



# A murder in Stoneholme

MURDER IN STONEHOLME IS A PATHFINDER ROLEPLAYING GAME COMPATIBLE ADVENTURE SUITABLE FOR FOUR TO SIX PCS OF 3RD-4TH LEVEL, IDEALLY SUITED FOR A GROUP OF DWARVEN ADVENTURERS. ACCESS TO THE STONEHOLME SECTION OF THE RISE OF THE DROW REVISED & EXPANDED EDITION (2014) IS RECOMMENDED, BUT NOT NECESSARY, TO RUN THE ADVENTURE.

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## CREDITS

Publisher: Jonathan G. NelsonAuthor: Jonathan McAnultyEditor: Mike MylerCartographers: Tommi Salama & Jonathan G. NelsonCover Art: Mates Laurentiu

Interior Artists: Jacob Blackmon, Matt Bulahao, Storn Cook, Gary Dupuis, Justin Hernandez, Rick Hershey, Jack Holliday, Mates Laurentiu, Eric Lofgren, Sade, Peter Szmer

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"A Murder in Stoneholme" is a 3.5 OGL & Pathfinder Compatible Adventure ideally suited to a group of dwarven PCs, but designed for any 4-6 PCs of levels 3-4.

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

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 has already begun to unfold. The crafty dwarf indirectly and subtly encouraged a small group of demon-worshipping dwarves, the Flintblade clan, to ally themselves with a group of like-minded goblins, the Felltooth tribe. These unlikely allies concocted a rather bizarre plan to overthrow the current Stoneholme regime. The plan involved the summoning of supernatural darkness, behind which demonic forces (led by the Flintblades and goblins) would then easily cast down the powers that be. The goblins, for their part, used grisly rituals to create physical nuggets of supernatural darkness, alongside arcane gems called dark-heart rubies. The Flintblade dwarves scattered these rubies around the city and smashed apart the dark-nuggets, unleashing waves of supernatural darkness, veritable portals to the Plane of Shadows. Alas for the plan, Deppenkhut arranged for the destruction of the Felltooth goblins and now works to make sure the Flintblades are likewise brought to justice. All in an effort to increase his standing in the court.

The Flintblades are not yet aware of the destruction of their goblin allies, though they soon will be, and are currently awaiting to arrange another shipment from the now deceased tribe. But as they wait, they are not idle. Led by clan patriarch, Ruhlk Flintblade, the dwarves have summoned a demonic patron to advise and serve them in their machinations, using the body of Ruhlk's oldest son, Ruerht, as a vessel for the demon to inhabit. The cruel demon, Sulvyikhon, has a bloodthirsty appetite and the possessed dwarf now stalks the streets of Stoneholme seeking out victims to torture, mutilate and eat.

## ADVENTURE SYNOPSIS

Stoneholme is a city staggered by recent events. First there were the episodes of supernatural darkness; darkness which brought with it shadowy monstrosities and horrors. Now, three dwarves have been found cruelly murdered: their bodies cut and partially eaten. Worse yet, there are rumors that it was clearly a dwarf responsible for the attrocities. Meeting with Lord Deppenkhut, the PCs are urged to look into the deaths. Even as they begin their investigation, Lord Deppenkhut lets "slip" publicly the news that the PCs are one the case, and Ruhlk Flintblade sends two demonic servants to dispatch the PCs. Meanwhile, the demon Sulvyikhon takes it upon himself to also pay the PCs a visit. Though disguised, Sulvyikhon leaves behind a clue pointing to the Flintblade clan.

The Flintblade manor is nigh impervious to a frontal assault, but there is a secret back entrance to the manor. The PCs, either through their previous adventures in Dark Days in Stoneholme, or courtesy of Deppenkhut, are aware of this secret entrance and, at the behest of their noble patron, they undertake a mission to slay the Flintblades.

The PCs must navigate through or around traps, overcome foul opponents, and find their way into the chambers of Ruhlk Flintblade if they hope to end this threat to the city.

#### Lord Deppenkhut

The adventure background sets up Lord Deppenkhut as a major villain and, admittedly, he doesn't do much villainous in this adventure. This is intended to allow the PCs to create a relationship with Deppenkhut which will then be undermined in the third in this series of adventures. You should keep in mind during the adventure that Deppenkhut is doing all of this to try and make himself look good, and secondly, the Flintblades do not know about his involvement in any of their affairs. That being said, though Lord Deppenkhut is a master liar (Bluff +22), a PC with a high enough Sense Motive may at times be able to pick up on his obfuscations. Likewise, when an attack is made on his life (Event Six), the masks momentarily slips. However, to the PCs, he is always cordial and helpful.

## ADAVENTURE HOOKS

If the PCs have completed the events of Dark Days in Stoneholme, then the adventure begins when they return to Stoneholme after encountering the Felltooth goblin tribe. Three murders have already taken place. Some PCs, assuming they have the map showing the secret entrance to the Flintblade clan's manor, may want to head directly into the manor to deal with the demon-worshiping dwarves. Prudence, however, suggests that the PCs first check in with their patron, Lord Shtawn Deppenkhut. Assuming they do so, the nobleman wants them to temporarily postpone invading the manor in order to see if a series of recent murders might be related in some way to the Flintblade's activities.

#### 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:** Drunk dwarves, minor demons, and shadow-creatures.

**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

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 Murder in Stoneholme, however, there is an air of fear and suspicion in the city.



If the PCs have not completed the events of Dark Days in Stoneholme, the adventure begins with the PCs stumbling upon the scene of the third murder and confronting the possessed dwarf, Ruerht Flintblade, responsible for the murder. Though the dwarf gets away, the PCs find themselves caught up in the investigation. They are subsequently interviewed by Lord Deppenkhut, who commissions them to find the killer and clear their names. The reason for the PCs to be in Stoneholme in the first place is left to the DM. If they are dwarves, it is possible they are natives of the city. Likewise, the city has commercial ties to over-world nations, and these ties often bring non-dwarves into the city, as ambassadors, merchants, and mercenary guards.

#### Dark Days in Stoneholme



Murder in Stoneholme can be used as a stand-alone adventure, or as a sequel to Dark Days in Stoneholme. In that

adventure, waves of supernatural darkness terrorized the dwarven city and the PCs were sent by Lord Deppenkhut to destroy the Felltooth goblin tribe. Assuming they succeeded in that, this adventure picks up right where the previous adventure left off, with the PCs returning to Stoneholme. The first three murders committed by Sulvyikhon occurred while the PCs were absent from the city so that the PCs return only to find a new wave of panic sweeping the city.

## CHAPTER 1: MURDER COMES TO STONEHOLME

## introduction

PCs returning from defeating goblins, or who are new to the city, can easily discern in conversation with almost any citizen of Stoneholme, that the dwarves of the city are unnerved and suspicious.

### EVENT I) A MURDER!

**Note:** This event is specifically for PCs who have not completed Dark Days in Stoneholme. For those PCs who are returning from their confrontation with the Felltooth goblins, as described at the end of Dark Days in Stoneholme, it is recommended that you begin the adventure with Event Two: Deppenkhut's Request. If you use this encounter, it is not necessary for the PCs to know each other; being at the scene of a brutal murder brings them mutually to the attention of the authorities and thus Lord Deppenkhut.

#### Skill Check Knowledge (local)

DC 12

Before the adventure begins, each PC spending a day in the city, 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)

1. The recent spells of darkness and now these brutal murders show that demonic forces are at work in the city. (true.)

**2.** The king's youngest son has long been unhinged and it is he who has taken to the streets to butcher the dwarves of Stoneholme. (false.)

**3.** The guards say that the young dwarf maiden found killed two nights afore had been brutally cut and there were teeth marks on her flesh. (true.)

**4.** A carnivorous doppleganger is responsible for the murders, and he may appear as any dwarf he pleases. (partially true.)

**5.** These events show that the gods are angry at the dwarves of Stoneholme and have abandoned us because of our wanton ways. (false)

**6.** There have been almost no goblin attacks on caravans for over a week. (true.)

7. The murderer of the young dwarven maid found cruelly butchered is surely a kobold who has found a way into the city through the crypts. (false.)

8. The murderer of the young dwarven laid found cruelly butchered is surely a surface dweller, for we all know about their wicked ways. (false.)

**9.** A small black dragon has been seen in the market, stealing from the various shopkeepers, but it seems unnaturally fast and it has proven hard to catch. (true)

**10.** There is a dwarf living near the market who was seen conjuring demons before the first murder took place. (false.)

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The event happens as the PCs are each walking past a dead-end alley-way in the city of Stoneholme.

The bustle of Hammer Avenue fades behind you, as you journey down Copper Street in the dwarven city of Stoneholme. There are only a few dwarves walking the street at the moment, and you cannot help but notice that most are walking in two's or three's, a testament to the unease which has gripped the city.

As you pass close to a narrow, unlit alley, the calm is broken by a scream emanating from the alley: a dwarven woman calling for help. Her scream suddenly diminishes in strength, and then is silent.

Within the alley, a dwarven shop-keeper, Eklyia Hearthfall, has just been brutally murdered by the possessed Ruerht Flintblade.

#### **Ruerht Flintblade**

CR 5

#### **XP 1600**

Male demon(gallu)-possessed Dwarf Fighter 3/Rogue 2 CE Medium humanoid (chaotic, dwarf, evil) **Init +0**; **Senses** Darkvision 60 ft.; Perception +6

#### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor) hp 55 DR 10/cold-iron

#### OFFENSE

**Melee** +2 dagger +9 (1d4+6; 19-20/x2)

Ruerht's complete stats are provided in Chapter 2, area E12

AREA A. DEAD END ALLEY X X = MURDER SCENE SCALE IN FEET

Ruerht is wearing the shape of a red-bearded young dwarf, and unless interrupted, he will begin savagely eating parts of his victim. If interrupted, the villain will fight maniacally and cheerfully for two rounds before disappearing in a puff of sulfurous smoke. The murderer, being magically disguised, makes no attempt to hide his features. Ruerht's stats are provided more fully in Chapter 2.

