat, see info text. Smoke effects now in place, see info text.

Round 16: Library is consumed. House is mostly ablaze. Heat danger-extreme heat, see info text

Round 20: House is totally consumed.

Combat

Babau, Demon pg 24



Heat Dangers

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.



A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

ACT 3

After the attack on the house, the PCs may want to rest. They can find shelter and respite at the Happy Fool tavern in town if they require it. The PCs may also wish to head straight to the West Crypt, even at this hour. Waiting until daylight may be safer, but is not required. The crypt is located about half a mile east of the West Manor.

THE WEST FAMILY CRYPT

The Crypt is located at the northern end of Weston Cemetery and is the only mausoleum. The rest of the cemetery is headstones and grave markers. The mausoleum itself is a large structure, roughly 30' wide x 60' long and has two 5' x 10' brass entry doors, and a stained glass window opposite the doors on the far wall. When the players approach the cemetery read the following:

A thick, low fog blankets the ground. It is difficult to see the graves, but the headstones rise up through the mist like rocky spires in a milky sea. It is quiet. Eerily quiet. The cemetery is large, and you carefully pick your way through to the north end where the large stone mausoleum sits. It is 30 feet wide by 60 feet long and its entryway is composed of two large 10ft tall by 5ft wide solid brass doors. The rear of the structure contains a large stained glass window depicting the West family crest.



You can allow the players to approach. Three vrock circle high above. Unless it is daytime, the PCs may have no chance to detect them before they swoop in to attack.

Skill Check

*Must be daytime or the PCs must have an ability to see/detect the vrock at a distance of 150 ft at night.

Perception DC 35

Success: A large winged creature catches your attention, and then another and another! Three vulture like monsters dive out of the sky to attack you!

Any PC that succeeds is not surprised.

Combat

Vrock, Demon pg 25

Once the Vrocks are defeated, Errod is free to open the door with the crypt key he carries on him. Once he unlocks the doors you can read the following:

Read the following:

The huge doors creak as they open, fog spilling into the chamber like water rushing into a pit. The mausoleum is dark for a moment before automatic magic lights appear in the sconces that line the walls of the stone building. Inside awaits a towering monstrosity with four arms, its eyes glow violet with a mix of intelligence and cruelty. It speaks, "Come mortals! Face the awesome power of Ysslid-Ra and despair!"

Encounter Tip

Ysslid-Ra is not happy to be here on the prime material plane doing the lay work of his master demon. If the PCs defeat him he will offer them any *wish* they desire if they spare his life. If the PCs take him up on this offer they may use the *wish* anyway they wish as accordance to the spell. They must choose before leaving the mausoleum. They could use the *wish* wisely. Vykter's journal describes his dealings with a master demon, but in order to summon this demon the PCs need to know the demon's name, which the journal hints at and the PCs must uncover. They could use a *wish* to know the name.

Ysslid-Ra also carries some trophies with him. If he is spared, he does not give the PCs his treasure. He grants the *wish*, and *greater teleports* away. If they threaten him for the treasure, he laughs manically and simply *greater teleports* away.

Combat

Ysslid-Ra, Glabrezu, Demon pg 26

Treasure

Belt of giant strength +4 : 16000gp

Potion of Resist energy, sonic {2nd/3rd} : 300gp

Ioun stone dark blue rhomboid : 10000gp

Caster's shield : 3153gp

Feather token, tree : 400gp

Arcane Scroll, Dismissal {5th/9th} : 1125gp

Potion of Eagle's spendor {2nd/3rd} : 300gp

VYKTER'S JOURNAL

After the combat ends, the PCs are free to open Vykter's tomb. It is the only sarcophagus in the tomb, and is emblazoned with the West crest, however, instead of the normal griffon holding a spade and hammer, this griffon holds a spade and half a torn book.

Read the following:

As you pry open the lid to the sarcophagus a cloud of dust escapes into the air, temporarily blinding and choking you. As the air settles, you see the well preserved corpse of Vykter West in his finest attire. Held in his right hand is a section of a journal. Gently prying it from his fingers Errod begins paging through it.

"After years of searching and countless fortunes spent, I can only conclude that the demon with whom I made my pact must be slain in order to avert this curse. And therein lies the problem. The demon's name escapes me, for all magical and mundane attempts to discern it. I have perfected the three annulment rituals required to destroy the worm, but in order for those to succeed the demon must first be destroyed. "

"I have concluded that the demon purposefully blanked his name from my thoughts. But I have found a way to regress it, but it comes out the same every time. Jumbled riddles that escape me. He must be worried, as I see his minions around me at all times now. Every time I make a breakthrough, the worm comes again. I must finish this before I die, lest my legacy suffer."



THE RIDDLE

The name is hidden within a riddle, only by solving the riddle will the PCs be able to use a ritual contained in Vyktar's journal to summon the pact demon.

As I write the name my pen holds true,
It writes Man in bold and blue.
But my mind reverses what the hand cannot write
Then my writing is plural of the word,
The last moved to front as is it's right,
An End to an end and you have the first of the lord.

Then my mind forms the name's last part,
A word in life I knew quite a lot.
It made my river bend with ambition and appeal,
My zest, my verve, my ____.

