



Level 1

in Stoneboline









DARK DAYS in Stoneholme

Dark Days in Stoneholme is a Pathfinder Roleplaying Game compatible adventure suitable for four to six PCs of 1 st-2nd level, ideally suited for a group of dwarven adventurers. It is recommended that you have access to the Stoneholme section of the Rise of the Drow revised & expanded edition (2014) but it is not necessary to run the adventure.

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"Dark Days in Stoneholme" is a 3.5 OGL & Pathfinder Compatible Adventure designed for four to five 3rd 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.

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ADVENTURE BACKGROUND



any years ago when the dwarven city of Stoneholme was founded, its leaders and citizens renounced all ties with the archdevil Dispater, making it illegal to worship or consort with either demons or devils. But just because a thing is illegal, it does not follow that it won't be done—over the years, a small number of dwarves continued to serve Dispater, acting as his agents within the city. The current chief of these devil-worshippers is a royal adviser named Shtawn Deppenkhut, a clever, charismatic dwarf with great ambitions and the patience to play a long game.

Lord Deppenkhut has—through careful manipulation—set a number of schemes into motion, the first of which is about to pay dividends for him. The crafty dwarf has indirectly and subtly encouraged a small group of demon-worshipping dwarves, the Flintblade clan, to ally themselves with a group of like-minded goblins. These unlikely allies have concocted a rather bizarre plan to overthrow the current Stoneholme regime. The plan involves the summoning of supernatural darkness, behind which demonic forces (led by the Flintblades and goblins) can easily cast down the powers that be. To facilitate this plan, the goblins' priest conducts grisly rituals in the his cavernous temple, creating physical nuggets of supernatural darkness, alongside arcane gems called dark-heart rubies. The Flintblade dwarves are to scatter the rubies in various places around the city, after which they will smash apart the dark-nuggets, unleashing waves of supernatural darkness. Already the Flintblades have begun experimenting with the process in preparation for a larger event.

While it is unlikely that the plan of these demon worshipers has any great chance of actual success, the unleashed darkness nonetheless brings a great deal of terror to Stoneholme and, more importantly, it gives Lord Deppenkhut a chance to thrust himself into the spotlight by arranging for a group of heroes to end this threat to the city.

ADVENTURE SYNOPSIS

Waves of supernatural darkness have begun terrorizing the city of Stoneholme, a darkness of such a nature as to stymie even darkvision. Worse yet, as the darkness rolls through the city it brings with it dangerous creatures of shadow. While in Stoneholme the PCs find themselves caught in one of these darkness-events as a group of nearby dwarven children are attacked by a group of shadow creatures. The party has the opportunity to rescue the children and defeat the monsters.

Following their heroism, Lord Shtawn Deppenkhut, invites the PCs to dine with him, entreating them to find the source of the darkness plaguing the city. He points them to an empty glassworks where the darkness has lingered. Investigating the area of darkness reveals both the presence of a minor demon and a curious arcane black ruby. Deppenkhut, upon learning of the gem, tells the party about the tribe of goblins who are known to make such things. The PCs, making the trek through the Underworld, arrive at last at the goblin's cavernous home. There they discover the goblins are fervent followers of M'shku, a demon lord of darkness, warrens and rats. Defeating the goblins and their lycanthropic priests, the party uncovers evidence of a link between the goblins and the Flintblade clan of dwarves in Stoneholme, along with details of a secret entrance into the Flintblade manor from outside the city.

ADVENTURE HOOKS

At the beginning of the adventure, each of the PCs finds themselves in close proximity to one another in Stoneholme when a wave of darkness sweeps across the city and shadow creatures attack a group of dwarven children. The adventure assumes the party reacts to this threat and thus come to the attention of Shtawn Deppenkhut, an influential member of the city. Thereafter, Deppenkhut enlists the PCs to aid him in finding and eliminating the darkness and its dangers.

It is not necessary that the party know each other prior to the adventure, though there is no reason, either, that they can't. The exact reason for the PCs to be in Stoneholme is up to each player, but, bearing in mind that Stoneholme is a mildly xenophobic city of dwarves and that non-residents—non-dwarves in particular—have a hard time finding full acceptance, here are some suggestions for how the PCs might find themselves in the Underworld settlement: The PC is a dwarven native of Stoneholme.

• The PC is trying to establish commercial ties and goodwill with the city as an ambassador from a surface community.

• The PC is collecting notes on Stoneholme and on the culture and dangers of the Underworld, either for themselves or for another.

• The PC traveled to Stoneholme as a hired hand with a caravan, but is now unemployed.

CHAPTER I: DARKNESS COMES TO STONEHOLME

Adventure Location: Stoneholme

Location: Stoneholme is a dwarven steadfast on the Long Road, east of Embla. History: Founded by the Deepthunder clan after a long trek through the Underworld, Stoneholme was established in blood and diabolically dark-dealings with Dispater, who claimed the lives and souls of many noble dwarves. Now, many centuries later, demon and devil worship alike are outlawed upon pain of death or banishment. The city remains aloofly neutral in Underworld politics, refusing to trade with any of the races that abound beneath the surface.

Dangers: Shadow creatures and drunk dwarves. **Lighting:** Dim to Bright. While the streets of Stoneholme are lit by irregularly spaced torches, many of the dwarves enjoy bright lamp-light in their homes, the better to appreciate the intricate workmanship of their furnishings, and the glint of gold and gems.

Walls: Stone

2)

Doors: Stone, heavy wood, or iron.

Mood/Theme: The city of Stoneholme is a bastion of safety in a perilous realm—the dwarves are suspicious of outsiders, but otherwise polite. Amongst themselves, they are routinely jovial, boisterous, and opinionated. The streets, while seldom thronged, are likewise only rarely empty. Within their workshops the dwarves are busy and efficient, working diligently to maintain or advance their place in the world. During Dark Days in Stoneholme, however, there is an air of fear and suspicion in the city.



introduction

Before the adventure begins, the PCs should be informed of the general mood of the city and have a chance to buy any additional supplies they feel are warranted by the situation. Because of the increased demand, the price of holy water has temporarily doubled.

Stoneholme, Underworld city of the dwarves, possesses a well deserved reputation as a stalwart fortress of safety in a land of peril. Defended by thick walls, effectual mystical guardians and the stout arms of doughty warriors, Stoneholme has traditionally feared very little. But in recent days the city has been plagued by a series of unusual occurrences. Twice now, waves of supernatural darkness have washed over the settlement at irregular intervals, bringing with it foul creatures of shadow. The cause of this darkness is unknown, but the entire city is on edge and the Temple of Industry has been doing a brisk business in holy water because of it.

Skill Check Knowledge (local)

DC 12

Before the adventure begins, each PC has the opportunity to determine if they have heard any of the following rumors.

Success

The PC knows one rumor. For each 5 points by which the check exceeded the difficulty, the PC knows one additional rumor

Rumors (1d10)

The darkness is the work of Underworld demons. The High Craftsman Emberburrow encourages all dwarves to be more attentive to their spiritual duties. (partially true; a DC 12 Knowledge (local) check confirms that the High Craftsman has been very forceful in his preaching of late)
 The darkness is a warning for the king. Some say there are places in the palace where the walls drip blood. (false)

3. The shadow creatures attacking the city are the souls of dwarves lost in the deep places of the world. Some, taking the forms of rats, can only be hurt by holy water. (partially true)

4. A dwarven warrior was found dead in his bed following one of the first episodes of darkness. His flesh was both desiccated and gnawed. (partially true)

5. The only place impervious to the darkness is the halls of the Temple of Industry, where the power of the god of Industry keeps the faithful safe. (true)
6. Since the darkness first came, there have been an increase in attacks on caravans coming to Stoneholme. Just three days ago, a group of goblins took several human merchants prisoner. (true)
7. The darkness is the work of kobolds who have built an ingenious darkness generator. (false)
8. The darkness is the work of the surface races, whose laziness and insolence is well known to all. (false)

9. The darkness is an omen of the end of all things and true dwarves must be ready to give an accounting to the God of Industry for how they toiled in life. (false)

10. There is a dwarf living near the market who was seen conjuring demons before the first wave of darkness struck. (false)

Encounter

As the adventure begins, the PCs are at an intersection of two minor thoroughfares five blocks from the Market in a residential section of the city. It is very likely that they themselves are either on their way to or from the Market.