#### Skill Check Knowledge (Local)



It is possible that PCs who see Ruerht Flintblade in his red-bearded magical disguise recognize the dwarf he is impersonating.

#### Success

The PC positively "identifies" Ruerht, as Lord Kolmin Fyrmane, one of the members of the royal council of advisors, the dwarf charged with overseeing building permits in the city. If a PC beats the difficulty by more than 5, they realize that it is not actually Lord Fyrmane, but is instead someone disguised as him.

#### **Development:**

Should the PCs do nothing, their presence near the scene of the crime is still noted and they each find themselves justifiably accused of being lax in their duties. They will subsequently find that the story of their inaction quickly gets around and all goods and services in the city are tripled in cost for them and they have trouble conducting any and all business in the city. It is with this in mind that Lord Deppenkhut subsequently contacts them with an offer to make amends and thus improver their reputation. Should the PCs intervene and fight with the murderous Ruerht Flintblade, when he disappears they find themselves at the scene of the crime, even as guardsmen burst onto the scene. The PCs will be initially taken into custody and questioned. When it becomes clear that the PCs were heroes, rather than the villain, they find themselves lauded and news of their intervention quickly gets out, bringing them to the attention of Lord Deppenkhut, who offers to pay them to investigate further. Similarly, the priests of the temple of industry offer the PCs free healing for any injuries sustained in melee with the murderer. It is very likely that the PC's description of the murderer points the dwarven authorities towards young Lord Kolmin Fyrmane, who is both innocent and who was, fortunately for him, busy giving

a speech before the Royal council at the time of the murder.

## EVENT 2) DEPPENKHUT'S REQUEST

Lord Shtawn Deppenkhut has recently increased his standing in the royal court, and he is eager to increase his standing even further as a patriotic problem-solver. Arranging for the elimination of the killer now stalking the streets of Stoneholme, as well as unmasking the Flintblades as demon-worshippers, is the means by which he plans on accomplishing this goal. To this end, he arranges to meet with the PCs at The Golden Pick, the city's most prestigious restaurant. If the PCs have worked for Deppenkhut before, they are quite familiar with both the dwarf-noble as well as the particulars of the restaurant. If they are not familiar with either, use the following text to introduce the setting.

The private room is decorated with two tapestries, each depicting different scenes from the founding of Stoneholme. The table in the middle of the room is a stout stone table, surrounded by stone benches, atop which sits 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."

If the PCs are reporting back from having wiped out the Felltooth goblins, Deppenkhut is quite congratulatory and listens carefully to all evidence they have collected. If the PCs are unfamiliar with him, but were witnesses to the most recent murder, then he listens to their tale and congratulates them heartily for any heroism they may have exhibited. Either way Deppenkhut seeks to make the PCs feel that he thinks they are exactly who he needs to help him with the dark matters at hand, before pressing his desires upon them. If the PCs have completed the events of Dark Days in Stoneholme, use the first of the following two narrations. If they have not, use the second.

"I have long suspected the Flintblade clan of dark deeds," says Deppenkhut gravely. "There is something not quite wholesome about their clan and the time swiftly approaches to deal with them. But first there is the matters of these murders. I will be frank. I have reasons to believe the Flintblades have something to do with the atrocities, and before I act,... before we act,... if I may count upon your support, I want to gather some additional evidence which I can bring before the king, and thus obtain sanction for what I know must be done. I wish for you to be my eyes, ears, and yes, my blades, in investigating and eliminating this threat.

"I have long suspected there are dark forces at work in this city," says Deppenkhut gravely. "I think I could name them, but I need more evidence. I believe these recent murders to be the key. I wish for you to be my eyes, ears, and yes, my blades, in investigating and eliminating this threat. Find me a name,... or even a clan,... and we will bring the evidence to the king and obtain sanction for doing what needs to be done.

Deppenkhut offers the PCs 150 gp each (a DC 15 Diplomacy roll can be used to increase this amount to 300 gp each) if they can bring him evidence of who is committing these murders, with assurances of greater reward when the miscreants are finally brought to justice. If the PCs are already wanting to go after the Flintblades because of prior evidence they have uncovered, he assures them that obtaining royal sanction for the battle is the wise legal course of action and that the king (and the guard) would frown upon merely breaking into a clan's manor and killing them all.

#### **Development:**

Assuming the PCs agree to investigate the crime, Deppenkhut gives them a royal writ of passage which allows them to investigate the scene of the first and second murders. Deppenkhut, suspecting the murderer is disguised somehow, also gives the PCs a small silk satchel containing 2 doses of Dust of the True Visage. Following the meeting, over the course of the next two days, Deppenkhut begins telling several people of the PC's involvement in the case and of his believe that they will be the ones, guided by his counsel, who will bring the murderer to justice.

## EVENT 3) INVESTIGATING THE SCENES OF THE CRIME

The first murder was committed in the basement of a bakery near to the market, the second occurred in a stone garden in the residential area of the city and the third occurred in an alley. The city guard has scoured all areas for clues, but in each case there remains evidence which the PCs might

#### Dust of the True Visage

Aura moderate divination; CL 9th Slot none; Price 2,250 gp; Weight --

#### DESCRIPTION

This silvery powder, when thrown on an individual who is magically disguised or polymorphed, allows all those within 30 feet to be able to discern the true features of the one enchanted. The user must be adjacent to the target and make a touch attack to apply the dust. The effect of the dust lasts for nine minutes. Dust of True Visage will not reveal invisible creatures nor will it reveal mundane disguises.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, true seeing; **Cost** 1,125 gp

be able to use, should they discern its significance. If the PCs approach the city-guard about examining the crime scenes, the royal writ they were given is enough to secure full cooperation. If they choose to investigate without notifying the guard, they are soon questioned by the same as to their activities, but again, the writ grants them authority to do so. Captain Eizinherzt is the dwarf in charge of the official investigation, and he has a total of four dwarves under his command. He is an intelligent individual who worked as a sellsword for several years before retiring from a life of wandering and settling down in the city in which he was born. He has no real problem with others doing his work for him, though he asks they report any significant finds to him, as well as to Deppenkhut. The more they cooperate with him, the less he interferes with their initiatives.

#### THE GOLDEN SCONE

The bakery in which the first murder occurred is called The Golden Scone, and it is owned by Bolmbir and Friykda Guldbrot. The victim was their daughter Hiylda and since the murder, the two have been too heartbroken to work. Nevertheless, their son, Bolfmir does small amounts of bread and cakes each day and, assuming the PCs examine the shop during the day, they will have no difficulty entering.

The Golden Scone is a small stone structure from which emanates the pleasing aroma of baking bread. The shop is unusual, in Stoneholme at least, due to the large glass window dominating the shop front. A set of shelves behind the window displays a few lonely loaves of bread and a single cake. The inside of the bakery is clean, with a solitary counter, behind which are two massive ovens and several counters obviously used for the mixing of batters and doughs.



## 1 SQUARE = 5 FEET

## AREA B - THE GOLDEN SCONE

The basement in which the actual violence took place, is reached via stairs in the back of the bakery and is used to store dry-goods and preserves used in the baking. Bolfmir has done what he can to clean the room, thus erasing evidence of the crime, but there still remains a telling token left by the murderer, one that PCs who have completed Dark Days in Stoneholme will recognize. If the PCs ask around, they can

learn a few facts which might help them. For his part Bolfmir starts ferent, but if made friendly (DC 16 Diplomacy), he grants the PCs circumstance bonus to all skill checks made to investigate his sister's off indifa +4 death.

Skill Check Perception



If the PCs carefully search the basement, spending at least an hour at the job, they may discover some peculiar evidence. A PC who utilizes detect magic add a +4 bonus to their skill check.

#### Success

The PC discovers, hidden in a barrel of flour, a dark heart ruby.

#### Skill Check Diplomacy



The PCs can seek to gather clues concerning the murder of Hiylda Guldbrot by talking to various individuals and gathering information. Such checks can be made once every 1d4 hours and PCs can choose to make their rolls independently, or aid one another.

#### Success

The amount of information learned depends upon the success of the PC's skill check. PCs who attain a certain level of success are deemed to have learned the fact relative to that DC as well as all the facts relative to lower DC scores.

**DC 5** A dwarf girl was murdered in the Golden Scone.

**DC 8** The murder victim was Hiylda Guldbrot. Her mutilated body was found in the basement of her parent's bakery.

**DC 10** There were definite signs that the murderer had bitten Hiylda after killing her with a knife.

**DC 13** The Golden Scone Bakery is quite popular and it's a shame that such a thing would happen there. It hasn't been producing much food since the incident.

**DC 15** A yellow-haired dwarf woman was seen in the bakery intently watching Hiylda shortly before the murder. The description of the woman seemed to match that of Lady Ruddenhaught, a cousin of the king, but Lady Ruddenhaught was at the palace at the time of the murder.

**DC 18** Following the murder, there was a smell like sulphur in the basement of the bakery.

**DC 20** The week before the murder occurred, there was an altercation in the bakery involving Ruerht Flinblade and Hiylda's brother Bolfmir over an unpaid bill for a wedding cake. At the time, Ruerht was nearly incoherent with rage. (PCs who discover this fact gain 600 XP, as if they had defeated a CR 2 creature.)

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#### 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

#### THE STONE GARDEN

The stone garden in which the second murder occurred is a walled, open-aired space shared by two families, the Stonekauters and the Wahrbarts. Both families maintain houses on either side of the stone garden and the only entrances into the area are through the houses, or over the fifteen foot stone wall. The victim in this case was Tavis Stonekauter, the second son of the family. Both families are willing to allow the PCs entrance to the area, though the Stonekauters are bitter and want to see justice done, complaining that the guard are acting too slowly.