Riddles are often tough to roleplay. Characters often have much greater intelligence and wisdom than players. Allow the players an **Intelligence check DC 15** to pick up the following clues if they are stuck.

The first part is a play on words. Perhaps it has to do with the word man.

The second is a riddle about a specific word, perhaps a synonym of ambition, zest and verve that rhymes with appeal.

Answer: The answer to the riddle is 'Samzael' (or sam-zeal).

THE SUMMONING

The ritual as described in Vyktar's journal is one he used to summon the demon when he needed to converse or strategize with it. It describes three key steps to take (Vyktar took many precautions when summoning the demon, so as not to give it more power, or harm him) to ensure its cooperation.

Step 1: The ritual must be performed at dawn or dusk, never during a full moon, and never at 3 am.

Step 2: A magic circle turned inward is useful for containing smaller demons. More powerful demons may escape such traps, but by reinforcing the magic circle with salt the circle will be more difficult to break.

Step 3: The name of the demon must be inscribed on parchment in the summoner's blood, and then lit on fire in the circle.



Skill Check

Knowledge Arcana/Religion DC 20

Spellcraft DC 30

Success: Characters with knowledge in summoning arts can understand the ritual and improve upon it. When Samzael is summoned his spell-like abilities *greater dispel magic*, *greater teleport*, and *summon demon* are inaccessible.

If no PC has skills to perform the ritual, Errrod will perform it. Regardless of who summons Samzael, or with what success skilled PCs have, he will be unable to teleport away due to the nature of the ancient pact. When the PCs are ready to perform the ritual read the following:

You prepare the ritual delicately and precisely as detailed. The blood soaked parchment is placed inside the magic summoning circle and is set aflame. It immediately burns a bright reddish purple as its embers spew into the air in a magical cloud of smoke that seems to fill an invisible chamber within the circle. It soon becomes impossible to see through the smoke and ash, until you see a creature moving and thrashing inside. Bound within the circle is a towering, corpulent beast, that has the hideous head of a boar and arms ending in fatty, four-fingered hands. "Who so summons Samzael?" the voice booms, "Speak or be so consumed in the fires of my rage!"

Samzael will be hostile toward the PCs and Errrod, but cannot make any attacks due to the binding magic. He will listen to the PCs and try to bide his time, and he will also try to gauge their power and goad them into attacking him (which will break the barrier). Samzael can be bargained with, but his price may be too much for the PCs to agree with. In order for the worm to be defeated otherwise, Samzael must be killed.



Roleplaying tips: Samzael

Samzael is a nalfeshnee, a powerful demon of the Abyss and a shaper of its chaos. He is incredibly powerful and similarly intelligent. He values his life, and will engage the PCs to find out what they want. Play him as arrogant, but intrigued. He constantly refers to prime material creatures and "whelps" and "flesh bags". He revels in and is boastful of the pact he made with Vycter. Once he understands that the PCs want to get rid of the worm, he realizes truly what position he is in.

Samzael will try to bargain with the PCs offering the following:

"So you wish for the white worm to be no more. This can be done, but for such a task, an equal price must be paid. I speak plainly now, the worm will be destroyed completely, but in exchange, what it represents must too be destroyed. The only way to erase the worm that Vycter sowed in this world, is to so reap the world he created and undo what was done. An end to Weston, an end to the West family, and an end to the curse. The white worm will never tire, it will never stop until it has consumed this world completely. This is what I offer."

Obviously this solution is not something good characters should consider. If the players seem to accept this bargain, Errod becomes hostile and attacks them. If the players truly accept the deal after dealing with Errod, the bargain is complete and the entirety of Weston, the West Manor, and possibly the PCs depending on where the ritual is being performed is consumed in a deluge flood of epic proportions. The River Meere returns to its original location, and the land where Weston previously was is nothing but mud and rock.

If the PCs refuse, Samzael becomes increasingly nasty and hostile, goading the PCs into conflict. Once any hostile action is taken towards Samzael the bindings holding him breaks and he unleashes his fury on the group, fighting for his life.

Combat

Nalfeshnee, Demon pg 26



Treasure*

**Located inside a Bag of Holding type 2*

Studded Leather Armor +1 : 1175gp

Masterwork Breastplate : 350gp

Potion of Arcane lock {2nd/3rd} : 300gp

Potion of Rage {3rd/5th} : 750gp

Potion of Cure light wounds {1st/1st} : 50gp

Potion of Magic fang {1st/1st} : 50gp

Arcane Scroll, Magic weapon, greater {3rd/5th} : 375gp

Divine Scroll, Bestow curse {3rd/5th} : 375gp

Sickle {Flaming burst} +1 : 18306gp

Helm of comprehend languages and read magic : 5200gp

2 minor gems: 50gp

1 flawless diamond: 5,500gp

THE ANNULMENT RITUALS

With Samzael dead, the PCs can use the rest of Vycter's journal to perform the necessary annulment rituals. While it is not necessary to perform the rituals of annulment (as Samzael's death has placed the pacts in a lessened, suppressed state) performing the rituals can greatly increase the PCs chance of defeating the worm by nullifying them completely.

The three annulment rituals are detailed below.