The intersection of Copper Street and Hammer Avenue, not far from the market, is marked by a tall finely-wrought iron pedestal crowned with a perpetually burning flame of green and gold. Several dwarven youngsters are playing a game of Goblin Skull near the pedestal, knocking the round stone ball back and forth with their wooden mallets.

...all of a sudden, there is a subtle change in the air, a gathering stillness. Looking westward, you see a wall of solid blackness moving down the street towards you. Darkness has returned to Stoneholme. The darkness comes in two waves. The first wave of darkness moves fast, reaching the PCs in 1 round and covering the entire area. Supernatural in nature, it overcomes darkvision though it does not affect the darkvision of evil creatures. The initial darkness lasts 2 rounds. During the first round, the children in the area express fright. During the second round, one child screams in pain. When the darkness lifts, two black, rat-like shapes can be seen attacking a young dwarven-boy. These are undead shadow-rats. Both rats begin the encounter solid, but when one of them is slain, the other turns incorporeal.

A Dark Encounter

Hammer Avenue



Copper Street



SCALE IN FEET

10

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A second wave of darkness can be seen on the "horizon." This wave arrives in 1d4 rounds, bringing with it a lesser shadow. Because they are evil, the darkness does not affect the senses of the shadow-creatures. The second episode of darkness lasts 1d4 rounds.

When the PCs prove themselves to be capable of dealing with the attacking shadow creatures, the dwarven children cling to them throughout the episode, attempting to place the PCs between themselves and danger.

Incorporeal



An incorporeal creature has no physical body. It is immune to all nonmagical attack forms,

including fire such as from a torch, and is harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally. Incorporeal creatures cannot be tripped or grappled. Additionally, they move absolutely silently and cannot be heard with Perception or Listen checks.

Darkness, Supernatural

When in supernatural darkness,

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creatures are effectively blinded. In addition to the obvious results of this condition, in combat all opponents are effectively concealed, so that blinded combatants have a 50% miss chance when attacking, lose their Dexterity bonus to AC, take a -2 Penalty to AC, and suffer a -4 penalty to Perception checks.

Fiendish Shadow-Rat (2)

XP 400

NE Tiny Undead

Init +2; **Senses** darkvision 60 ft., scent; Perception +8

CR1

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 3 (1d8+1) Fort +1, Ref +2, Will +3

Defensive Abilities incorporeal form, shadow-blend; Immune undead traits; SR 6

OFFENSE

Speed 40 ft., climb 15 ft. Melee bite +4 (1d3–2 plus 1d2 Strength damage plus disease) Special Attack smite good 1/Day Space 2½ ft.; Reach 0 ft.

STATISTICS

Str 6, Dex 15, Con —, Int 2, Wis 12, Cha 12 Base Atk +0; CMB +0; CMD 8 (12 vs. trip) Feats Skill Focus (Perception), Weapon Finesse Skills Acrobatics +2 (+6 jump), Climb +10, Perception +8, Stealth +14; Racial Modifiers +4 Stealth, Shadow-rats use their Dexterity modifier for Climb checks.

SPECIAL ABILITIES

Disease (Ex) Shadow fever: Bite—injury; save Fort DC 11, onset 1d2 days, frequency 1/day, effect 1d3 Str damage and 1d3 Con damage, cure 2 consecutive saves. The save DC is Charisma-based.

Incorporeal Form (Su) A shadow-rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow-rat loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow-rat is AC 16 (+2 deflection, +2 Dex, +2 size), touch 15, flat-footed 13. The shadow-rat can still attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow-rat gains the incorporeal subtype while using this ability.

Shadow-blend (Ex) A shadow-rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.

Strength Damage (Su) A shadow-rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die—at least, not until the shadow-rat's physical damage takes its toll.

CR 1

Fiendish Lesser Shadow

XP 400

CE Tiny Undead Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +1 dodge, +2 Dex) hp 6 (1d8+2) Fort +2, Ref +2, Will +2 Defensive Abilities channel resistance +1, incorporeal, shadow-blend; Immune undead traits; SR 6

OFFENSE

Speed fly 40 ft. (good) **Melee** incorporeal touch +2 (1 Strength damage) Special Attacks smite good 1/day

STATISTICS

Str —, Dex 15, Con —, Int 5, Wis 10, Cha 14 Base Atk +0; CMB +2; CMD 15 (can't be tripped) Feats Dodge

Skills Fly +6, Perception +8, Stealth +6; **Racial Modifiers** Perception +4

SPECIAL ABILITIES

Strength Damage (Su) The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect. Shadow-blend (Ex) In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.

Should the PCs run out of resources capable of dealing with incorporeal creatures, an NPC dwarf armed with holy water arrives on the scene.

Following the encounter, other dwarves arrive on the scene (some of them parents of the children). The dwarven children eagerly tell their elders what transpired and, so long as the PCs acted heroically to save the children, the parents are very grateful. This gratitude earns the party two rewards. One of the fathers, a gem-cutter named Hoskun Deppenkhut (a second cousin of Shtawn Deppenkhut), promptly gives a rather expensive gold chain to the PC who did the most damage against the shadow creatures. Additionally, within a few hours a representative from the Temple of Industry lets the party know that they can receive free healing for any hit point or ability damage they received.

Treasure

X

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A gold chain valued at 200 gp

DARK DAYS

Over the next two days there are two more episodes of the supernatural darkness. These waves of inky blackness continue to spawn shadow creatures (both lesser shadows and shadow-rats). They also foster the growing sense of panic within the city. There are three potential encounters the PCs might have at any point following their first encounter, but before they leave the city to investigate the Felltooth goblins.

encounter 1) a rat in the beer

This encounter occurs in a tavern while the PCs are relaxing. Darkness strikes and then is gone. Afterward, the patrons slowly begin to talk nervously and quietly. As the barkeep goes to draw a beer, an inky blackness flows out from the tap and into the mug. Moments later a black rat-face pops out of the mug, startling the barkeep who throws the mug across the room and towards the PCs.

CR 1

Fiendish Shadow-Rat

XP 400

hp 3 (The Tome of Horrors Complete) Weapon Focus (greataxe) **Skills** Climb +9, Knowledge (dungeoneering) +7, Perception +5, Survival +5 **Languages** Common, Dwarven **Rage Power** low-light vision, nightvision **Combat Equipment** masterwork greataxe, chain shirt, potion of cure light wounds (x2); **Equipment** sunrods (x2), tanglefoot bag

Feats Extra Rage, Extra Rage Power (nightvision),

ENCOUNTER 2) AN ANGRY SURFACE DWELLER

A human barbarian—Tarx Wolfjaw, stuck in Stoneholm while awaiting employment with a caravan heading for the surface—has become agitated and short-tempered due to the recent episodes of darkness. While walking through Stoneholme, Tarx

stumbles into one of the PCs and immediately demands an apology. The barbarian begins with a Hostile attitude, and unless calmed, decides to take his frustrations out on the offending PC.

encounter 3) a shadow-rodent of unusual size

This encounter can take place anywhere at any time. An episode of darkness strikes, after which an immense rat-like shape coalesces out of the shadows, taking the physical form of a five-foot long dire rat with jet-black fur. The monster fights in corporeal form until it takes damage, at which point it becomes incorporeal.