The stone garden is a walled area of space, measuring fifteen feet long and twenty feet wide. The floor of the garden is fine, dry sand, upon which various large, attractive rocks have been placed in pleasing formations. The wall surrounding the garden is white plastered and a golden tree with gem-like leaves has been embossed onto the southern wall. A stone bench rests in the middle of the garden.

As in the bakery, the murderer left a tell-tale clue and asking around will provide some helpful information.

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#### Skill Check Diplomacy

The PCs can seek to gather clues concerning the murder of Tavis Stonekauter by talking to various individuals and gathering information. Such checks can be made once every 1d4 hours and PCs can choose to make their rolls independently, or aid one another.

DC 5+

#### Success

The amount of information learned depends upon the success of the PC's skill check. PCs who attain a certain level of success are deemed to have learned the fact relative to that DC as well as all the facts relative to lower DC scores.

**DC 5** A dwarf lad was murdered in a rock garden next to his parent's house.

**DC 8** The murder victim was Tavis Stonekauter and he was found partially eaten.

**DC 10** Tavis was killed with a dagger or knife. **DC 13** Both the Stonekauters and the Wahrbarts are respected in the community, and they have lived next door to one another for over fifty years. Klin Wahrbart is a highly successful plasterer, and his wife works as a seamstress. Eliamas Stonekauter is the head of his clan's stone-masonry business, and would be richer were it not for his penchant for gambling.

**DC 15** Eliamas Stonekauter owes debts to several clans including the Guttenguld Clan, the Flintblade Clan, and the Ruddenhaught clan.

**DC 18** Following the murder, there was a smell like sulphur in the stone garden. Tavis' left arm was missing from the scene of the crime.

**DC 19** The king's youngest son, Throse, was reportedly seen entering the Stonekauter's dwelling the morning of the murder. However, he was also, at the same time, reportedly in arms training in the palace. Throse claims he does not know the Stonekauter's and has never been to their residence.

**DC 20** Three days before the murder, the Flintblade clan sent an emissary to collect a part of the debt Eliamas owes them, but Eliamas did not have the money and gruffly turned the man away. (PCs who discover this fact gain 600 XP, as if they had defeated a CR 2 creature.)

#### Skill Check Perception

DC 18

If the PCs carefully search the stone garden, spending at least an hour at the job, they may discover some peculiar evidence. A PC who utilizes detect magic add a +4 bonus to their skill check. PCs who specifically dig through the sand reduce the difficulty of the check to 15.

#### Success

The PCs discover, buried in the sand near to where the body was found, a dark heart ruby.

#### THE ALLEYWAY MURDER

The third murder was interrupted (perhaps by the PCs) in mid-act, and there was no physical evidence left behind at the scene. If the PCs were not there, or if they wish to ask around about the third murder, they might be able to uncover a few facts of interest.

#### Skill Check Diplomacy

DC 5+

The PCs can seek to gather clues concerning the murder of Eklyia Hearthfall by talking to various individuals and gathering information. Such checks can be made once every 1d4 hours and PCs can choose to make their rolls independently, or aid one another.

#### Success

The amount of information learned depends upon the success of the PC's skill check. PCs who attain a certain level of success are deemed to have learned the fact relative to that DC as well as all the facts relative to lower DC scores.

**DC 5** A dwarf women was murdered in an alley off of Copper Street.

**DC 8** The murder victim was Eklyia Hearthfall, and the murderer was interrupted even as he had begun to try and eat her.

**DC 10** Eklyia was killed with a knife.

**DC 13** Eklyia Hearthfall was a shop-keeper who maintained a watch shop near to the market. Her home was above the shop.

**DC 15** Eklyia was a known heartbreaker who had broken half a dozen marriage engagements,

## AREA C - THE STONE GARDEN



## STONEKAUTER'S HOUSE

WAHRBART'S HOUSE

#### 1 SQUARE = 5 FEET

the most recent of which was to Ruerht Flintblade.

**DC 16** The murderer appeared to be a red-bearded dwarf, and, when discovered, he disappeared in a sulfurous puff of smoke.

**DC 18** Two years ago, Eklyia was engaged to Lord Kolmin Fyrmane, a noble well known for his red beard but he broke off the engagement when he found she was also courting Ruerht Flintblade. (PCs who discover this fact gain 600 XP, as if they had defeated a CR 2 creature.)

### EVENT 4) STONEHOLME ENCOUNTERS

As the PCs investigate the deaths of the murdered dwarves, the city does not stand still. Following are three possible encounters which the PCs might have while in Stoneholme. They should be worked into events as appropriate.

#### A SHADOW DRAKE

When the Flintblades began unleashing waves of supernatural darkness upon the city, they did so by exploding small chards of condensed shadow, physical manifestations of the Plane of Shadows. These shadow-events also served to create temporary conduits which brought creatures from the Plane of Shadows onto the material plane. One of these, a shadow drake named Ebondeib, managed to escape notice and establish a lair on a rooftop in the residential area. It has since taken to sneaking around the city, stealing treasure and food, and generally entertaining itself. Its activities have not gone unnoticed and there is currently a 1000 gp reward for "the death or capture of the black wyrm haunting our city."

Ebondeib can be used in two ways. Firstly, the PCs can hear of the reward and perhaps seek to find the drake on their own. Alternatively, Ebondeib notices something the PCs possess which he is keen on and he attempts to steal it. Ebondeib is not a warrior, nor is he interested in murder, much preferring larceny. If attacked, he will flee to his lair. Only in defense of his hoard will he fight valiantly, and even then, he is unwilling to fight to the death if he can instead flee. Ebondeib's lair is is located in an empty water-cistern atop the roof of the Shtulmravin clan's manor. The Shtulmravins have no idea that the drake is there and have not used the cistern in thirty-two years, having largely forgotten about it.

#### **STATISTICS**

Str 13, Dex 24, Con 16, Int 16, Wis 16, Cha 20 Base Atk +4; CMB +9; CMD 19 Feats Dodge, Flyby Attack, Weapon Finesse Skills Acrobatics +12 (+8 when jumping), Climb +12, Disable Device +15, Escape Artist +12, Fly +27, Linguistics +7, Perception +11, Sense Motive +8, Sleight of Hand +12, Stealth +23, Use Magic Device +9;

Racial Modifiers -4 Acrobatics when jumping Languages Common, Draconic, Dwarven SQ fast stealth, speed surge, trapfinding

#### **SPECIAL ABILITIES**

**Shadow-blend (Su)** In conditions of illumination other than bright light, Ebondeib dissapears into the shadows, gaining concealment (20% miss chance). He can suspend or resume this ability as a free action.

**Speed Surge (Ex)** Three times per day as a swift action, Ebondeib may draw on his draconic heritage for a boost of speed in order to take an additional move action in that round.

Sygian Breath (Su) As a standard action, Ebondeib can exhale a ball of black liquid which explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 14 half) to all creatures within a 5-foot-radius spread. The mist extinguishes all non-magical light sources and dispells light spells of 1st level or lower. Once Ebondeib uses his breath weapon, he cannot do so again for 1d6 rounds. The save DC is Constitution based.

#### Treasure



In Ebondeib's lair he has accumulated the following hoard: Potion of Cure Light Wounds Scroll of Tongues 2 vials of silversheen Golden candlestick (100 gp) 2 matching diamonds (250 gp each; 600 gp as a pair) 50 gp, 150 sp, 50 cp

## Ebondeib

#### **XP 1200**

Male Advanced Shadow Drake Rogue 2 CE Tiny Dragon (cold) **Init** +7; **Senses** darkvision 60 ft., lowlight vision; Perception +2

**CR 4** 

#### DEFENSE

AC 23, touch 20, flat-footed 16 (+7 Dex, +1 dodge, +3 natural, +2 size) hp 43 (3d12+2d8+15) Fort +6, Ref +13, Will +6 Defensive Abilities evasion, shadow-blend; Immune cold, paralysis, and sleep Weaknesses light sensitivity, vulnerable to fire

#### **OFFENSE**

**Speed** 20 ft., fly 90 ft. (perfect) **Melee** bite +10 (1d3+1), tail slap +5 (1d3+1) Space 2 1/2 ft.; Reach 0 ft. (5 ft. with tail) **Special Attacks** sneak attack +1d6, stygian breath

#### A DWARVEN BARD

As part of his plan to increase his standing in the community and the royal court, Lord Deppenkhut desires for his chosen minions (the PCs) to be both well-known and well-liked. To further this end, he subtly but certainly begins a campaign to inform others of the PCs and their labors on behalf of

#### Skill Check Diplomacy



Haimjon Deppenkhut has promised his cousin Lord Shtawn Deppenkhut that he will write a song about the PCs and publish it about. He somewhat resents this and the PCs will have to win him over if the song is to do any good. To this end, the PCs may make a single Diplomacy skill check in the course of their interactions with him in order to improve his attitude, though this skill check can be aided by all the PCs.

#### Success

If the PCs make Haimjon friendly over the course of a day, he spends the next few days writing a decent ballad describing some of their exploits and plays it here and there in Stoneholme. Subsequently, for 1 month the PCs gain a +1 bonus to all Charisma related skill checks made in Stoneholme.

If the PCs can make Haimjon helpful, he pours his heart and soul into the ballad, and sings it in the court itself. The ballad becomes quite a hit and for 1year the PCs gain a +2 bonus to all Charisma related skill checks made in Stoneholme.

If the PCs do win over Haimjon, reward them 800 xp as if they had defeated a CR 3 encounter.