RITUAL OF HUMILITY

To perform this ritual one must find a subject who has lost all will to fight. That person must be true in their beliefs and not under the guise of any magic compulsions. They must hold a piece of the person or creature for which this ritual is being performed (the worm). The subject must stand in a public space and freely give away all their personal belongings until they are naked, except for the ritual item. Once this is done, the ritual of humility is completed, and the pact placed on the person or creature is nullified.

If the PCs do not remember the white piece of chitin from the worm in the West Manor, Errod reminds them. It is possible to search for a few minutes in the rubble and find it, or easier if the PCs saved the house from being burned down.

Pact of Writhing Arrogance (Su): While this pact is active the white worm gains DR 15/-. If suppressed the worm instead gains DR 5/holy. This pact can be negated through the Ritual of Humility.

Skill Check

Diplomacy DC 20 (Pathfinder)

Success: If the PCs remember Daryl, they can approach him and he will help, otherwise they can use this skill check to remember Daryl. If the PCs did not save Daryl, this check reveals another destitute person in town they can use. Remember the person must do it of their own free will, no magical compulsions or bribery, but they can be persuaded.

RITUAL OF WILL

To perform this ritual, three ingredients must be combined into a tincture; pure elven blood, the essence of a fire creature, and blood of the host. The tincture must be consumed during the witching hour by one who is cursed. This tincture causes great pain and burning, as if the cursed were in the very Abyss itself. No help may be rendered, and the subject must last the hour without aid or the ritual fails.

Pact of Lustful Ambition (Su): While this pact is active the white worm gains SR 45 and Immunity to spells and immunity to all elements. If suppressed the worm instead gains SR 25 and gains Immunity to Death effects and negative energy and resistance to fire/cold 10. This pact can be negated through the Ritual of Will.

Skill Check

Diplomacy DC 20 (Pathfinder)

Success: If the PCs remember Bert, they can approach her and she will help, otherwise they can use this skill check to remember Bert. If the PCs did not save Bert, this check reveals another elf in town they can approach. Remember the person must do it of their own free will, no magical compulsions or bribery, but they can be persuaded.

Errod will be drinking the tincture. The remains of fire mephits can be found in the kitchen of the manor, or in the rubble. Errod lasts the hour with great difficulty but the pact is annulled.

RITUAL OF UNDERSTANDING

To perform this ritual the tears of the cursed must be used to polish a flawless diamond valuing at least 5,000gp. This must be done with a brush made from the hair of a halfling's foot. This act transmutes the flawless diamond with part of the curse and turns it into a worthless lump of coal which must be then burned to ash, and the ash spread into the wind.

Pact of Seething Hatred (Su): While this pact is active the white worm gains Regeneration 30/-. If suppressed the worm instead gains Regeneration 10/holy. This pact can be negated through the Ritual of Understanding.

Skill Check

Diplomacy DC 20 (Pathfinder)

Success: If the PCs remember Kalil, they can approach him and he will help, otherwise they can use this skill check to remember Kalil. If the PCs did not save Kalil, this check reveals another halfling in town they can approach. Remember the person must do it of their own free will, no magical compulsions or bribery, but they can be persuaded.

The party can either purchase the required gemstone, or use the one found in the secret chest in the attic of the West Manor, or use the one from Samzael's stash.

ACT 4

THE FINAL HUNT

With Samzael slain (or bargained with), the worm is now vulnerable. According to Vyktar's journal, the death of Samzael suppressed the magical pacts on the worm making it much easier to harm. If the PCs performed some or all of the annulment rituals, the worm is quite vulnerable. The worm understands what has happened and will alter its tactics to compensate for its vulnerability.

Once Samzael is no more, the worm immediately heads off toward the mountains in the west. Grass and rocky plains stretch out west of Weston for 150 miles before transitioning into rolling hills. Those hills stretch north and west for about 200 miles before turning into the Harrowpass Mountains. The worm moves slowly as it burrows near the surface and covers only 15 miles a day. Uninterrupted the worm will reach its destination (the original location Samzael performed the demonic pact rites) in 30 days (it takes extra time to eat and rest). Once it arrives at the ancient shrine high in the Harrowpass Mountains, it remains there indefinitely.

It may be likely the PCs do wish to track it. If they do not, Errod tracks after it, and the PCs will get no reward from the town until they have definitive proof of its demise.

During the tracking the PCs can confront the beast if they catch up to it, however the worm will flee into the ground once it reaches 50% health. It will be able to be tracked, but will not surface again until it fully heals (suppressed pact 4 hours, otherwise 2 days). The PCs may manage to defeat the worm before it flees, in which case they may return to town triumphant and claim their just reward.

Below is a general timeline of events and a list of scenarios that can occur on the hunt. You may speed up the process by skipping to the end, or play each one out, the choice is yours as a gamemaster. Each event or scenario is not intended to be detailed in this adventure. It is up to the gamemaster to decide upon the complexity with which to run the event. With minor preparation each event can be fleshed out in a few minutes, or paraphrased with outcomes. It is important to note that these events are not designed to test the PCs mettle, but rather to test their ethics. The

gamemaster wants to see how far the PCs can be pushed before they either give up, or follow Errod in the path of unbridled obsession. Assuming the PCs track the worm, they catch up with it on day 2 (or earlier if they use other travel methods).

Day 1- The worm sets out at full speed, covering 45 miles. Errod urges the PCs to push on through the night, if they want to rest, he reluctantly agrees.