Tarx Wolfjaw, human barbarian 3 CR 2

XP 600 CN Medium humanoid (human) Init +1; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 14 (+4 armor, +1 Dex) hp 28 (3d12+9) Fort +5, Ref +2, Will +0 Defensive Abilities uncanny dodge, trapsense +1

OFFENSE

Speed 40 ft.

Melee masterwork greataxe +8 (1d12+4; 20/x3) **Special Attacks** rage (16/day)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 9, **Cha** 11 **Base Atk** +3; **CMB** +6; **CMD** 17

Adv. Fiendish Dire Shadow-Rat CR 3

XP 800

NE Small Undead Init +5; Senses darkvision 60 ft., scent; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 15 (+5 Dex, +4 natural, +1 size) hp 17 (2d8+10) Fort +5, Ref +5, Will +5 Defensive Abilities incorporeal form, shadow-blend; Immune undead traits; SR 8

OFFENSE

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Speed 40 ft., climb 20 ft. **Melee** bite +7 (1d4+2 plus 1d3 Strength damage plus disease)

Special Attack smite good 1/Day

STATISTICS

Str 14, Dex 21, Con —, Int 3, Wis 16, Cha 20 Base Atk +1; CMB +2; CMD 17 (21 vs. trip) Feats Skill Focus (Perception), Weapon Finesse Skills Acrobatics +6 (+10 jump), Climb +9, Perception +10, Stealth +13; Racial Modifiers +4 Stealth

SPECIAL ABILITIES

Disease (Ex) Shadow fever: Bite—injury; save Fort DC 15, onset 1d2 days, frequency 1/day, effect 1d3 Str damage and 1d3 Con damage, cure 2 consecutive saves. The save DC is Charisma-based.

Incorporeal Form (Su) A dire shadow-rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow-rat loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow-rat is AC 16 (+2 deflection, +2 Dex, +2 size), touch 15, flat-footed 13. The shadow-rat can still attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow-rat gains the incorporeal subtype while using this ability. **Shadow-Blend (Ex)** A dire shadow-rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.

Strength Damage (Su) A dire shadow-rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die—at least, not until the shadow-rat's physical damage takes its toll.

DEPPENKHUT MAKES AN OFFER

The morning following the PCs first fight with the shadow creatures and the rescue of the dwarven children, they each individually or collectively (depending on their relationship to one another) receive an invitation to have dinner that evening with Shtawn Deppenkhut, Royal Adviser to the King. The dinner is to be held in The Golden Pick, the city's most prestigious restaurant. Deppenkhut has reserved a private room in which to entertain the party and when they arrive, they are each escorted back to the room Deppenkhut has reserved for the occasion. The food served is indeed delicious, at least to the dwarven palate. Any non-dwarves are treated rather aloofly by the staff of the restaurant.

tapestries, each depicting different scenes from the founding of Stoneholme. The table in the middle of the room is a stout stone one, surrounded by stone benches atop which sit plush cushions. As you enter, your host-a well dressed grey-beard with a bald pate-stands and introduces himself, "greetings and welcome, I am Shtawn son of Strawn, son of Staut of clan Deppenkhut and currently an adviser to the king. Have a seat. Have food. And after, business." Once the PCs are amiable to discussing business, Shtawn wastes no time in bringing up the recent waves of darkness and the party's heroism. He hopes to interest them in helping him discover the cause of the darkness and ending it. In truth, Shtawn knows full well what is happening, though he is a master liar (with a +22 Bluff skill) and will not knowingly divulge his total understanding of the situation. What he does tell the PCs is that there is at least one section of the city where darkness seems to be lingering: an abandoned glassworks which he would like the party to investigate. He is willing to reward them with 200 gp each for bringing him information from the site, and if they agree to the task, will gift them with an aubade pendant to help with the investigation. Shtawn asks the PCs to act quickly, offering to meet them the following evening at the restaurant to discuss their findings.

If the party asks questions, Deppenkhut does his best to answer them without revealing his real interests or motives, purporting that patriotism is his sole motivation to get to the heart of the matter. He learned about the workshop's condition from informants he will not divulge, and thinks that private adventurers will be more amiable to taking direction from him than the captain of the guard would be. Shtawn does not mask his feelings of contempt for the captain; he makes it clear he thinks the guard is suitable for keeping order, but slow in actually investigating what is obviously an immediate threat.

As soon as the PCs agree, he gives them a card with the address of the glass workshop in question, the aubade pendant, and an ornate wooden box (lined with red velvet and containing 10 vials of holy water). Shtawn tells them to meet him again at The Golden Pick on the following evening to report their findings at the workshop.

The private room is decorated with two

Aubade Pendant

Aura strong evocation; CL 12th Slot none; Price 10,000 gp; Weight 1 lbs.

DESCRIPTION

A clear crystal set on a fine gold chain, an aubade pendant sheds light continually, as a torch. Twice per day, when a command word is spoken, the pendant creates a 15-ft. sphere of bright light centered on and moving with the pendant. Within this sphere of influence, all darkness effects, regardless of source, are nullified and creatures receive a +2 circumstance bonus to Perception, Spot or Search checks. The effect lasts for 30 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, daylight; **Cost** 5,000 gp

Lingering darkness

Due to the demise of the Quartzfell clanhead, the lack of an heir and the slowness of the city's bureaucracy, the old Quartzfell Glassworks has been empty for twenty years. Sitting on Stonework Boulevard between other small workshops (all of which are active), the small glass factory is rather nondescript and few of the dwarves that pass by it daily have yet noticed anything amiss within. The workshop lies near to the Flintblade manor, a fact that the PCs might not immediately recognize, but the import of which should eventually become clear. The Flintblades, an anarchist clan of demon-worshipping dwarves, are allied with the Felltooth goblins and believe they can arrange a complete breakdown of government in the city. Their initial plan involves the placement of dark-heart rubies around the city; it has already begun, with experimental placements of six in out of the way places, so as to determine whether the devices will work as desired. The location of the other five dark-heart rubies already in the city, should the PCs decide to investigate are as follows: two have been placed in the sewers, two are located in a single, vast (though seldom visited) warehouse used to store old weapons and armor, and one in an empty set of apartments under construction (the Flintblades have the contract for the building of said apartments).

The glassworks has eight foot high ceilings throughout, stone walls and floors, and thin iron doors, rusted with age and neglect. The floor of the second

Quartzfell Glassworks





A1

2nd floor



A5 A5

× 10 ×

story has become unstable and has collapsed in two places.

The entire building is currently affected by the supernatural darkness that has been plaguing the city, but the aubade pendant—as well as being an effective tool against the demon within-allows the PCs some ability to negate the problem. Destroying the darkheart ruby in area A3 or encasing the ruby in metal or stone dispels (or negates) the darkness. When the party arrives all of the interior doors are open. As the magic of the ruby cannot fully penetrate stone and iron, shutting any particular door is enough to negate the affect of the ruby on the side of the door away from the ruby.

QUARTZFELL GLASSWORKS

Al. WORKSHOP EXTERIOR

The outer stone walls of the Quartzfell glassworks suggest nothing sinister. Only if one attempts to peer through the lone window on the front of the building does one realize no light enters into blackness of the interior. The iron front door (A1-A) is unlocked. The side-door is locked and the lock is rusted and thus more difficult to pick (DC 25 Open Lock/Disable Device).

A2. FOYER

This room once served as a reception area but it is now completely empty, except for broken stone strewn across the floor (the remnants of the collapsed floor of Area A4 above). When the party enters the room it is occupied by a single shadow-rat which immediately attacks the first person to step into the chamber. If the PCs use the aubade pendant to produce light in this room, the demon above them is alerted to their presence due to the hole in the ceiling.