#### Failure

If the PCs fail to improve Haimjon's attitude, he produces a song, but its not very good and is quickly forgotten by all. However, if the PCs make Haimjon either hostile or unfriendly, he angrily writes a rather biting song in which the PCs are portrayed as inept, bumbling fools. The song is quite funny, quite popular and quite hurtful to the PC's reputations, inflicting a -2 penalty to all Charisma related skill checks made in Stoneholme for 2d6 months. Stoneholme. One of his ideas is to persuade his second cousin, Haimjon Deppenkhut, an established bard, to interview the PCs and write a song about their exploits. While not happy to be used thus, Haimjon owes his cousin a favor and agrees. Thus, at some point during the PCs investigations, they are approached by a rather talciturn dwarven bard who wishes to spend a day talking with them and following them around. Haimjon begins the endeavor rather indifferent to the whole affair, but if the PCs are able to win him over, they will benefit from

#### Skill Check Diplomacy

DC 10

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If the PCs are able to make Haimjon friendly, he is willing, up to a point, to answer questions concerning his cousin, Lord Deppenkhut. The PCs will have to make a second Diplomacy check, however, to see how much he is willing to tell them.

#### Success

Haimjon shares some thoughts about his cousin. Success is cumulative so that a higher success reveals all the information found at a lower success level.

**DC 10** Lord Deppenkhut actually comes from humble beginnings. He started out as an accountant for Lord Hellenbrund. Over the years through hard work, talent, and some strokes of good fortune he rose in rank, until, when Hellenbrund died of a wasting disease, Deppenkhut was the obvious choice to take his place on the King's council.

**DC 14** Lord Deppenkhut has fingers throughout the city. He has invested in many businesses, helped out many families, and always seems to be able to be there when things are roughest, with a solution to every problem. Very little goes on in the city that he does not seem to know about.

**DC 18** Haimjon is actually surprised at his cousin's benevolence. Growing up together, he had always found Lord Deppenkhut to be somewhat cruel and malicious, but as he grew older, that all changed. Haimjon puts it down to the ability of maturity and the passage of time to change an individual, sometimes for the better. the efforts he subsequently puts forth on their behalf. Likewise, if they anger him, or alienate him, he makes them the subject of a satirical set of lyrics which do nothing but make them a laughingstock around Stoneholme.

Once Haimjon has been made friendly, he is a potential source of information concerning his cousin Lord Deppenkhut, should the PCs think to ask him about the same.

#### A BUSINESS PROPOSAL

One evening, most likely when the PCs are dining, they are approached by a well dressed young dwarf, with a well groomed black beard, carrying a rather beautiful axe. Gregir Silberakt has heard about the PCs, and has heard the rumors (spread in large part by Lord Deppenkhut) that the PCs are going to do great things for Stoneholme. Silberakt is a weaponsmith who has recently opened his own weapons shop, The Gilt Axe, but though his merchandise is superb, he finds it hard to compete with the established craftsmen. To overcome this disadvantage, Silberakt has recently begun seeking out would-beheroes, and offering them tremendous deals on his weapons. His assumption is that one of these heroes in the making is going to do something rather important and he will then be able to truthfully say that the deed was done with a Silberakt Axe. He also knows that adventurers often find treasure caches and is not above agreeing to selling his weapons at a loss in exchange for a percentage of any treasure troves the purchaser might find.

Thus, Gregir has sought out the PCs, in the hopes that one of them will want to purchase the axe he carries with him. The axe, a masterwork mithral dwarven axe named "Fell Moonlight", is indeed a lethal work of art, with a market value of 3000 gp. Though not properly a magical weapon, it is nevertheless enchanted so as to produce light, as a torch, upon command. Gregir is willing to sell it outright for half of this (his cost), or for even less if the PC will sign a legal contract agreeing to give Gregir 10% of all treasures found over the course of a year, up to a total of 5000 gp. Should the PCs be interested in other weapons, he is more than willing to deal, and on similar terms. Gregir specializes in masterwork axes of all kinds, but he is not above selling swords, daggers and other blades. All of his work are masterwork, and, as his clan has access to rich mithral veins, many of his weapons are of that rare metal. If the PCs do grow in popularity, they will find

the young dwarf ever more willing to

offer them good deals on his work, and even to arrange to have weapons of his making enchanted according to their specifications.

#### EVENT 5) DEMON ASSASSIN

While the stories that Lord Deppenkhut has been spreading about the PCs brings them to the attention of the community, it also brings them to the attention of the Flintblade clan. Recognizing the PCs to be a very real threat to his clan's safety, Ruhlk Flintblade decides to take steps to eliminate them and summons a demon to hunt down and kill the PCs.

A small humanoid-shaped creature no more than 1-foot tall flutters nearby, held aloft by its crimson leathery bat wings. Its body is blood red and somewhat stocky for its size. Its hands end in sharp claws and its eyes and teeth are sickly yellow.

The demon, named Quorlthmen, attacks the PCs at night, preferably while they are resting in their beds. His prefered tactic is to sneak into a room through a window and attack lone individuals. The demon fights to the death once cornered, and, if mortally wounded, mutters out in Common as his "dying" words, "My master will send others."

Quorlthmen CR4 Advanced skitterdark demon **XP 1200** CE Tiny outsider (chaotic, demon, evil, extraplanar) Init +5; Senses darkvision 60 ft., Perception +10 DEFENSE AC 23 touch 18, flat-footed 17 (+5 Dex, +1 dodge, +5 natural, +2 size) hp 42 (4d10+20) **Fort** +9, **Ref** +6, **Will** +7 **Defensive Abilities DR** 5/cold-iron; Immune electricity, poison; **SR** 15 Weaknesses light sensitivity, vulnerable to fire **OFFENSE** Speed 20 ft., fly 40 ft. (good) Melee 2 claws +11 (1d3+1), bite +11 (1d4+1)

Space 2 1/2 ft.; Reach 0 ft. **Special Attacks** profane claws **Spell-Like Abilities** (CL 5th) At will - detect good, detect magic 1/day - hold person (DC 15), scare (DC 15)

#### STATISTICS

Str 12, Dex 21, Con 20, Int 15, Wis 16, Cha 16 Base Atk +4; CMB +7; CMD 17 Feats Dodge, Weapon Finesse Skills Acrobatics +12, Escape Artist +12, Fly +20, Perception +10, Stealth +20, Survival +10 Languages Abyssal, Common SQ clustering

#### SPECIAL ABILITIES

**Clustering (Ex)** Because of their small size and swarming tactics, up to 4 skitterdarks can fit in the same 5-foot space and function normally. Profane Claws (Su) Any good-aligned creature hit by Quorlthmen's claw attack takes normal damage plus 1d6 points of profane damage.

#### event G) an attack on deppenkhut

During the course of the investigation, after Deppenkhut has begun to publically promote the PCs, he invites them to a dinner. Coincidentally, at the same time, angered at Deppenkhuts moves against his family and his family's interest, Rulhk Flintblade, hires some unsavory mercenaries to take out Deppenkhut. The PCs are in a perfect position to intervene.

The event is held at the Golden Scone, Deppenkhut's venue of choice, and he has rented the entire restaurant in order to wine and dine some of the most influential individuals in the city. It is the perfect opportunity for the PCs to meet various influential merchants and nobles. Very soon after the PCs begin mingling, however, six burly human mercenaries, burst into the room and make for Deppenkhut, weapons drawn.

Deppenkhut responds to the attack with immediate anger, and strikes one of the men dead with a word and a fiery bolt of magic. He then collects himself and calls upon the PCs to come to his aid.

#### **Development:**

Questioning the attackers, either before or after death, potentially reveals that they were



#### Mercenaries (6)



male human fighter 3 **XP 600** CE Medium humanoid (human) **Init** +1; Perception +0

#### DEFENSE

X 15 X

AC 15 touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield) hp 25 (3d10+9) Fort +4, Ref +2, Will +1 Special Defenses armor training +1, bravery +1

#### OFFENSE Speed 30 ft.

**Melee** mwk longsword +8 (1d8+3; 19-20/x2)

#### **STATISTICS**

Str 16, Dex 12, Con 12, Int 8, Wis 10, Cha 9 Base Atk +3; CMB +6; CMD 17 Feats Improved Bull Rush, Power Attack, Skill Focus (Knowledge [dungeoneering]), Toughness, Weapon Focus (longsword) Skills Knowledge (dungeoneering) +8 Languages Common Combat Gear potion cure light wounds, tanglefoot bag; Other Gear studded leather armor,

mwk longsword, small steel shield, backpack, 2 days rations, 50 foot rope, grappling hook, 2 pitons, 500 gp

#### Skill Check Sense Motive



When he is first attacked, Lord Deppenkhut's emotions come to the surface, allowing a canny witness to gain insight into his true character via sense motive. The DC is Charisma based.

#### Success

The PC gets a glimpse into the soul of Deppenkhut and its not pretty Success is cumulative so that a higher success reveals all the information found at a lower success level.

**DC 15** Lord Deppenkhut is seething with anger, an anger that seems completely out of character with his public personae.

**DC 20** Lord Deppenkhut thinks that the mere act of threatening him is an act worthy of immediate death. The level of emotion reveals a tremendous ego.

**DC 25** Lord Deppenkhut's reaction is atypical, and the level of anger and ego shown is sociopathic in its intensity.

hired by a cloaked dwarf with a strange, odor, who paid them 500 gp each and promised them twice that if they could kill Deppenkhut. The humans are newcomers to the city and stupid enough to believe they could get away with such a blatant crime.

If the PCs become suspicious of Deppenkhut and approach him with their suspicions, he laughs

## Skill Check - SpellcraftDC 18Knowledge (Arcana)DC 20

When he is attacked, Lord Deppenkhut uses a powerful fiery blast to strike one of the attackers dead. The spell is an unknown one, but a knowledgable spellcaster might be able to discern some things about it.

#### Success

The PC realizes that the fiery blast shows tells of both arcane and divine magic. Beating the DC by more than 5 reveals that the fiery blast shows tells of infernal influence and is similar to a spell called "Dispater's Wrath," sometimes taught to diabolists.

and tells them they are imagining things. But he will submit to a full investigation after they have dealt with the current problem, if they feel it is warranted. It is worth noting that Deppenkhut has sufficient magical safeguards to prevent detection of his true alignment and to prevent scrying of his activities.