Day 3- Now 60 miles outside of town, the worm encounters a small village. Fighting the worm in the village would destroy it, so the PCs must make a choice between confronting the worm in town and destroying the village in the conflict, or letting the worm pass through and only consume a few people. Errod highly suggests attacking the worm before it causes major damage. He argues vehemently for his opinion, finally calling a vote. He will abide by majority rule... for now.

Day 5- The worm takes underground and travels through deep veins, not surfacing again until day 12. During this time Errod is extremely agitated and is often reclusive and distant.

Day 12- The worm finally emerges from its deep travel and can be encountered again. Errod springs to life again, a sinister gleam in his eyes speaks to his obsession.

Day 15- Passing into the rough hills the worm travels directly into and through hill giant villages and territory. The PCs would have a very rough time dealing with a tribe of hill giants, so they may choose to follow at great danger, or circumvent the territory. If they choose to go around they will not catch back up to the worm until day 18. While traveling at some point during these three days, Errod will be off hunting (as he is oft to do from time to time), but when the PCs catch up to him they find a caravan of hill giants, all of them slaughtered. Women, children, elderly. Fifteen slain in all, clearly a family unit.

Day 18- The worm passes uneventfully by a large dwarven settlement. As the PCs track it the worm heads straight for a dam constructed by the dwarves. If the PCs were to alert the worm to their presence, either by moving to the dam, or attacking the worm, it will break the dam and flood the dwarven settlement below. Only by watching from a distance will the worm burrow harmlessly around the dam. At this point Errod must be controlled, or he will head off and attack the worm on his own. This is a great encounter for the PCs to see how much Errod has turned, and by him attacking the worm and killing all the dwarves in the settlement really drives home his obsession.

Day 21- The worm is approaching a well-known trade pass in the mountains. The PCs could easily overtake the worm and drive it off in another direction saving the valuable trade pass and any who are on the road. Or they could use the opportunity to mount an ambush and trap the worm in between the granite cliffs. If they choose to drive the worm off, the pass and 40 odd travelers on the road are spared. If they ambush the worm they have a good chance of killing the worm, as it will be unable initially to burrow through the granite cliffs. After the worm is reduced to 50% health in this encounter, it will flee, but find itself unable to tunnel through the hard rock. It will spend the next 2 rounds searching for a way out of the situation. On the third round, if it survives, it will be able to create a massive rock slide, collapsing the pass and opening a way out. Any creature in the area (including flying) may be hit by

falling rocks, and needs to make a Reflex save DC 22 or take 5d10 points of bludgeoning damage. This also destroys the trade pass and traps 23 of the 40 travelers, who succumb to the weather and die.

Day 22- The worm is hard to track through the mountains, and does not surface again until day 30 once it arrives at its destination.

Day 23- A terrible storm blows into the mountains and does not let up. For the next 7 days blinding snow and wind make progress next to impossible and survival very difficult for the unprepared.

Day 30- The worm arrives at its profane destination, an ancient shrine that was the location Samzael originally performed the pact rites to empower the White Worm. Here it remains until Samzael can somehow return for it, or until it is destroyed. The ancient power that exists here provides the worm with sustenance.

Note* If the PCs abandon the track at any time, Errod will continue after the worm. At some future point in the PCs career they may see a white worm off in the distance. Attached to it via a harpoon and rope will be the dangling corpse of Errod West.

THE FINAL CONFRONTATION

If the PCs are tricky enough, and lucky enough, they may very well defeat the worm prior to it reaching its destination. They are free to return with their trophy and collect their rewards. But more than likely, the now insane Errod will drive them forward and they will face the worm here. This encounter with the worm is similar to others the group may have faced with a few exceptions. This time the worm will not flee. The large stone pillars are a hazard and potentially deadly if the worm burrows near them, as they could topple and crush anyone underneath.

Because this is a profane site, unless consecrated, the worm gains a +1 bonus on all rolls within the shrine, and any non-evil PCs suffer a -1 penalty on all rolls within the shrine.

If the worm burrows within 10 ft. of one of the pillars, the pillar collapses. Any creature within a 10 ft. radius of a collapsing pillar must make a **Reflex Save (saves for half damage) DC 18** or take 3d10 points of bludgeoning damage. The 10 ft. by 10 ft. area of a collapsed pillar is then treated as difficult terrain.



When the PCs arrive read the following:

Your perilous trek finally comes to an end. A hidden mountain shrine that seems to radiate pure evil is nestled in the jagged cliffs of the Harrowpass Mountains. This open air shrine is flanked by two huge cliffs, dropping hundreds of feet straight down. The back wall of the shrine is a black granite slab of mountain stretching out of sight into the misty clouds above. Six fifty-foot tall stone pillars carved with demonic etchings and runes line the entry hall leading up to a large stone slab altar. Winds occasionally howl and scream through this shrine creating a deafening demonic roar making a dangerous situation even worse.

Roleplaying tips: The final battle

The worm will target Errod more often than not, focusing on him, unless another character is a significant threat. Errod has the potential to do significant damage to the worm and the underlying hatred will make the worm try to swallow Errod early in the encounter. It is okay to fudge a bit as a gamemaster. This encounter should be about the PCs, and after such a hard fought adventure, you do not want an NPC stealing their thunder, so to speak. Treat Errod as only dealing minimum damage, or no damage if you wish. If the PCs get in a rough spot, he can pick up the damage slack at that point.