CR 1

Fiendish Shadow-Rat



hp 3

A3. WORKROOM

The largest room in the building, this area was where most of the original glass work was done. A 10-foot wide furnace dominates the southern half of the room, and four stone tables are spaced around the edge of the northern half. Just north of the furnace is a partially sunken vat filled with broken pieces of glass. Stairs lead up to the stone walkway on the second floor, the middle of which has

collapsed. Those that fall through this opening on the walkway (a likely occurrence if they are wandering blind in the darkness, moving by sense of touch) land in the broken glass in the vat; treat this as a Pit Trap (Search/Perception DC 22, Reflex DC 20 to avoid), taking 1d6 plus 1 bleed worth of damage on a failed save.

When the PCs first enter there is a shadow-rat and a lesser shadow in this room, both of which attack immediately.

Fiendish Shadow-Rat

XP 400 hp 3

Fiendish Lesser Shadow

XP 400 hp 6

Skill Check Perception or Spot

DC 12

CR 1

CR 1

(DC 24 in total darkness)

Success

The PC notices the dark-heart ruby on the floor near to the vat of broken glass.

Dark-Heart Ruby

Aura strong abjuration; CL 3rd Slot none; Price 2,000 gp; Weight -

DESCRIPTION

This ruby is ebony in color and does not reflect light. When a dark-heart ruby is within the area of effect of any darkness effect, the ruby maintains that specific effect indefinitely, out to a radius of 30-ft. from itself. The darkness maintained by a dark-heart ruby is blocked by stone or iron of any thickness and encasing the ruby in either substance is one way to negate the effect, though only destroying the ruby permanently ends the effect. If a second darkness effect is cast in the area of an already activated ruby, the ruby will maintain the stronger effect. A dark-heart ruby has a hardness of 6 and 6 hp.

CONSTRUCTION

Requirements Craft Wondrous Item, deeper darkness; Cost 1,000 gp

11)

Shadow Dretch

CR 3

XP 800

CE Small outsider (chaotic, demon,

evil, extraplanar)

Init +2; **Senses** darkvision 120 ft.; lowlight vision,; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) hp 18 (2d10+7)

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

Defensive Abilities shadow-blend; DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 8

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1 Spell-Like Abilities (CL 2nd; concentration +2) 1/day—cause fear (DC 11), darkness, stinking cloud (DC 13), summon (level 2, 1 shadow dretch 30%)

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11 **Base Atk** +2; **CMB** +2; **CMD** 14

Feats Toughness Skills Escape Artist +7, Perception +5, Stealth +13; Racial Modifiers +4 Stealth Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets) SQ Shadow-blend

SPECIAL ABILITIES

Shadow-blend (Su) In any illumination other than bright light, a shadow dretch blends into the shadows, giving it concealment.

Fiendish Lesser Shadow

CR 1

XP 400 hp 6

Treasure

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10 cut malachite stones valued at 15 gp each

5 uncut bloodstones valued at 20 gp each 6 cut bloodstones valued at 30 gp each masterwork gem cutter's tools valued at 150 gp

A4. THE DEMON-LAIR

A minor demon has taken up residence in the largest upstairs room. This room is devoid of furnishings, except a lone stone table. The body of a dwarf, mostly eaten and unidentifiable, lies under the table. Though the clothes of the dwarf would tend to indicate poverty, the pouches on his belt tell a slightly different story.

The demon does not like light, and, while not overly intelligent, it will cannily stay in the darkness as long as possible while attacking any intruders into the building. If the dark-heart ruby on the first floor is destroyed, the demon will be more direct in its attacks, fighting to the death.

A5. UPSTAIR ROOMS

Both of these rooms were once used as small workrooms and storage rooms, but they are currently empty except for stone tables. A single lesser shadow moves between these two chambers and will exit into

A3 if it hears the sounds of combat. Anything of value was carted out of these rooms long ago.

CHAPTER 2: JOURNEY THROUGH THE UNDERWORLD

As soon as the PCs report back to Deppenkhut with an accounting of what they found, he pays them as agreed. Any mention of the dark-heart ruby causes him to grow very serious. He responds, by saying, "I have heard of such things, and believe I may know something of where you need to turn your attentions. I shall say no more, but meet me here again tomorrow." The following day, assuming the party agrees to meet with him, Lord Deppenkhut arrives at the restaurant with maps of some of the surrounding cavernous regions. He draw the PCs' attentions to a set of honey-combed caverns seven miles northwest of Stoneholme.

"These caverns are known as the Sandstone Warrens," says Deppenkhut. "They are favored by goblins, and periodically efforts are mounted to drive the vermin out, but always they return. Sources tell me that a clan of goblins known as the Felltooths have recently moved into some of the caves and that, in the past, they have been known to make rubies such as the one you found. I would like you to travel to the warrens, find the Felltooths, and, assuming they have something to do with our recent problems, put a stop to it. And, whatever else you do, find evidence, if there is any, of something closer to home. The warrens are too far away for the effects we are seeing. I would not be surprised to find there are villains closer at hand!" Lord Deppenkhut, if asked, is willing to pay the PCs another 200 gp each for this second endeavor, going up to as much as 300 gp each if the PCs can succeed at a DC 16 Diplomacy check to convince him to do SO.

THE JOURNEY TO THE GOBLIN CAVES

Though the Sandstone Warrens are only seven miles from Stoneholme, there are no good paths there from the city and the journey is at least a two day excursion through the Underworld's twisting caves. In several areas it is necessary to climb, both up and down, and the PCs are well advised to travel with ropes and climbing equipment, a fact that Deppenkhut makes plain to them, though he leaves all such matters in their hands.

For every twelve hours spent in the Underworld there is a 25% chance of a random encounter.

Skill Check - Survival DC 12 or Knowledge (Dungeoneering)

Each day spent traveling, it is necessary for the PCs to make a skill check to ensure they make sufficient progress towards their goal. If the PCs lose the maps Lord Deppenkhut gave them, the DC is increased by 6.

Success

The party makes progress on their journey. Initially the PCs need two successes in order to reach the Sandstone Warrens. Certain choices while traveling may increase the number of days spent on the passage, and thus the number of successful checks needed.

THE WALL OF KNIVES

The path forward is blocked by a massive cliff of black slag, thrust up through the ground. Your maps indicate the quickest way forward is up the cliff. However, the stone comprising the wall is full of a multitude of small, jagged ridges, like thousands of knife blades, and the ground at the bottom of the cliff resembles nothing so much as a bed of stone spears. The cliff wall is 50 feet high. Finding another route through the Underworld is possible but doing so adds another day to the journey. If the PCs successfully climb the wall, award experience as if they had defeated a CR 3 creature.

DC 15

Skill Check - Climb

Success

For each climb success, the PC moves 1/4 of their normal speed up the wall. **Failure**

Those that fail the check by more than 5 points fall. If the fall is sufficient to take damage there is a chance the PC is also pierced by rocks at the floor of the cliff (+4 melee, 1d6 plus 1 bleed)

Special

Each person climbing the wall faces the danger of cutting themselves as they climb. Roll each round as if the wall were attacking (melee +5, 1d2 plus 1 bleed). Any ropes used on the wall are likewise attacked each round.