## event 7) a dangerous warning

Once the PCs dispatch Quorlthmen, Ruerht Flintblade decides to take matters into his own hands. The next day he adopts the disguise of one of the city guard and begins to shadow the PCs, waiting for an opportune time to deliver a "warning." If the PCs notice Ruerht and confront him, or when he sees an opportunity to corner them alone, the following can be read, with alterations being made to fit the exact setting in which the confrontation occurs.

#### Skill Check Perception



As Ruerhty Flintblade shadows the PCs throughout the day, there is a chance that the PCs will notice him.

#### Success

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The PC notices one of the city-guard surreptitiously following them.





The guardsman, a brownbearded, well muscled dwarf, openly sneers as he surveys you, his eyes cold and calculating. "You should not be interfering with things you do not understand," he says and there is an unnatural timbre to his voice, almost as if there are two voices speaking in chorus from a single throat. He pulls a silvery flask from a pouch at his hip and weighs it in his hands. "Consider this a fair warning that you need to turn back before you are in over your heads." With a sinister laugh he dashes the sphere to the ground, and, in the same moment, he is gone, vanished in a puff of sulfurous smelling smoke.

The flask is a Sphere of the Caustic Swarm, and as it breaks, it unleashes a powerful swarm of acidic, poisonous spiders.

#### Sphere of the Caustic Swarm



Aura moderate conjuration; CL 5th Slot none; Price 1,000 gp; Weight --

#### Description

A glowing green fog seems to swirl in the depths of this round, silvery, glass vial. When the vial is smashed to the ground, it unleashes a 4 HD caustic spider swarm (AC 19; hp 26; Dex 21, Con 14; swarm 1d6 plus 1d4 acid and poison [DC 13] and distraction). The swarm abides for one hour, mindlessly attacking all creatures in its vicinity, excepting the one who smashed the vial. At the end of an hour, the swarm melts away into a foul smelling

puddle. Construction

## Requirements

Craft Wondrous Item, Maximize Spell, acid arrow, summon swarm; **Cost** 500 gp

#### Caustic Spider Swarm

#### **XP 800**

N Diminutive vermin Init +5; Senses darkvision 60 ft., Tremorsense 30ft.; Perception +4

#### DEFENSE

AC 19, touch 19, flat-footed 14 (+5 Dex, +4 size) hp 26 (4d8+8) Fort +6, Ref +6, Will +1 Defensive Abilities swarm traits; Immune acid, mind-affecting

CR 3

effects, weapon damage Weaknesses swarm traits

#### **OFFENSE**

Speed 20 ft., climb 20 ft. Melee swarm (1d6 plus 1d4 acid and poison and distraction) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 11)

#### **STATISTICS**

**Str** 1, **Dex** 21, **Con** 14, **Int** -, **Wis** 10, **Cha** 2 **Base** Atk +1; **CMB** -; **CMD** -

**Skills** Climb +13, Perception +4; Racial Modifiers +4 to Perception, uses Dexterity for Climb checks

#### SPECIAL ABILITIES

**Poison (Ex)** Swarm—injury; save Fort DC 13; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

#### Skill Check - Perception Knowledge (Local)



The sphere of the caustic swarm utilized by Ruerht bears a seal upon its top, one which sharp-eyed PCs will spot and perhaps be able to identify.

#### Success

The PC who succeeds on a Perception skill check notices that the flask their opponent dashes to the ground seems to bear a wax seal atop its mouth. If examined, a successful Knowledge (local) check reveals it to be the seal of the Flintblade clan.

#### event 8) deputized by stoneholme

By this point, the PCs should have collected enough evidence to be chomping at the bit to go after the Flintblades, especially if they have also collected evidence from the Felltooth goblins. As evidence is uncovered, the PCs should be sharing it with Lord Deppenkhut who sends messengers often to check on progress. Assuming they have been doing this, before they act to confront the Flintblades, they are summoned by Lord Deppenkhut who, having taken the evidence to the king, has obtained permission to deputize the PCs to deal with the Flintblades. If all goes as it should, when the PCs act in chapter two, they do so with the authority to enforce Stoneholme Law as regards the Flintblades. If the PCs fail to act in such a way as to be deputized, their subsequent actions, should they choose to attack the Flintblades, will be less well received, though if the PCs turn evidence of demon-worship on the parts of the Flintblades over to the authorities, the matter will be hushed up and no charges will be brought. However, this is less ideal than the alternative and PCs in such a case will receive no financial compensation for their actions.

If the PCs do not themselves know about the secret entrance into the Flintblade Manor, Deppenkhut provides a map showing the entrance, though he refuses to divulge where he got it from.



## CHAPTER 2: THE FLINTBLADE MANOR

Once they have been deputized, the PCs should be proceeding quickly to deal with the Flintblades. The easiest way to do this is by attacking the clan via the secret passage into their manor, though stubborn PCs may try a more direct approach (and take heavy damage in the process).

## AREA D: SECRET TUNNELS

The secret passage into the manor is a long tunnel, the entrance of which is found in a series of caverns near to the main Stoneholme cavern. These side caves are patrolled by the city, and are mostly free of predators, but the tunnel in which the secret door is located is little used. Besides serving as a covert way for the Flintblades to enter and leave the city without having to pass through the city gates, the tunnels also house the family's secret altar to their demon-god.

#### DI THE SECRET DOOR

Armed with a map of the area around Stoneholme clearly marking the secret door into the tunnels leading to the Flintblade Manor, the PCs should have little trouble finding the right location to search for the door. A successful DC 12 Knowledge (dungeoneering) or Survival skill check used in conjuction with the map will bring the PCs to the desired area within an hour. The secret door is well made (DC 20 Perception check to spot) but as the PCs know it is there, they should have little trouble finding it.

#### **D2** GUARDROOM

Stairs from the secret entrance lead down to this worked-stone chamber and to the west, more stairs lead out of it. The chamber itself has four benches, one against each wall. Near to the stairs on the eastern wall hang three black cloaks and two pairs of dwarf-boots rest on the floor beneath the cloaks. Guarding the entrance to the Flintblade's tunnels are two skeletal guards infused with demonic energy. These unholy undead have orders to attack anyone not bearing an emblem of the Demon prince Sial.

## Unholy Skeletal Guard (2) CR 2

#### **XP 600**

Advanced Unholy Skeleton NE Medium Undead (evil) **Init** +10; **Senses** darkvision 60 ft.; Perception +2 Aura awful presence (30 ft.)

#### DEFENSE

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AC 24, touch 16, flat-footed 18 (+4 armor, +6 Dex, +4 natural) hp 8 (1d8+4) Fort +4, Ref +6, Will +4

**Defensive Abilities** 

Protection from Good; DR 5/good; Immune cold, undead traits

#### OFFENSE

Speed 40 ft.

**Melee** dwarven waraxe +6 (1d10+8 plus profane) or 2 claws +6 (1d4+6 plus profane)

Special Attacks profane

#### **STATISTICS**

Str 23, Dex 22, Con -, Int -, Wis 14, Cha 18 Base Atk +0; CMB +3; CMD 16 Feats Improved Initiative Gear chain shirt, dwarven waraxe

## SPECIAL ABILITIES

Awful Presence (Su) All nonevil creatures within 30 feet of these unholy skeletons takes a -1 penalty on all attack

rolls, skill checks and saves.

This is a mind-affecting fear effect. **Profane (Su)** Good aligned creatures take an extra 1d6 damage from all attacks made by an unholy skeleton and all such attacks are treated as evil-aligned for the purpose of overcoming damage reduction. **Protection from Good (Su)** The unholy skeleton gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks or spells by good aligned creatures. Furthermore it is immune against any attempts by good aligned creatures to influence or control it.

#### **D3** THE TRAPPED HALLWAY

The stairs from the guardroom lead down to a long, five foot wide tunnel. This stone hall serves as a secondary defense, for it is trapped in two places. Before one reaches the traps, there is a secret door in the north wall which leads to the true tunnel into the manor. The first trap in the hallway is a simple pit, made all the more dangerous by the demonic creature which lairs in a den at the bottom of the pit. This creature is a noisome abyssal larva, a horned, befanged maggot like thing dripping with foul ichors. The beast is always hungry and eagerly attacks any creature falling into its domain.

#### Pit Trap



**XP 400** 

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

#### EFFECTS

Trigger location; Reset none

20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids



#### Noisome Abyssal Larva

**CR 2** 

#### foul abyssal larva

CE Medium outsider (chaotic, evil, extraplanar) Init +0; Senses darkvision 60 ft.; Perception +4 Aura vile stench (30 ft., DC 12)

#### DEFENSE

**XP 600** 

AC 14, touch 10, flat-footed 14 (+4 natural) hp 10 (1d10+5)

**Fort** +4, **Ref** +2, **Will** +0

#### **Defensive Abilities**

Immune mind-affecting effects; Resist acid 5, cold 5, fire 5

## OFFENSE

Speed 20 ft.

**Melee** bite +1 (1d6 plus 1d4 acid plus grab) **Ranged** maggot spray +1 (sickened) or expelled object or creature -3 (1d6)

**Special Attacks** acid, enhanced swallow whole (can swallow large creatures; 1d4 plus 1d4 acid), expel object or creature, maggot spray (1/day)

#### **STATISTICS**

Str 10, Dex 10, Con 15, Int 3, Wis 10, Cha 7
Base Atk +1; CMB +1; CMD 11 (can't be
tripped)
Feats toughness
Skills Perception +4, Stealth +4
SQ tortured mind

#### **SPECIAL ABILITIES**

Acid (Ex) Because of the nature of its digestive system, which requires it to decompose its food before eating it, a noisome abyssal larva's mouth is filled with acid, and the acid is transferred with each bite.