Combat

The White Worm pg 23

A treasure stash under the altar contains a wealth of goods.

Treasure

Nine lives stealer : 23057gp

Arcane Scroll, Planar binding lesser {5th/9th} : 1125gp

Divine Scroll, Summon monster V {5th/9th} : 1125gp

Potion of Haste {3rd/5th} : 750gp

Elixir of hiding : 250gp

Potion of Warp wood {2nd/3rd} : 300gp

Potion of Resist energy, fire {2nd/3rd} : 300gp

Potion of Enlarge person {1st/1st} : 50gp

Gold pieces: 7,900 GP

CONCLUDING THE ADVENTURE

This adventure can end many different ways. Below are a few examples of possible conclusions.

The Worm Defeated

In this best case scenario, the PCs track the worm and defeat it, either once it reaches the shrine or before. The PCs can take any parts they wish as trophies, or proof of death, and return to Weston and collect their reward. If Errod West is alive he does not return to Weston. Errod parts ways with the PCs once they return to the sprawling hills at the foot of the Harrowpass Mountains, where he walks away into the setting western sun.

The Worm Let Loose

If the PCs do not choose to chase the worm it will make its journey to the ancient shrine and remain there indefinitely. Errod West will track the worm. The PCs will not be able to collect any reward from the town, and Errod will never be seen again. At some time in the future, the PCs may catch a haunting glimpse of a gargantuan white worm roaming the countryside with a tiny human attached to its back.

The Deal is Done

If the PCs accept the deal with Samzael, the entire town of Weston is removed from the map. The River Meere's course is reverted back to the east. The white worm is no more, but soon Samzael will come to beckon the PCs into further demonic dealings.



COMBAT APPENDIX

Bulette

CR 7

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 22 touch 10 flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19-20), and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23 **Dex** 15 **Con** 20 **Int** 2 **Wis** 13 **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill

Focus(Perception), Weapon Focus(bite)

Skills Acrobatics +9 (+17 jumping), Perception +11

Racial Modifiers +4 Acrobatics(jump)

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

Ankheg

CR 3

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

XP 800

N Large magical beast

Init +0; **Senses** darkvision 60ft., low-light vision, tremorsense 60ft.; **Perception** +8

DEFENSE

AC 16 touch 9, flat-footed 16 (+7 natural, -1 size)

hp 28 (3d10+12)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit acid

STATISTICS

Str 16 **Dex** 10 **Con** 17 **Int** 1 **Wis** 13 **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus(Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or nest (3-6)

Treasure incidental

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Crocodile

CR 2

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

XP 600

N Large animal

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 14 touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19 **Dex** 12 **Con** 17 **Int** 1 **Wis** 12 **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus(Perception), Stealth

Skills Perception +8, Stealth +5 (+13 in water), Swim +12

Racial Modifiers +8 on Stealth checks in water

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

NPC- Daryl, Human Fighter Level 4

CR 3

XP 800

Any Medium Humanoid

Init +1

DEFENSE

AC 20, Touch 11, flat footed 19 (Plate)(+1 Dex, +9 armor)

hp 34 (0d8+4d10+8+4)

Fort +6, **Ref** +2, **Will** +1

OFFENSE

Speed 30

Melee, Single Attack Longsword +8 (1d8+6) Full Attack Longsword +8 (1d8+6)

Space 5ft.; **Reach** 5

SQ Armour Training 1, Bravery 1

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Chr** 11

Base Attack 4 **CMB** 7; **CMD** 18

Skills Climb 8, Intimidate 4, Know Arch & Eng 2, Perception 0, Ride 2, Survival 0, Swim 3

Feats:Dodge, Power Attack, Weapon Specialization, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Cleave, Great Cleave, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

Languages Common

NPC- Berty, Elf Sorcerer Level 4

CR 3

XP 800

CG Medium Humanoid

Init +5

DEFENSE

AC 12, Touch 12, flat footed 10 (No Armor, Shield, none) (+1 Dex, +1 feats)

hp 22 (0d8+4d6+4+4)

Fort +2, **Ref** +2, **Will** +6

OFFENSE

Speed 30

Melee Single Attack Longsword +2 (1d8/19-20) or Longbow +3 (1d8 X3)

Full Attack Longsword +2 (1d8/19-20) or Longbow +3 (1d8 X3) range 100;

Space 5ft.; **Reach** 5

SQ Immunity to Sleep, Low-light Vision, Resistance to Enchantments +2, Bloodline Fey, Eschew Materials 1, Laughing Touch (Sp), Woodland Stride

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 16, **Wis** 14, **Chr** 15

Base Attack 2 **CMB** 2; **CMD** 13

Skills Appraise 3, Bluff 9, Fly 6, Intimidate 9, Know Arcana 8, Perception 4, Spellcraft 10, Use Magic Device 9

Feats: Dodge, Eschew Materials, Improved Initiative, Simple Weapon Proficiency

Languages Common, Elven, Sylvan

SPECIAL ABILITIES

Spells Known: Sorcerer Spells:

Level 0 (4) DC 12: *Detect Magic, Disrupt Undead, Ghost Sound, Light, Open/Close, Prestidigitation*