SPIDERS IN THE DARK

Just ahead, the tunnel you are traversing narrows, becoming fifteen feet in width. Ominously, excepting a five foot area through the center of the tunnel—likely cleared by the passage of previous travelers—it is filled with massive webs. The web filled passage is eighty feet in length and houses two earthen spiders, giant spiders with an affinity for earth and rock. The spiders, in addition to being able to burrow through stone, can move freely through the web-filled areas; all other creatures must succeed at a DC 12 Strength or Dexterity check to

Earthen Spider (2)

Earth-infused giant spider

XP 600

N Medium vermin (earth) Init +2; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

CR 2

DEFENSE

AC 15 touch 12, flat-footed 13 (+2 Dex, +3 natural armor) hp 19 (3d8+6) Fort +4, Ref +3, Will +5 Defensive Abilities elemental body; Immune mind-affecting effects; Resist acid 10

OFFENSE

Speed 30 ft., burrow 30 ft. (rock 15 ft.)(no tunnel); climb 30 ft.Melee bite +4 (1d6+2 plus poison)Special Attacks web (+5 ranged, DC 13, hp 2)

becoming stuck in any webbed area and, even then, the area is treated as difficult terrain. The webbing is flammable, burning at the rate of 5 feet worth of webbing a round. Any creatures within a space containing burning webs takes 2d4 points of fire damage (DC 12 Reflex save to take half damage). PCs who choose to find an alternate route add an additional half a day to their journey.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** —, **Wis** 12, **Cha** 1 **Base Atk** +2; **CMB** +4; **CMD** 16 (28 vs. trip) **Feats** Iron Will **Skills** Climb +18, Perception +5 (+9 in webs), Stealth +9 (+13 in webs); **Racial Modifiers** +4 Perception (+8 in webs), Stealth +7 (+11 in webs), +16 Climb

SQ grounded

SPECIAL ABILITIES

Elemental Body (Ex) An earthen spider is partially elemental and has a 25% chance to avoid poison, paralysis, sleep or stunning effects. It also has a 25% chance to avoid critical hits.

Grounded (Ex) While in contact with the earth, an earthen spider gains a +1 morale bonus on attack and damage rolls.

Poison (Ex) Bite – injury; save Fort DV 15, frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save



EVIDENCE OF A CAMP

The smell of old smoke, mixed with that of guano, lingers in the large chamber through which you are passing. A small stream flows through the western end of the cavern, and, on the far side of the stream, there is a wide alcove, the ceiling of which is ten feet high and smoke-stained.

There is evidence of an old camp within the alcove. A fire pit in the middle of the alcove contains ashes and charred rat bones. The area, which makes an ideal place to rest—having ready access to fresh water and being highly defensible—has been well-used by the Flintblade dwarves and the Felltooth goblins for clandestine meetings (the last of which was two days ago, and the next of which is scheduled for a month from now).

Skill Check - Perception, Search or Survival



Success

The PC examining the camp site finds evidence of dwarves, including a discarded belt pouch with a large hole in it. The pouch has the Flintblade rune burnt into the its side and still contains a bit of dwarven fungal-bread. There is also evidence of goblins having used the camp recently, including a broken goblin blade stuck into a crack in the wall of the alcove.

A BLOOD-RED MİST

The passage you have been following terminates at a twenty foot drop down into a larger chamber. Your maps indicate that the tunnel continues on the other side of the cavernous room. The air in the room below you has a faint coppery flavor to it, reminiscent of blood.

The chamber is 40-feet wide and long with a 30-foot high ceiling. The floor below is littered with stalagmites, rocks, and numerous bones and desiccated corpses belonging primarily to rats, goblins and kobolds (though there is also the recently slain body of a dwarf propped against the southern wall, below the cliff entrance into the room). The room is inhabited by a vampiric mist which eagerly attacks any potential food within its chamber. The mist, which adopts a vaguely humanoid shape when attacking, will not pursue individuals out of its chamber and attempts to flee if reduced to 6 or less hp.

Vampiric Mist

CR 3

XP 800

NE Medium abberation (air, water)

Init +8; **Senses** darkvision 60 ft., senseblood 60 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex) hp 30 (4d8+12) Fort +4, Ref +5, Will +5 Defensive Abilities amorphous; DR 5/magic Weaknesses vulnerable to fire

OFFENSE

Speed fly 50 ft. (perfect) **Melee** touch +7 (bleed plus blood siphon) **Special Attacks** bleed 1d6

STATISTICS

Str —, Dex 19, Con 16, Int 7, Wis 13, Cha 10 Base Atk +3; CMB —; CMD — Feats Improved Initiative, Weapon Finesse Skills Fly +12, Perception +8, Stealth +11 Languages Aklo SQ blood overdose, misty form

SPECIAL ABILITIES

Blood Siphon (Ex) A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

Blood Overdose (Su) When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2bonus to its Armor Class and on Reflex saves, and can take one additional move action each round. Misty Form (Ex) A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size for the purposes of how wind affects it.

Sense Blood (Ex) A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

in the sandstone warrens

The Sandstone Warrens, comprised of a multitude of tubular tunnels and

rounded chambers carved out of sandstone caverns, is a maze half a mile wide and three times as long. Many of the passages and rooms have evidence of prior occupation in the form of carvings on the walls and old fire pits. The maps the PCs have been provided of the Warrens are not much help, and the party will to have to discover the location of the the Felltooth temple for themselves. For every hour spent exploring The Warrens, there is a 20% chance of the PCs meeting 1d6

goblins. There are currently three different clans to be found in sections of the Warrens. 50% of the goblins met will belong to the Fell-

tooth clan, 20% of the goblins will be Dungblades and the remaining 30% will be Vermineater goblins. The various lairs of these three clans are all beyond the immediate scope of this adventure. The exact reaction of the goblins to the party is dependent upon which tribe the PCs meet.

Felltooth Goblins: Any Felltooth goblins which meet the party will initially assume any dwarves are members of the Flintblade clan and will address them as such, calling them (in Goblin), "Flintbladedwarf-friends," and asking them why they are "visiting." Dwarven PCs who attempt to Bluff the goblins must succeed at a DC 16 Bluff check to maintain the facade. Otherwise the goblins soon realize their mistake and attack, shouting out in Goblin, "You not Flintblade-dwarf-friends!" Captured Felltooth goblins can be "persuaded" to show the party where their temple is if the PCs succeed at a DC 12 Intimidation check. Felltooth goblins have a ratty sort of appearance and, if there are more than 4 of them, will be accompanied by 1d2 trained dire rats.

> Vermineater Goblins: Vermineater goblins attack all other creatures on sight, fight for 1d4 rounds and then flee. Captured Vermineaters will gladly show the PCs the way to the Felltooth temple in exchange for their lives, though they will fight to the death rather than allow themselves to enter the feared location. Vermineaters can be identified from the armors they make using the carapaces of giant insects.

Dungblade Goblins: Dungblade goblins do

not immediately attack intruders to the area, and will instead attempt to parley with PCs. They have suffered greatly at the hands of the Felltooth goblins and are anxious for a chance to show stout looking warriors the way to the Felltooth Temple, though they are shrewd enough to ask for payment for their services (accepting whatever they think they can get away with). Dungblade goblins tend to smell just a little worse than other goblins, and their weapons are stored in filth, so that any struck by them must make a DC 12 Fortitude save or contract filth fever. Without goblin guides, there is a cumulative 10% chance each hour spent exploring that the PCs find the entrance to the temple on their own.

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CHAPTER 3: FELLTOOTH TEMPLE OF M'SHKU

The Felltooth clans once dwelt exclusively in the rooms which now serve as a temple dedicated to M'shku, demon lord of rats and darkness. Having conquered and assimilated several of the other smaller goblin tribes native to the Sandstone Warrens and having claimed other lairs as their own, the only Felltooth goblins which inhabit the temple are the elite of their tribe, hand-selected to defend their unholy house of worship. Within the temple, the chiefpriest of the goblins, a human wererat by the name of Krinchmunch, conducts vile rituals to conjure forth condensed nuggets of dark-matter from the Plane of Darkness for use by the Flintblade clan in Stoneholme.