Enhanced Swallow Whole (Ex) A noisome abyssal larva can grab and swallow whole any creature large size or smaller. A swallow creature can escape by cutting its way out (AC 10, 3 hp) but takes 1d4 plus 1d4 acid damage each round it is within the larva.

**Expel Object or Creature (Ex)** Once per round as an immediate action a noisome abyssal larva can expel a swallowed object or creature as an improvised thrown weapon (10 ft range, 50 ft. maximum). The expelled creature takes 1d6 slam damage, plus 1 1/2 times the larva's Strength modifier; in addition, any opponent the expelled creature strikes takes this same amount of damage. Additionally, the expelled creature is subject to any falling damage appropriate.

**Maggot Spray (Ex)** Once per day, as a ranged touch attack, the abyssal larva can spray a stream of maggots at a single opponent within 10 feet. If struck, the victim becomes sickened for 1d2 rounds (DC 10 Reflex save halves; min 1 round). The DC is Strength based

**Tortured Mind (Ex)** As the mind of an abyssal larva is a warped and tangled mass of chaos, the creature is immune to all mind-affecting effects. A creature attempting to contact an abyssal larva with a mind-affecting spell or effect (including psionics) must succeed on a DC 14 Will save or be affected as by a confusion spell for 1 minute. The save DC is Constitution-based and includes a +4 racial bonus.

Vile Stench (Ex) The larva secretes a noisome oily chemical. All living creatures (except other abyssal larva) within 30 feet are nauseated for as long as they are within the effect's radius and for 1d4 rounds afterward (DC 12 Fortitude reduces the effect to sickened; delay poison or neutralize poison removes the effect). A creature that successfully saves cannot be affected by the effect for 24 hours. from the nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonuses to saving throws.

#### **Fire Bath Trap**

#### **XP 800**

**Type** mechanical; Perception DC 25; Disable Device DC 25 **EFFECTS** 

## Trigger hidden lever (DC 15 Perception to spot);

**Reset** automatic (the trap has enough alchemist fire stored for three uses)

A heavy spray of alchemist fire strikes all creatures within twenty feet of the lever, dealing 1d6 points of damage and setting the targets on fire; DC 15 Reflex halves initial damage.

#### D4 THE DEAD END

The second trap in the hallway, located at the end of the tunnel, is a rather devious and cruel trap which requires the victim to set it off themselves. Those who search the hallway for secret doors are likely to notice a lever which appears to open such a door (DC 15 Perception check to spot). Pulling the lever, however, sprays alchemist fire from the walls of the hallway.

#### **D5** THE FLINTBLADE'S SHRINE

This chamber, used by the Flintblades for their demon-worship, is an unnerving place, made all the more so by the magical effects which operate continually within. Firstly, the room is under a permanent desecration effect. Secondly, so long as the room remains desecrated, all lights operating within the room, both magical and mundane, are altered so as to produce an ultra-violet "blacklight" effect. This effect only affects lights so long as they remain in the room, and once a light is removed from the room, it returns to normal. As a consequence of the blacklight effect, the room always counts as dimly lit, and all Perception checks made within the room suffer a -4 penalty. However, all Spellcraft checks made to analyze magical aura's gain a +2 bonus within the area of the blacklight. Finally, a permanent image has been cast in the room, creating the illusion of dozens of shadowy forms moving about. These figures alternately prostrate themselves before the altar in the room, skulk along the walls, or shriek hideously as they writhe in apparent pain.

The chamber, filled with the sound of low moaning and lit by vividly purple flames, flickering atop stone torches, is eery, and all the colors in the room are wrong, with whites pulsating with a sickly violet color and darker colors strangely blackened. Green metallic veins glow within the stones of the marble walls and columns. A pitch black altar of stone stands at the west end of the room and dozens of shadows prostrate themselves before the altar or move along the walls.

There is an actual shadow in the room, hidden among the illusions. This demon-sworn undead creature will not attack any of the Flintblades, but will move to attack any other intruders. As the shadow attacks, some of the illusionary shadows mimic the behavior so that it appears that any given PC is being swarmed by the creatures. Unless the PC being attacked successfully disbelieves the Illusion



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CR 3

#### **Demon-sworn Shadow**

#### XP 1600

advanced abyssal shade-touched shadow Rogue 1 CE Medium undead outsider (extraplanar, incorporeal) **Init** +2; **Senses** darkvision 60 ft.; Perception +8

CR 5

#### DEFENSE

AC 20, touch 20, flat-footed 15 (+5 defection, +4 Dex, +1 dodge) hp 34 (4d8+16) Fort +6, Ref +7, Will +6 Defensive Abilities partially incorporeal, channel resistance +2; Immune undead traits; Resist Cold 5, Fire 5; SR 10

#### OFFENSE

**Speed** fly 40 ft. (good) **Melee** 2 claws (1d8+2 plus strength damage) **Special Attacks** create spawn, smite good 1/day (+5 to hit; +4 damage), sneak attack +1d6

#### STATISTICS

Str 14, Dex 18, Con -, Int 10, Wis 16, Cha 20 Base Atk +2; CMB +4; CMD 21 Feats Dodge, Skill Focus (Perception) Skills Escape Artist +8, Fly +14, Intimidate +9, Knowledge (planes) +1, Knowledge (religion) +1, Perception +11, Sense Motive +7, Stealth +11 (+15 in dim light, +7 in bright light); Racial Modifiers +4 Stealth in dim light, -4 Stealth in bright light Languages Abyssal, Common

**SQ** Trap-finding

#### **SPECIAL ABILITIES**

**Create Spawn (Ex)** After 1d4 rounds, any creature killed by the Demon-sworn shadow's strength drain ability rises as an undead shadow under the Demon-sworn shadow's control.

**Partially Incorporeal** Any physical attack made against a demon-sworn shadow has a 50% miss chance. Magic weapons and cold-iron weapons by-pass this ability.

**Strength Damage** Any creature struck by the Demon-sworn shadow's claw attack suffers 1d6 Strength damage. A creature dies if their strength is reduced to zero through this attack.

(Will DC 19), the actual shadow benefits from a flank bonus when attacking.

#### Treasure

4 everburning torches (crafted from marble and bound with gold, they weigh 6 pounds each and are worth 200 gp each) On the altar is a massive tome entitled, "Purple Fires of the Dark Depths," a collection of hellish visions and poems. The book can be used to add a +4 circumstance bonus to any Knowledge (planes) check made about demons and has a value of 500 gp. The inscription on the inside cover, in dwarfish, reads, "To the Flintblades, from an ally."

## DG STAIRS UP TO MANOR

These stairs lead up, into area E2 in the Flintblade manor.

## AREA E: THE FLINTBLADE MANOR

Like many of the more prestigious dwarven homes in Stoneholme, the Flintblade manor is a veritable fortress. Its walls, within and without are five feet thick, and in some places even thicker. The front door of the manor, the only public entrance, is protected by murder holes, arcane weapons and is designed to withstand (at least for a while) a battering ram (12 inch thick, iron reinforced stone; hardness 9, 180 hp, Break DC 35). Doors within the complex are also stone (4 inch thick; hardness 8; 60 hp; Break DC 28) and are able to be locked with a keyless deadbolt accessible only to the interior side of the door and which cannot be picked open. Unless otherwise noted, ceilings within the manor are eight feet high, and all walls are of worked stone. Besides Ruerht (E12) and Ruhlk (E15), there are ten other members of the clan dwelling within the manor. These include Ruhlk's wife, Guhinda (E16), their other son Rimilk (E11), his wife, Wihlkma (E11), Rimilk's twin sons, Ronkul (E9) and Runkol (E2), two nephews of Ruhlk named Jiager (E9) and Andolphik (E5), their wives, Listat (E3) and Sulmkana (E3) respectively, and Jiager's son Kilmort (E14). All are devout followers of the family faith and all will fight valiantly to protect their home. The room numbers in parenthesis are the rooms in which the family member is most likely to be found during the day. Should the alarm be raised, these locations might change.



### El THE FLINTBLADE MANOR ENTRANCE

The front door of the Flintblade manor is a massive stone slab, reinforced with iron plating. It lies at the end of a ten-foot entrance hall of solid stone. Steel plates bearing the family crest of a chipped-stone dagger, line this hall on either side and visible holes in the ceiling of the entrance hall may be observed by the keen-eyed (DC 12 Perception). Also unusual are the grooves cut into the stone floor. The steel plates, which radiate evocation magic, are a lethal sort of defensive weapon. When a switch is pulled in area E8, the plates fill the entrance tunnel with powerful electrical arcs which affect all creatures in the area (3d6 electrical damage; DC 13 Reflex save halves). The electrical attack can be used once every ten rounds. The holes in the ceiling are murder holes (DC 14 Knowledge engineering to recognize their function) and those in area E8 can pour oil or burning tar through the ceiling. It takes the defenders in E8 twenty minutes to heat tar sufficiently to pour, scalding those in the area (2d6 fire damage per round for 6 rounds; DC 13 Reflex save halves all damage). If the front door is attacked, the defenders are more likely to first pour down a rain of special oils and chemicals, called "lightning fire" by the clan, drenching all those underneath. This alchemical mixture is able to be set afire via an electrical current and functions as alchemist fire once so lit. The family keeps four barrels of this mixture on hand and each barrel is sufficient to douse the occupants of the hall once.

The door is kept locked by the clan and can only be unlocked using a mechanism in E8. The murder holes in the ceiling make conversation possible with those guarding the door. If the clan knows who the PCs are (likely given prior events to this point) they will by no means unlock the door to them, though it is possible the PCs might devise a cunning plan to deceive the door guards.

#### E2 REAR GUARD ROOM

This room contains a single wooden table, two wooden chairs, and a weapons rack. As they expect little trouble from their secret chambers, the Flintblades typically leave this room only lightly guarded and guard duty within the room is considered something of a sinecure. Currently, the one most likely to be found doing guard duty in this room is Runkol, one of the twin sons of Rimilk. He gifted his grandfather Ruhlk with an exceptionally well crafted staff, and, as a consequence, was able to request rear guard duty as a favor. He spends his time in the guard room working on an epic ode about darkness in the deep places of the earth, and the evil that guards it. The papers of his labors are scattered across the table, along with quill, ink, and a flagon of ale.