Level 1 (7)[2] DC 13: *Enlarge Person, Entangle, Erase, True Strike*

Level 2 (4)[1] DC 14: *Phantom Trap*

NPC- Kalil, Halfling Rogue Level 4 **CR** 3

XP 800

Neutral Small Humanoid

Init +5

DEFENSE

AC 18, **Touch** 16, **flat footed** 13 (Leather, Shield, none) (+5 Dex, +1 size, +2 armour)

hp 22 (0d8+4d8+4)

Fort +3, **Ref** +9, **Will** +3

OFFENSE

Speed 20

Melee Single Attack Sword, short +6 (1d4+3/19-20) or Sling +9 (1d3)

Full Attack Sword, short +6 (1d4+3/19-20) or daggers +9 (1d4+2) range 10

Space 5ft.; **Reach** 5

SQ Fearless +2 save vs fear, Weapon Familiarity +1 to hit with thrown weapons, Evasion, Trap Sense 1, Trapfinding, Uncanny Dodge

STATISTICS

Str 14, **Dex** 20, **Con** 11, **Int** 16, **Wis** 14, **Chr** 14

Base Attack 3 **CMB** 4; **CMD** 19

Skills Acrobatics 14, Appraise 9, Bluff 7, Climb 11,

Diplomacy 2, Disable Device 10, Disguise 9, Escape Artist 5, Intimidate 2, Know Local 8, Linguistics 10, Perception 11, Sense Motive 9, Sleight of Hand 11, Spellcraft 5, Stealth 16, Swim 2, Use Magic Device 9

Feats: Fast Stealth, Ledge Walker, Armour Prof Light, Evasion, Great Fortitude, Magical Aptitude, Simple Weapon Proficiency

Languages Common, Halfling

The White Worm

CR 21

This gargantuan pure white worm is covered scaled plates that show signs of scarring. Its maw is a circular tube of deadly teeth. It peers at you through three black bulbous orbs atop its head and two tentacles hang down menacingly from below its jaw.

XP 409,600 (actual 38,400)

NE Gargantuan Fiendish magical beast

Init -2; **Senses** Darkvision 60 ft., Tremorsense 60 ft.;

Perception +18

DEFENSE

AC 26 **touch** 4, **flat-footed** 26 (-2 Dex, +22 natural, -4 size) **hp** 216 (16d10+128)

Fort +18, **Ref** +8, **Will** +4

Damage Reduction 15/-, **Immunity** to all energy types, **Spell Resistance** 45, **Immunity** to spells, **Regeneration** 30/-

OFFENSE

Speed 20 ft., swim 10 ft., burrow 20 ft.

Melee bite +27 (4d8+14/19-20), 2 tentacles +26 (2d6+14)

Space 20 ft.; **Reach** 20 ft.

Special Attacks Smite Good, Improved Grab, Swallow Whole, Pacts

STATISTICS

Str 38 **Dex** 6 **Con** 27 **Int** 13 **Wis** 8 **Cha** 8

Base Atk +16; **CMB** +34; **CMD** 42

Feats Awesome Blow, Crippling Critical, Critical Focus, Improved Bull Rush, Power Attack, Staggering Critical, Weapon Focus (bite)

Skills Perception +18, Swim +22

Racial Modifiers none

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Smite Good (Su): Once per day, the white worm may attempt to smite good with one normal melee attack. It adds the Charisma bonus (if any) to its attack roll and deals 1 extra point of damage per HD (16). If the White Worm accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + ½ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

PACTS

Pact of Writhing Arrogance (Su): While this pact is active the white worm gains DR 15/-. If suppressed the worm instead gains DR 5/holy. This pact can be negated through the Ritual of Humility as described in act 3. When the pact demon is slain, this pact is considered suppressed.

Pact of Lustful Ambition (Su): While this pact is active the

white worm gains SR 45 and Immunity to spells and all energy types. If suppressed the worm instead gains SR 25 and gains Immunity to Death effects and negative energy and Resistance to fire 10 and cold 10. This pact can be negated through the Ritual of Will as described in act 3. When the pact demon is slain, this pact is considered suppressed.

Pact of Seething Hatred (Su): While this pact is active the white worm gains Regeneration 30/-. If suppressed the worm instead gains Regeneration 10/holy. This pact can be negated through the Ritual of Understanding as described in act 3. When the pact demon is slain, this pact is considered suppressed.



Babau, Demon

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 60ft., 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)

Space 5 ft.; **Reach** 5 ft.

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 none

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.

Vrock, Demon

CR

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

XP 6,400

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

Init +6; **Senses** darkvision 60ft.; **Perception** +23

DEFENSE

AC 22 touch 11 flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

Defensive Abilities DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 21 **Dex** 15 **Con** 25 **Int** 14 **Wis** 16 **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-10)

Treasure none

SPECIAL ABILITIES

Dance of Ruin (Su): A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex): A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su): Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Ysslid-Ra, Glabrezu

CR 13

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

XP 25,600

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

Init +0; **Senses** darkvision 60ft., true seeing; **Perception** +26

DEFENSE

AC 28 touch 8 flat-footed 28 (+20 natural, -2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4 **Will** +11

Defensive Abilities DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vlocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31 **Dex** 11 **Con** 31 **Int** 16 **Wis** 16 **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical(pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7,

Use Magic Device +17

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, or troop (1 glabrezu, 1 succubus, and 2-5 vlocks)

Treasure standard

SPECIAL ABILITIES

Rend(Ex): When the glabrezu hits with 2 pincer attacks on the same target that target is rent for 2d8+15 points of damage.