If the PCs make multiple forays into the temple, slain goblins are replaced at the rate of 1d4 every 2 days

Adventure Location: The Felltooth Temple



Location: The Sandstone Warrens

History: The Felltooth goblins have long worshiped M'shku, demon-lord of rats and darkness. Recently their religious fervor has been directed by Krinchmunch, a wererat priest led to the goblins by a series of drug-induced visions. Under his direction, they have made subtle changes to their traditional lair, rendering it into a full-fledged temple to their demon-god.

Dangers: goblins, dire rats, wererat priests, lesser shadows and Krinchmunch

Lighting: Darkness and Supernatural darkness. Areas B5 – B10 each contains a dark-heart ruby embedded into the center of the floor or ceiling. Destroying the ruby or encasing it in rock or stone destroys the effect for that room. **Walls:** Sandstone

Doors: Heavy curtains

Mood/Theme: The temple complex is dark and oppressive, full of noisome odors and disconcerting sounds. Chitterings and squeaking sounds echo through the rooms, as does the sound of flowing water.

and the dire rats are replaced at the rate of 1 a week. Slain priests are not replaced.

Bl. FORTIFIED ENTRANCE

The entrance to the temple lies on the southern wall of a vast sandstone chamber, measuring some 300feet long from east to west and 60-feet wide north to south. The chamber itself has a low ceiling (12-feet high), smells of smoke, and possesses several camp sites with old, well used fire-pits. There is a 25% chance that 2d6 goblins affiliated with the Felltooth clan are camping in the chamber at any particular time.

The floor of the southern portion of the vast sandstone chamber slopes up at a twenty degree angle. In the center of the sloped floor, crude steps have been carved leading up to a recess protected by two low defensive walls. Mounted on them are what appear to be some very large crossbows. Above the recess a crude figure, vaguely resembling a horned bat in the center of a spiral, has been painted on the ceiling. Besides any goblins encamped in the area, there are always four goblins stationed behind the defensive walls, watching for intruders or other goblins. The slope and size of the room make it easy for the guards to spot danger (granting them a +4 circumstance bonus to Spot/Perception checks), especially if the PCs are using lights of any sort, (which grants an additional +4 circumstance bonus to the guards Spot/Perception checks). The four heavy crossbows mounted on the walls serve as ballistas for the goblins, though they are not proficient in their use (+1 ranged; 1d12; 19-20/x2) and they fire these at approaching enemies before switching to shortbows and javelins. The goblins hurl challenges and abuses liberally as they attack, but should two or more of them be killed, the remainder attempt to flee up the stairs. There are 12 extra crossbow bolts stored in a crate against the wall.

Skill Check -Knowledge (religion)

DC 14

Success

The symbol painted above the entrance is a crude representation of the demon-lord, M'shku, whose purview is rats and darkness.



Temple Goblin (4)

XP 400

Goblin warrior 3 CE Small humanoid (goblinoid) Init +6; Senses darkvision 60 ft.; Perception -1

CR 1

DEFENSE

AC 17, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 shield) hp 23 (3d10+6) Fort +4, Ref +3, Will +0

OFFENSE

Speed 30 ft., **Melee** long sword +3 (1d6; 19-20/x2) **Ranged** short bow +5 (1d4; 20/x3) or javelin +5 (1d4; 20/x2)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6 Base Atk +3; CMB +2; CMD 14 Feats Improved Initiative, Toughness Skills Climb +6, Ride +12, Stealth +12; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin Treasure studded leather armor, small steel shield,

longsword, short bow with 20 arrows, 2 javelins

M'shku



The demon-lord M'shku, lord of darkness and rats, is not well known on the surface world, excepting in a few cultures where he is associated with the destruction of crops by rodents. In the Underworld he is venerated by goblins, grimlocks, and some evil minotaurs. He is frequently pictured as a stag-horned, bat-winged, rat-like creature sitting at the heart of a spiraling maze. Many of the priests serving him are wererats, and this particular strain of lycanthropy is considered a mark of distinction among his followers. His priests have access to the Animals, Darkness, Evil, and Trickery domains.

B2. GUARD STATION

Enemies which make it past the initial defenses must thereafter climb steep, uneven stairs in the face of goblin arrow-fire. The stairs leading into this room count as difficult terrain. The two goblin guards stationed at the top of the stairs are accompanied by a pair of the large, coal-black dire rats. The supernaturally enhanced rats are utterly vicious and fight to the death, but if one of the goblins is killed, the remaining goblin(s) attempts to flee into Area B3.

CR 1

Dark-blessed Dire Rat (2)

XP 400

N Small animal

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4 (+8 in total darkness)

DEFENSE

AC 17, touch 17, flat-footed 12 (+1 deflection, +5 Dex, +1 size) hp 5 (1d8+1)

Fort +3, **Ref** +7, **Will** +1

Defensive Abilities shadow-blend; Resist cold 5 **Weaknesses** light sensitivity

OFFENSE

Speed 40 ft, climb 20 ft, swim 20 ft **Melee** bite +6 (1d4 plus disease) **Special Attacks** blinding strike, disease (filth fever DC 11)

STATISTICS

Str 10, Dex 21, Con 13, Int 2, Wis 13, Cha 8 Base Atk +0; CMB -1; CMD 14 (18 vs trip) Feats Weapon Finesse Skills Climb +13, Perception +4 (+8 in total darkness), Stealth +18, Swim +13; Racial Modifiers Perception +4 in total darkness, Stealth +4 uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Blinding Strike (Su) Once a day on a critical hit, the dark-blessed dire rat can strike an opponent blind (DC 9 Fortitude negates). The save is Charisma based.

Shadow-blend (Su) As a move action, the dark blessed dire rat can disappear into the shadows, gaining total concealment in all levels of illumination save bright light.

CR 1

Temple Goblin (2)

XP 400 hp 23

B3. PRIMARY DEN

The smell of old urine and other vile things pervades this large chamber. Piles of rags are scattered across the floor, and there is a wide stream of water along the eastern wall; the sound of its bubbling fills the room. The stream enters via a five-foot high waterfall and flows out through a low tunnel to the south-east. There are passages leading from the chamber on both its north and south ends. The smell comes primarily from the shallow latrine the goblins have carved out along the western wall of the room. The stream (which is two feet deep at its deepest) is used by the goblins for fresh water. The stream's tunnel, though eight feet wide, is only three feet tall and the majority of it is filled with water. If the alarm has not been raised, 1d4+2 of the goblins in this room are asleep. The goblins located here periodically switch out a few at a time with the goblins stationed at the two guard posts (B1 and B2), though not according to any easily discerned pattern. Goblins in this chamber, including those which might have fled from other chambers, fight to the death.

of the dire rats kept by the goblins. The rats eagerly attack any PCs which enter the chamber.

Temple Goblin (6)

XP 400 hp 23

B4. LARDER

The stream from Area B3 flows into and through this room, collected in a four foot deep pond before seeping out through small openings in the southern wall. The goblins inhabiting the temple are supported by tribute brought from other lairs, stored in this room. There are several clay jars containing suspect foodstuff kept in the cold waters of the cave pond. Barrels of pickles, mushroom wines, dried roots, and cured meat are scattered around the chamber as well. A fire pit in the middle of the floor, currently cold and unlit, is used to cook food. There is an iron spit

CR 1

CR 1

Dark-Blessed Dire Rats (2)

XP 400 hp 5

suspended over it, and besides the pit, a cast iron kettle and stack of dried fungal-timber to be used for fuel. The room is also home to two The supernatural darkness situated in Area B5 spills out into the southwestern portion of this room.

B5. ELİTE DER

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This chamber is filled with supernatural darkness centered on the dark-heart ruby embedded in the floor. As elsewhere in the temple, this darkness does not affect the darkvision of evil creatures. The room itself contains four piles of fur and cloth used as beds by the four Elite Temple Goblins which make this den their home. There is a large chest against the southern wall which contains the guards' valuables and a weapons rack that holds an assortment of armaments taken from prisoners. One of these unused weapons is magical, a fact missed by the priests when they were looting the body of a victim. If the alarm has not been raised, there is a 50% chance the two goblins in this room are asleep. If one of the goblins is killed, the other attempts to flee to Area B6.