#### **Runkol Flintblade**

XP 800

male dwarf Fighter 3/Rogue 1 CE Medium humanoid (dwarf) Init -1; Senses darkvision 60 ft.; Perception +10

CR 3

#### DEFENSE

AC 14, touch 9, flat-footed 15 (+5 armor, -1 Dex) hp 31 (3d10+1d8+11)

Fort +5, Ref +2, Will +2 (+1 vs. fear); +2 vs. poison spells and spell-like abilities Defensive Abilities defensive training

#### OFFENSE

#### Speed 20 ft.

**Melee** mwk dwarven waraxe +7 (1d10+2/x3) **Special Attacks** hatred, sneak attack +1d6

#### STATISTICS

Str 14, Dex 9, Con 14, Int 10, Wis 13, Cha 6 Base Atk +3; CMB +5; CMD 14 (18 vs bull rush, 18 vs. trip) Feats Alertness, Power Attack, Skill Focus (Craft [poetry]), Weapon Focus (dwarven waraxe) Skills Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +2, Craft (poetry) +8, Perception +10 (+12 to notice unusual stonework), Sense Motive +7, Stealth +5; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework Languages Common, Dwarven SQ armor training 1, trapfinding +1 Gear scale mail, mwk dwarven waraxe

#### еЗ қітснеп

The kitchen contains a large cast iron stove, a coal fired oven for baking breads and the like, and a large fire-place. A cutting table, dominates the center of the room. Various herbs hang from the walls. Pots and pans hang from hooks over the table, and there is a large collection of knives and stirring spoons upon the table. Against the southern wall is a long-handled pump, able to draw up

water from a cistern below the house. The dwarf women Listat and Sulmkana do most of the cooking for the family, and they are most often, during the day, to be found either in this room or the larder.

#### Flintblade Dwarf (x2)



CR 3

#### Listat and Sulmkana Flintblade

#### **XP 800**

female dwarf Fighter 3/Rogue 1 CE Medium humanoid (dwarf) Init -1; Senses darkvision 60 ft.; Perception +10

#### DEFENSE

AC 10, touch 10, flat-footed 10 hp 31 (3d10+1d8+11) Fort +5, Ref +2, Will +2 (+1 vs. fear); +2 vs. poison spells and spell-like abilities Defensive Abilities defensive training

### OFFENSE

**Speed** 20 ft. **Melee** kitchen cleaver +6 (1d6+2/x3) **Special Attacks** hatred, sneak attack +1d6

#### **STATISTICS**

**Str** 14, **Dex** 10, **Con** 14, **Int** 9, **Wis** 13, **Cha** 6 **Base Atk** +3; **CMB** +5; **CMD** 14 (18 vs bull rush, 18 vs. trip)

Feats Alertness, Power Attack, Skill Focus (profession [cook]), Weapon Focus (kitchen cleaver) Skills Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +2, Perception +10 (+12 to notice unusual stonework), Profession (cook) +10, Sense Motive +7, Stealth +5; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework Languages Common, Dwarven SQ armor training 1, trapfinding +1 Gear scale mail, mwk dwarven waraxe

#### Treasure



The various kitchen tools, many of them masterwork in quality, have a value of 400 gp, and if used collectively for cooking, add a +2 circumstance bonus to any Profession (cooking) skill check.

There is a five foot wide passage leading from the kitchen to the clan's workroom, but it is magically disguised as a stone wall via a permanent

#### silent image (DC 15 Will save to Disbelief).

#### E4 LARDER

The larder is split into two rooms. The outer room is used to store vegetables and the colder inner room is used to hang meats. The larder contains enough food to feed the family for a month. Disturbingly, some of the meat hanging in the inner room is humanoid (DC 14 Knowledge [nature] or Heal check to identify it as being elf and human), evidence of the clan's depravity.

## e5 dining Hall

This room contains two massive stone tables, an assortment of stone chairs, and a large fireplace on the southern wall. Banners bearing the clan insignia hang from the walls. There are four oil lamps on the walls of the room, two to the north and two to the east. Stairs lead west up to the front guard room. The secret door to the front hall is readily found from this side.

#### EG FRONT HALL

Visitors who gain entrance via the front door are greeted by the sight of a "t" shaped hallway, with another door across from the front door. The second door, however is a fake, meant only to lure the unwary into stepping on the pit trap in front of it. The actual entrances into the rest of the complex are two clever secret doors at the ends of the cross-hall (DC 20 Perception to find each secret door).

#### Poisoned Spiked Pit Trap CR 3

**XP 800** 

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

#### EFFECTS

Trigger location;

**Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage plus poison each); DC 20 Reflex avoids; **Poison** *black adder venom*, **Type** injury, **Save** DC 11, **Frequency** 1/rd for 6 rds., **Effect** 1d2 Con, **Cure** 1 save.

#### E7 COAT HALL

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The walls of this hall are lined with pegs and several cloaks, coats, and capes are hung from the pegs. Two pairs of muddy boots (belonging to Jiager and Rimilk) are also in this hall, beneath the cloaks.

Stairs to the east lead up into the front guard room.

#### e8 front guard room

In the middle of this room is a fire pit, above which is a cauldron full of oil. The cauldron is hung in such a way as to make it the job of a single individual to pour its contents into the murder holes on the floor between the fire-pit and the south wall. Four barrels stand against the west wall and four others against the east wall. The barrels to the west contain flammable oil. The barrels to the east contain the alchemical mixture called "lightning fire." There is a switch on the south wall, which when pulled, activates the electrical plates in E1.

## e9 armory and sitting room

A wooden table sits in the middle of the room flanked by two chairs. A variety of weapons hang on the north wall, as do shields and extra armor. Ronkul and Jiager are the two dwarves who are currently most likely to be serving as guards to the front door, and they spend most of their actual time at the front table playing cards. There is a deck of cards, two tankards, and two piles of coins (30 gp total) upon the table. The cards have blasphemous designs on them, evidence of the clan's wickedness.

#### Flintblade Dwarf



CR 3

**Ronkul and Jiager Flintblade** 

#### **XP 800**

male dwarf Fighter 3/Rogue 1 CE Medium humanoid (dwarf) Init -1; Senses darkvision 60 ft.; Perception +10

#### DEFENSE

AC 14, touch 9, flat-footed 15 (+5 armor, -1 Dex) hp 31 (3d10+1d8+11) Fort +5, Ref +2, Will +2 (+1 vs. fear); +2 vs. poison spells and spell-like abilities Defensive Abilities defensive training

#### OFFENSE

#### Speed 20 ft.

Melee mwk dwarven waraxe +7 (1d10+2/x3) Range heavy crossbow +2 (1d10 / 19-20, x2) Special Attacks hatred, sneak attack +1d6

#### **STATISTICS**

Str 14, Dex 9, Con 14, Int 10, Wis 13, Cha 6

## **Base Atk** +3; **CMB** +5; **CMD** 14 (18 vs bull rush, 18 vs. trip)

**Feats** Alertness, Power Attack, Skill Focus (Craft [blacksmithing]), Weapon Focus (dwarven waraxe)

**Skills** Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +2, Craft (black-smithing) +8 Perception +10 (+12 to notice unusual stonework), Sense Motive +7, Stealth +5; **Racial Modifiers** +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework

Languages Common, Dwarven SQ armor training 1, trapfinding +1 Gear scale mail, mwk dwarven waraxe, heavy crossbow, 10 bolts

## Treasure

1 everburning torch

600 gp worth of assorted weapons, 10 large steel shields and 4 suits of scale male

#### ElO BATH ROOM

A communal bath room and toilet, this room is dominated by a large bath of water in the north-west corner. Several magical stones at the bottom of the bath keep the water warm and clean, though the rest of the room is rather fecund. There are toilet holes along the south wall which empty into the city's sewer system.

#### Treasure

5 bath stones

#### **Bath Stone**

Aura faint transmutation, faint evocation; CL 3rd Slot none; Price 1,000 gp; Weight —

#### DESCRIPTION

When submerged in water, this four-inch marble stone works to purify and heat the water in which it is submerged. Water is heated to a

son Ronkul. If the alarm has been raised, the porticullis in the northern archway leading back to the master bedroom is down, otherwise it is up.

CR4

#### Flintblade Dwarf (x2)

Rimilk and Wihlkma Flintblade

XP 1,200 dwarf Fighter 3/Rogue 2 CE Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +12

#### DEFENSE

AC 17, touch 9, flat-footed 15 (+5 armor, +2 Dex, +2 shield) hp 39 (3d10+2d8+13) Fort +5, Ref +6, Will +3 (+1 vs. fear); +2 vs. poison spells and spell-like abilities Defensive Abilities defensive training, evasion

#### OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +9 (1d10+3/x3) Special Attacks hatred, sneak attack +1d6

#### **STATISTICS**

**Str** 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 14, **Cha** 6 **Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs bull rush, 23 vs. trip)

**Feats** Alertness, Cleave, Combat Reflexes, Power Attack, Skill Focus (Craft [armor]), Weapon Focus (dwarven waraxe)

Skills Acrobatics +2 (-2 to jump), Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +2, Craft (armor) +11, Craft (weapons) +8, Perception +12 (+14 to notice unusual stonework), Sense Motive +8, Stealth +9; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework Languages Common, Dwarven

**SQ** armor training 1, rogue talent (combat trick), trapfinding +1

**Gear** scale mail, mwk dwarven waraxe, large steel shield

#### Treasure

The various tools in this room have a combined total value of 1000 gp, and if used in any sort of smithing or woodworking project add a +2 circumstance bonus to the skill check.

comfortably warm temperature, and impurities, including trace dirt, are removed from the water so that it is crystal clear. A stone will affect 25 gallons of water. More than this, and the effect is diluted. The effect is not instantaneous, requiring a minute per gallon of water treated. Multiple stones can be utilized together effectively for larger bodies of water.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, purify food and drink, produce flame; **Cost** 500 gp

#### ell clan hall and workroom

The west half of this room contains four stone benches and is used for clan meetings and daily devotions. The east half of the room is the clan work-room and contains four work tables, tools, an anvil, a small forge, and a variety of projects in various stages of completion. Currently Rimilk and his wife Wihlkma are the ones most likely to be found here. Rimilk is carving handles for war-axes and Wihlkma is working on a suit of chain armor for her

#### Treasure

There is a suit of black masterwork full-plate armor on an armor stand. It bears a demonic seal on its front, as well as many blasphemous prayers etched into its surface and is completely unsuitable for wearing in polite society.