Samzael, Nalfeshnee, Demon

CR 14

A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands.

XP 38,400

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

Init +5; **Senses** darkvision 60ft., true seeing; **Perception** +31

DEFENSE

AC 29 touch 13 flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

hp 203 (14d10+126)

Fort +22, **Ref** +9 **Will** +21

Defensive Abilities DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +23 (3d8+11/19-20), 2 claws +23 (2d6+11)

Space 15 ft.; **Reach** 15 ft.

Special Attacks unholy nimbus

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vlocks 50%)

STATISTICS

Str 32 **Dex** 13 **Con** 29 **Int** 23 **Wis** 22 **Cha** 20

Base Atk +14; **CMB** +27; **CMD** 42

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, or warband (1 nalfeshnee, 1 hezrou, and 2-5 vrock)

Treasure standard

SPECIAL ABILITIES

Unholy Nimbus (Su): Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

Errod West, Ranger 15

CR 14

Skilled ranger, hunter and master of the West Manor.

XP 38,400

LN Medium Humanoid (Human)

Init +7; **Senses ; Perception** +20

DEFENSE

AC 22 touch 17 flat-footed 15 (+5 armor, +6 Dex, +1 feats)

hp 127 (0d8+15d10+30+15)

Fort +15, **Ref** +20 **Will** +11

OFFENSE

Speed 40 ft.

Melee Longspear +18 (1d8+4)

Ranged Longbow, Composite +29 (1d8+8 x3), or Longbow Composite +27/27/22/17 (1d8+8 x3) range 165

Space 5 ft.; **Reach** 5 ft.

Special Attacks Favored Enemy (+2 attack pathfinder only) +2 damage. Number of Favored enemies = 4

Favored Enemy -2 +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Favored Enemy. Magical Beasts, Demons, Animals, monstrous humanoids.

Spells

Spells Known:

Ranger Spells

Level 1 (4) DC 13

Detect Animals or Plants (Divination)[] X 1

V,S rng: Long 400ft + 40ft / level Dur: Concentration, up to 10 min./level (D)

SV None Area: Cone-shaped emanation

Longshot (Transmutation)[] X 1

V, S, M/DF (a piece of fletchi rng: Personal Dur: 1 minute/level

SV - Area: you

Description: This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject

Pass without Trace (Transmutation)[] X 1

V,S,DF rng: Touch Dur: 1 hour/level (D)

SV Will negates (harmless) Area: One creature/level touched

Tireless Pursuit (Transmutation)[] X 1

V, S, M rng: Personal Dur: 1 hour/level (D)

SV - Area: You

Description: Ignore fatigue while hustling.

Level 2 (3) DC 14

Bears Endurance (Transmutation)[] X 1

V,S,DF rng: Touch Dur: 1 min./level

SV Will negates (harmless) Area: Creature touched

Description: Grants the subject a +4 enhancement bonus to Constitution

Hunters Eye (Divination)[] X 1

V, S, DF rng: Medium 100ft + 10ft / level Dur: 1 minute/level

SV None Area: one creature

Description: +20 on Perception checks to locate a target.

Locate Weakness (Divination)[] X 1

V, S, M/DF (a pickled predator rng: Personal Dur: 10 minute/level

SV - Area: you

Description: You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice

Level 3 (2) DC 15

Darkvision (Transmutation)[] X 1

V,S,M rng: Touch Dur: 1 hour/level

SV Will negates (harmless) Area: Creature touched

Description: See 60 ft. in total darkness.

Diminish Plants(Transmutation)[] X 1

V,S,DF rng: See Text Dur: Instantaneous

SV None Area: See text

Level 4 (1) DC 16

Freedom of Movement (Abjuration)[] X 1

V,S,M,DF rng: Touch Dur: 10 min./level

SV Will negates (harmless) Area: You or creature touched

Description: Subject moves normally despite impediments to movement.

STATISTICS

Str 16 Dex 24 Con 15 Int 13 Wis 14 Cha 9

Base Atk +15; CMB +18; CMD 35

Feats Far Shot, Many Shot, Rapid Shot, Shot on the Run, Armor Prof. Light, Medium, Deadly Aim, Dodge, Endurance, Evasion, Fleet, Fleet 2, Martial Weapon Prof., Pinpoint Targetting, Point Blank Master, Point Blank Shot, Precise Shot, Shield Prof., Simple Weapon Prof., Weapon Focus (ranged)

Skills Climb 17, Craft Bowyer 12, Escape Artist 13, Handle Animal 12, Heal 13, Intimidate -1, Know Dungeon 12, Know Geography 14, Know Nature 14, Open Lock 11, Perception 20, Profession (Cooking) 20, Stealth 25, Survival 20, Swim 3

Languages Common

SPECIAL ABILITIES

Camouflage (Ex): Can hide in any sort of terrain

Evasion (Ex): Reflex save no damage instead of 1/2

Favored Terrain (Ex): +2 bonus on init, know geog,

Perception, Stealth, Survival in selected terrain (hills, mountains, swamps)

Quarry (Ex): 1/day as a standard action 1 target +2 attack, criticals confirmed and can take 10 on track

Swift Tracker (Ex): Can follow tracks at normal speed no penalty

Track (Ex): Adds half level on Survival skill checks made to follow or identify tracks.