Elite Temple Goblin (2)

CR 2

XP 600

Goblin warrior 3/rogue 1 CE Small humanoid (goblinoid) Init +6; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 shield) hp 30 (3d10+1d8+8) Fort +4, Ref +6, Will +0

FORT +4, **Kel** +0, **W**

OFFENSE

Speed 30 ft. Melee longsword +3 (1d6; 19-20/x2) or longspear (1d6; 20/x2; reach) Ranged javelin +6 (1d4; 20/x2) Special Attack sneak attack +1d6

STATISTICS

Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 6 Base Atk +3; CMB +2; CMD 15 Feats Improved Initiative, Toughness Skills Acrobatics +7, Bluff +2, Climb +7, Intimidate +2, Knowledge (local) +4, Perception +3 (+4 to find traps), Ride +13, Stealth +14; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin SQ trapfinding Treasure studded leather armor, small steel shield, longsword, 2 javelins

supernatural darkness emanating from a dark-heart ruby embedded in the floor. Two goblins and two dire rats, all of which fight to the death, are always stationed here for the purpose of preventing all but the priests from going further. In combat the goblins attempt to flank opponents, either with one another or (more likely) with their rat companions. The dire

CR 2

CR 1

Elite Temple Goblin (2) XP 600

hp 30

Dark-Blessed Dire Rat (2)

XP 400 hp 5

Pit Trap

XP 400

Type mechanical; Search/Perception DC 20 (22 in total darkness); Disable Device DC 20

CR1

Trigger location; Reset none **Effect** 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a

10-ft.-square area)

Treasure

50 pp, 210 gp, 3027 sp 2 diamonds valued at 200 gp each +1 battleaxe

In the passage north of the room is a simple pit trap, disguised only by the darkness emanating from the chamber.

BG. TEMPLE GUARDS

This unfurnished room is blanketed in

rats are trained to respond to the goblins and will attack those they are ordered to attack.

B7. PRIEST'S WORKROOM

This room, used by Krinchmunch for the creation of his dark-heart rubies, is blanketed in supernatural darkness emanating from a dark-heart ruby embedded in the floor and smells strongly of smoke and strange spices. The chamber contains three rickety tables filled with an assortment of worn laboratory tools, bottles and jars containing arcane ingredients, and other paraphernalia denoting an arcane workshop. A preserved giant snake hangs coiled from the ceiling (measuring 30-feet long) and a gigantic horned rat's head (a foot and a half in diameter) is mounted on the north wall above one of the tables. Carved steps lead up to a chimney-less furnace set against the southern wall. There is a locked iron

Treasure



mounted giant horned rat-head valued at 100 gp preserved giant snake valued at 30 gp **On the tables:** arcane ingredients valued at 2,000 gp **In the chest:** 4 nuggets of darkness (see below) 3 dark-heart rubies (inactive)

Nuggets of Darkness

Using a ritual revealed to him in fevered dreams, Krinchmunch has been creating nuggets of condensed matter taken from an evil corner of the Plane of Darkness itself. These round, black marble-like beads feel cold to the touch and absorb all light. They have a hardness of 4 and 5 hp. When struck with sufficient force so as to shatter, a nugget explodes dealing 2d6 cold damage to all creatures within 30 feet and creating a massive spherical wave of darkness which sweeps out ½ a mile from the center of the explosion. The darkness so triggered can create momentary portals allowing minor creatures from the Plane of Darkness into the Material Plane.

chest (DC 16 Disable Device or Open Locks to bypass) under the westernmost table, the key to which is held by Krinchmunch. Anyone other than Krinchmunch who attempts to use the substandard equipment in the room for any item creation or alchemical work suffers a -2 penalty to their skill checks due to the poor condition of the tools.

B8. LAVORATORY

This small room is incredibly noisome and foul. The priests use it exclusively as a lavoratory. Any PC entering the room must succeed at a DC 12 Fortitude save or contract filth fever. Those that search the chamber (which has nothing of value) increase the DC of this save by +4.

B9. PRIEST'S QUARTERS

This room is blanketed in supernatural darkness emanating from a dark-heart ruby embedded in the floor. The chamber is used by the two Goblin Priests of M'shku who labor in the temple under Krinchmunch's oversight. There is a 50% chance for each priest that they will be in this room at any given time. If they are in the room and the alarm has not been raised, there is a 50% chance the priest in question is asleep. If either of the priests are not in the room, they will be found in Area B11. Both priests will always be found in their hybrid form.

The room contains two dirty piles of rags and furs, used as beds by the priests, as

well as a single chest containing extra robes of various textures. The priests' valuables are kept in their nests.

Goblin Priests of M'shku (2)

Dark-blessed wererat goblin cleric 2 (Hybrid Form) **XP 1200** CE small humanoid (augmented goblinoid, shapechanger)

Init +9; **Senses** darkvision 90 ft., low-light vision, scent; Perception +3 (+7 in total darkness)

CR 3

DEFENSE

AC 22, touch 17, flat-footed 17 (+3 armor, +1 deflection, +5 Dex, +2 natural, +1 size) hp 13 (2d8+4)

Fort +5, Ref +5, Will +6 Defensive Abilities shadow-blend; DR 5/silver; Resist cold 5 Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +4 (1d6+1; 20/x2) and bite -1(1d3+1 plus disease and lycanthropy) Special Attacks blinding strike (1/day), channel negative energy (3/day, 1d6, DC 10), disease (filth fever, DC 13), lycanthropy (DC 15), touch of darkness (6/day, all opponents have concealment from target for 1 round), touch of evil (6/day, target is sickened for 1 round)

Spells Prepared (CL 2; concentration +2) **1st** — cause fear (DC 14), cure light wounds, obscuring mist, protection from good (DC 14) **Orisons** — bleed (DC 13), putrify food and drink, resistance, virtue

Domains Darkness, Evil

STATISTICS

Str 12, Dex 21, Con 15, Int 10, Wis 16, Cha 10 Base Atk +1; CMB +1 ; CMD 16 Feats Blind-fight, Improved Initiative Skills Knowledge (religion) +5, Perception +3 (+7 in total darkness), Ride +9, Spellcraft +5, Stealth +14; Racial Modifiers +4 Ride, +8 Stealth, +4 Perception in total darkness Languages goblin SQ change shape (goblin, hybrid, and dire rat, polymorph), curse of lycanthropy, darkness affinity, orisons, rat empathy Treasure studded leather armor, masterwork heavy mace, unholy symbol, potion of cure light

wounds, scroll of cause light wounds

SPECIAL ABILITIES

Blinding Strike (Su) Once a day, on a critical hit, the priest can strike an opponent blind (Fortitude negates). The DC for the save is equal to 10 + 1/2 the Creature's HD + the Creature's Charisma modifier.

Dark Affinity (Su) Any darkness spells the priest casts have an effective CL of +2 and are considered either enlarged or extended (caster's choice).

Treasure

4 flawed rubies valued at 35 gp each a large masterwork cold-iron dagger scroll of bless

cursed potion (detects as cure light wounds; DC 26 Spellcraft to properly identify as cursed: dazes drinker for 1d6 rounds, deals 1d4 points of temporary Charisma damage and turns hair green; DC 16 Fortitude negates daze and halves Charisma

damage)



BIO. KRINCHMUNCH'S QUARTERS

This room, which serves as Krinchmunch's private quarters, is blanketed in supernatural darkness emanating from a dark-heart ruby embedded in the floor. The chamber contains a bed, an old desk and a table with a half-eaten kobold leg on it. There is a 50% chance that Krinchmunch is in this room, otherwise he can be found in Area B11. The desk is covered with papers of potential interest to the PCs.

Skill Check -Perception or Search



Success

The PC finds a letter from the head of the Flintblade clan addressed to Krinchmunch detailing the plan to unleash darkness upon Stoneholme, a manifest for arcane ingredients bearing the Flintblade seal, and two maps. The first map details the area around a camp site used by the Flintblades and the Felltooths to meet (described in The Journey to the Goblin Caves) and the second map shows the location of a secret door outside of Stoneholme which connects to a tunnel leading into the Flintblade manor.

Krinchmunch

CR 5

Dark-blessed wererat human cleric 4 (hybrid form)

XP 1600

CE Medium Humanoid (augmented human, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent ; Perception +4 (+8 in total darkness)

DEFENSE

AC 21, touch 16, flat-footed 16 (+3 armor, +1 deflection, +5 Dex, +2 natural) hp 34 (4d8+16) Fort +7, Ref +6, Will +8 Defensive Abilities shadow-blend; DR 10/silver; Resist cold 5 Weaknesses light sensitivity

OFFENSE Speed 30 ft.

Melee mwk heavy mace +4 (1d8+1; 20/x2), bite +3 (1d4 plus disease plus curse of lycanthropy)

Special Attacks blinding strike (1/day), channel negative energy (4/day, 2d6, DC 13), curse of lycanthropy (DC 15), disease (filth fever, DC 14), touch of blindness (7/day, opponents gain concealment against target for 2 rds), touch of evil (7/day, target sickened 2 rds)

Spells Prepared (CL 4th; concentration +8) **2nd** – aid, blindness (DC 15), hold person (DC 15), spiritual weapon (+5, 1d8+1)

1st – cure light wounds, cause light wounds (DC 14), divine favor, obscuring mist, protection from good (DC 14)

Orisons – bleed (DC 13), guidance, purify food and drink, resistance

Domains Darkness, Evil

STATISTICS

Str 12, Dex 21, Con 16, Int 12, Wis 18, Cha 13 Base Atk +3; CMB +3; CMD 18 Feats Blindfighting, Craft Wondrous Item, Toughness, Weapon Finesse

Skills Knowledge (religion) +8, Spellcraft +8, Stealth +9, Perception +4 (+8 in total darkness); Racial Modifiers +4 Stealth, +4 Perception in total darkness

Languages Common, Goblin

SQ change shape (human, hybrid, dire rat; polymorph) dark affinity, rat empathy

Treasure studded leather armor, masterwork heavy mace,

SPECIAL ABILITIES

Blinding Strike (Su) Once a day, on a critical hit, Krinchmunch can strike an opponent blind (DC 13 Fortitude negates).

Dark affinity (Su) Any darkness spells Krinchmunch casts have an effective CL of +2 and are considered either enlarged or extended (caster's choice).

Treasure

2 scrolls of deeper darkness (both marked with a peculiar seal; a successful DC 16 Knowledge (religion) check reveals the seal to be a mark of Dispater used by some of his followers)

Bll. TEMPLE

The double chambers comprising the goblin's unholy sanctuary are blanketed in supernatural darkness emanating from a dark-heart ruby embedded in the ceiling of the stairwell leading from the tiered antechamber into the altar chamber.

The outer room is sometimes used by the goblins as a public worship hall, but only the priests ever enter the inner chamber. There are two sets of manacles on both the east and west walls of the outer chamber and two humans, a husband and a wife named Farlm and Ilsi Deepwold, are currently chained to the east wall awaiting their turn to be sacrificed. The Deepwolds are merchants who were on their way to Stoneholme when their caravan was attacked by goblins, and they handsomely reward the PCs with 400 gp if rescued and escorted to the dwarven settlement There are four ebony pillars at each corner of the altar room. In an alcove on the north wall, a great stone statue of a rat-like creature with stag horns and bat wings towers over a stone altar. There is a pool of brackish water in front of the altar. The pool is twelve feet deep and sacrifices are thrown into the it after they are slain. A pair of lesser shadows (servants of the priests) lurk in the pool, coming out to attack any intruders in the room.

Skill Check - Knowledge (reli- DC 16 gion) or Knowledge (planes)

Success

The PC recognizes the statue as a depiction of M'shku.

CR 1

Fiendish Lesser Shadow (2)

XP 400 hp 6

CONCLUDING THE ADVENTURE

Once the PCs have cleared out the goblin's temple, they have accomplished the task Deppenkhut gave to them. He is true to his word and pays them as soon as they return to Stoneholme and deliver their report. The evidence in the temple pointing to collusion between the goblins and the Flintblade dwarves is of especial interest to Deppenkhut and serves as a hook to further adventures.



DARK-BLESSED TEMPLATE

In the dark places of the world walk servants of the midnight shadows, creatures blessed with an affinity for the ebon emptiness of the unlit realms. Such creatures are often sworn to gods and demons of darkness, receiving special powers in return for their loyalty.

CREATING A DARK-BLESSED CREATURE

"Dark-Blessed" is an acquired template that can be added to any creature. A Dark-Blessed creature uses all the base creature's statistics and special abilities except as noted here. **CR:** +1

Armor Class: The creature gains a +1 deflection bonus to AC.

Senses: The creature gains darkvision to a range of 60 feet. If the creature already possesses darkvision, its

range is increased by 30 feet. The creature's darkvision is never hampered by supernatural darkness. In areas of total darkness (or when blinded) the creature gains a +4 racial bonus to Perception (or Spot and Listen)

Defensive Qualities The creature gains the Shadow-blend ability, granting it the ability to disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light; Resist cold 5 **Weakness** The creature gains light sensitivity. **Special Abilities:** A dark-blessed creature gains the following special abilities.

Blinding Strike (Su) Once a day, on a critical hit, the creature can strike an opponent blind (Fortitude negates). The DC for the save is equal to 10 + 1/2 the Creature's HD + the Creature's Charisma modifier.

Dark affinity (Su) Any darkness spells the creature casts have an effective CL of +2 and are considered either enlarged or extended (caster's choice).

Abilities Increase from the base creature as follows: +4 Dexterity, +2 Charisma. **Skills** The creature gains a +4 racial bonus to Stealth (or Hide and Move Silently) and in areas of total darkness (or when blinded) a +4 racial bonus to Perception (or Spot and Listen).

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Section 15: 1001 spells, Bestiary 1, Bestiary 2, Bestiary 4, The Tome of Horrors, The Tome of Horrors Complete, Advanced Bestiary, System Reference Document

Waves of supernatural darkness sweep over the subterranean city of Stoneholme, quenching lights and bringing with it foul creatures of shadow. After heroically defending a group of dwarven children from being ravaged by a group of these shadow beings, the PCs are approached by Shtawn Deppenkhut—one of the king's own advisers—and are offered the task of finding the source of the darkness that threatens the city.

The PCs investigation takes them through the Underworld to hidden caverns, where demon worshipping priests offer living sacrifices in an attempt to plunge Stoneholme into everlasting darkness, a first step in destroying the hated city once and for all, but as it turns out the priests aren't the only ones behind this unfolding plan to destroy Stoneholme.

Dark Days in Stoneholme is a Pathfinder/3.5 compatible adventure suitable for four to six PCs of 1st-2nd level that features low-level exploration in Aventyr's Underworld and intrigue both in and around the dwarven city of Stoneholme.

This fine dwarven-themed adventure includes:

- Dwarves, diabolists, and demons!
- The Underworld city of Stoneholme!
- Two new magical items, the aubade pendant (to light a wayward adventurer's path) and the dark-heart ruby (a devious stone of dark portent).
- The Dark-Blessed template, offering up a new means to embolden your monsters and NPCS!
- Two separate dungeons—the Quartzfell Glassworks and Felltooth Temple!