Trap Sense (Ex): Reflex save and AC when dealing with traps bonus 5

Wild Empathy (Ex): Improve attitude of an animal

Woodland Stride (Ex): Can move through undergrowth at normal speed

MAGIC ITEMS

Amulet of health (+4) +4 con (16000gp)

+3 *Leather* (9000gp)

Belt of giant strength (+4) +4 STR (16000gp)

Boots winged Fly 3/day for 5mins (16000gp)

Bracers of archery greater +2 ranged attack +1 dam (25000gp)

Cloak of resistance (+4) +4 saves (16000gp)

Gloves of dexterity (+6) +6 dex (36000gp)

Bag of holding (Type I) 250 lbs (2500gp)

Potion of Cure serious wounds - (750gp)

Potion of Cure serious wounds - (750gp)

Potion of Cure moderate wounds - (300gp)

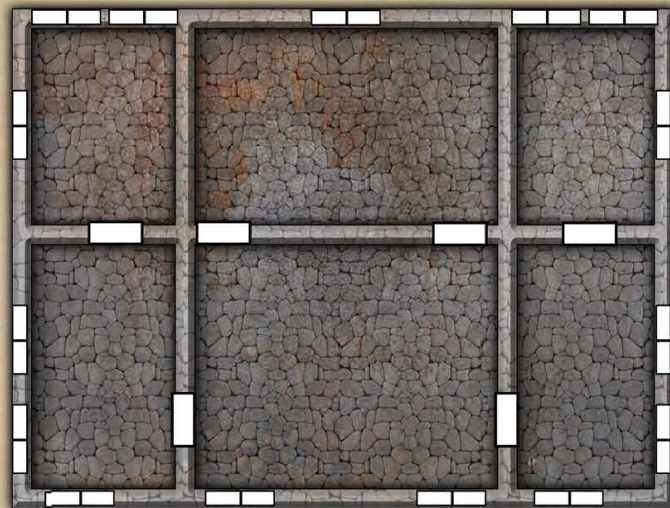
Potion of Cure light wounds - (50gp)

Vest of escape +4 open locks +6 escape artist (5200gp)

Wand of Cure light wounds - (750gp)

+3 (+4 *special ability*) *Longbow ,Composite* (98000gp)

Huntsman Ranged : Gain the enhancement bonus on Survival checks to track any creature damaged in the past day and deals +1d6 damage to those tracked. (+1 bonus)



WEST MANOR







Dear cousin,
I hope this letter finds you well.

Having not heard from you in quite some time, we became worried that your adventurous ways had come to terrible conclusion. It is with great relief and love that I am happy to hear of your daring tales from traveling bards. It brings ~~me~~ and me such pride to know that one of our own is making such a difference and becoming quite the hero. It is in this regard that I write to you out of desperation. Normally I would not ask so much of you, nor wish any harm to befall you, but our need is great.

A great trouble stirs in Weston. I fear to write of it for doing so may call down the beast's wrath, to which we have, so far, been excused. If you could, whilst on your journeys, please come to Weston with those you trust and put an end to our terrible blight. You would have a warm home to come to, fresh home cooked meals, and I even believe the mayor has a sizable reward for ridding the town of its woe. We fear for our safety.

Sincerely and lovingly yours,
Peter and ~~me~~.

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A 3.5/PATHFINDER COMPATIBLE ADVENTURE FOR 4-6 PCs OF LEVEL 12.

In the idyllic country town of Weston a call has gone out for adventurers to slay a mighty white worm. Are you brave enough to face down a mythical beast and save the town? Or will you and your friends be worm food?

The country town of Weston is besieged by a mythical white worm. The townsfolk have been appeasing the worm with tributes and sending out brave adventurers to combat and slay the beast, although all attempts have so far failed. Accepting the deadly mission, our adventurers must delve into the secrets of Weston and uncover a sinister secret by their most trusted ally, Errod West. Will the group allow Errod's secret to doom the town, or will they allow him to make a noble sacrifice for the sake of all, or perhaps they may even uncover another option and return Weston to peace?

Rife with adventure, mystery, and intrigue, The White Worm of Weston will test the mettle of 4-6 characters of 12th level.

Inspiration: This work was inspired by the Tale of The Lambton Worm, an old northern English folk tale with elements you may find familiar from classic tales such as Melville's *Moby Dick* and Bram Stoker's *Lair of the White Worm*. If you are familiar with these stories, or can read a synopsis of the plot elements, many elements of this adventure may become more fulfilling. Understanding Errod's drive to slay the white worm hearkens to Captain Ahab's quest for the white whale. Indeed the Worm itself is a classical representation of supernatural horror and intrigue that Bram Stoker so poignantly captured in *Dracula* and other novels. I hope this adventure inspires game masters to look more to classic literature for inspiration and ideas, as the core motivations of characters and villains expressed throughout history's greatest works are a virtual cornucopia of adventure ideas waiting to be brought to life and experienced around a table once more.