#### E12 RUERHT'S BEDROOM

When not out murdering people, Ruerht is most often to be found in his room, resting, plotting, and pacing. The room contains a simple bed, a dresser, and a bedside table. The mirror above the dresser has been covered with evil sigils, written in blood, and the room has a sulphorous smell. There is a locked chest under the bed (DC 20 disable device).

#### Treasure



The chest beneath the bed contains four dwarven hearts.

It also contains 2 dark-heart rubies, 227 gp, a potion of cure moderate wounds, and a journal detailing Ruerht/Sulvyikhon's joint thoughts and activities since their melding.



#### el3 clan treasury

The secret door to this room is cleverly hidden behind a statue of a surly dwarf holding a battle-ax. The statue is actually a likeness of Ruhlk's father, Ronk Flintblade, and the door is opened by turning the ax handle the statue holds (Perception DC 25). The room beyond contains the family fortune, such as it is.

#### Treasure

Black onyx statue of a demon (300 gp) 123 pp, 3033 gp, 290 sp, 1015 cp 4 rubies (200 gp each) +1 cold iron sacrificial dagger



#### **Ruerht Flintblade**

#### XP 1,600

Male demon(gallu)-possessed dwarf fighter 3/Rogue 2 CE Medium humanoid (chaotic, dwarf, evil) Init +0; Senses Darkvision 60 ft.; Perception +6

CR 5

#### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor) hp 55 (3d10+2d8+30) Fort +9, (Base: +7), Ref +4, Will +3 (+1 vs.

fear); +4 vs poison, +2 vs. spells and spell-like abilities

**Defensive Abilities** armor training 1, evasion, trapfinding; DR 10/cold-ironD; Resist electricity 20D **Weaknesses** spell vulnerabilityD

#### **OFFENSE**

**Speed** 20 ft. **Melee** +2 dagger +9 (1d4+6; 19-20/x2) **Special Attacks** neak attack +3d6D (Base: +1d6) **Spell-Like Abilities** (CL 5th) At will—alter selfD 3/day – dimension doorD

#### **STATISTICS**

**Str** 18, **Dex** 10, **Con** 22, **Int** 8, **Wis** 15, **Cha** 12 (**Base Stats: Str** 14, **Dex** 10, **Con** 18, **Int** 8, **Wis** 15, **Cha** 10)

Base Atk +4; CMB +8; CMD 18 (+4 vs bull rush and trip)

**Feats** Weapon Focus (dagger)

**Skills** Appraise +7, Disguise +11, Intimidation +6, Knowledge (local) +4, Perception +8, Profession (smithing) +8, Stealth +5; Racial Modifiers +4 to DisguiseD, +2 to Appraise on goods containing nonmagical precious metals or gems, +2 to Perception to notice unusual stonework Languages AbyssalD, Common, Dwarf **Possessed** (Su) Ruerht is possessed by a gallu demon named Sulvyikhon. Sulvyikhon is in constant telepathic communication with Ruerht, but does not dominate the dwarf completely. Nevertheless, the demon has greatly influenced the desires of the dwarf, creating in him a craving for dwarf-flesh and lowering his inhibitions against seeking revenge. The stats above reflect the abilities granted by the demon to the dwarf, each of which is marked with a D.

**Spell Vulnerability (Ex)** Certain spells have special additional effects against demon-possessed creatures such as Ruerht. These spells must first overcome the demon's spell resistance (SR 17) to have any effect. A break enchantment, remove curse, dispel chaos, or dispel evil spell must cast on Ruerht ejects the demon from the dwarf (Will negates) so that the demon is immediately ejected from Ruerht's body and appears in the nearest open square. Banishment likewise ejects the demon (Will negates) but sends the demon back to its home-plane. An antimagic field or any antimagic effect suppresses all the abilities granted by the demon, and also prevents the demon from communicating with the possessed creature, using its perceptions, and exiting its body (unless it dies) for as long as the demon-possessed creature remains in the antimagic area.

#### el4 clan bedrooms

The various members of the clans sleep in these rooms. Each contains a wide bed, a dresser, and a bedside table. There is little in any of the rooms to distinguish them, as most of the personal effects are kept elsewhere. During the day, young Kilmort, the youngest of the clan, is tasked with cleaning the rooms, a job he goes about half-heartedly.

#### Kilmort Flintblade

CR 3

#### XP 800

male dwarf Fighter 3/Rogue 1 CE Medium humanoid (dwarf) Init -1; Senses darkvision 60 ft.; Perception +10

#### DEFENSE

AC 17, touch 11, flat-footed 15 (+5 armor, +2 Dex) hp 31 (3d10+1d8+11) Fort +5, Ref +2, Will +2 (+1 vs. fear); +2 vs. poison spells and spell-like abilities

### Defensive Abilities defensive training

### OFFENSE

Speed 20 ft.

**Melee** mwk dwarven waraxe +4 (1d10/x3) **Range** mwk composite shortbow +6 (1d6 / 19-20, x2)

Special Attacks hatred, sneak attack +1d6

#### **STATISTICS**

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 6 **Base Atk** +3; **CMB** +5; **CMD** 14 (18 vs bull rush, 18 vs. trip)

**Feats** Alertness, Power Attack, Skill Focus (Craft [bowmaking]), Weapon Focus (dwarven waraxe)

Skills Appraise +4 (+6 to assess nonmagical metals or gemstones), Bluff +2, Craft (bowmaking) +8, Perception +10 (+12 to notice unusual stonework), Sense Motive +7, Stealth +9; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework Languages Common, Dwarven SQ armor training 1, trapfinding +1 Gear scale mail, mwk dwarven waraxe, mwk

composite shortbow, 20 arrows

#### EIS MASTER BEDROOM

The stone hallway into the master bedroom has no sconces for torches, the better to hide the small living wall which occupies the recessed area at E15a. The living wall does not attack any of the Flintblades but will attempt to slam the first person it sees into the wall across from its alcove.

#### **Small Living Wall**

#### **XP 800**

N Medium construct

**Init** +1; **Senses** darkvision 60 ft, low-light vision; Perception +0

CR 3

#### DEFENSE

AC 15, touch 8, flat-footed 17 (-2 Dex, +7 natural) hp 36 (3d10+20); fast healing 1 Fort +1, Ref -3, Will +1 DR 5/slashing; Immune construct traits; Resist acid 5, cold 5, fire 5

## OFFENSE

Speed 10 ft. Melee 2 slams +5 (1d8+2 plus grab) Special Attacks crushing push, push (slam, 5 ft)

#### **STATISTICS**

Str 14, Dex 7, Con -, Int -, Wis 11, Cha 1 Base Atk +3; CMB +6 (+8 bull rush, +10 grapple); CMD 14 (16 vs. bull rush) Feats Improved Bull Rush SQ fleshy link

#### **SPECIAL ABILITIES**

**Crushing Push (Ex)** A living wall adjcent to a creature that is also adjacent to a barrier (such as the dungeon wall) can spend a standard action to crush that creature against the barrier, dealing 1d8+3 points of damage. If the living wall is grappling the target, as part of this attack it can attempt a free combat maneuver to pin the target.

The bedroom itself is tastefully furnished with three bear rugs, several wall hangings depicting scenes from various hellish regions, and two iron brazziers in which continual flames flicker. Furniture wise there is a large four poster stone bed, with several lush furs atop it, a massive stone desk, a toiletry table, and a large bookcase. Upon the wall above the toiletry table is are two false beards. When he is helping his wife in the lab, Ruhlk can often be found here, during the day, working at the desk.

#### **Rulhk Flintblade**



male dwarf Thaumaturge 7 CE Medium humanoid Init +1; Senses Darkvision 60 ft.; Perception +0

CR 6

#### DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex) hp 45 (7d6+21) Fort +4, Ref +3, Will +5 (+1 vs. fear); +2 vs. poison spells and spell-like abilities Defensive Abilities defensive training, unpleasant odor

#### **OFFENSE**

Speed 20 ft. Melee bonded +2 warhammer +6 (1d8+2; 20/x3) Special Attacks instant summons (1/day), spells Spells (CL 7th; concentration +9) 4th – chaos hammer 3rd – blindness (DC 15), dispel magic 2nd – cure moderate wounds, hold person, sound burst (DC 14) 1st – bane (DC 13), cause fear (DC 13), command (DC 13), protection from good orisons – bleed (DC 12), detect magic, mending, read magic Domain Earth

#### **STATISTICS**

Str 10, Dex 12, Con 15, Int 14, Wis 10, Cha 14 Base Atk +3; CMB +3; CMD 14 Feats Craft Wondrous Item, Scribe Scroll, Toughness, Weapon Focus (warhammer) Skills Craft (weaponsmithing) +12, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +12; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework

Languages Dwarf, Abyssal, Goblin SQ arcane bond (warhammer), lesser corruptions (hairless, unpleasant odor), soulbound Gear scroll of inflict serious wounds, scroll of cure critical wounds, scroll of summon monster IV, wand of cure light wounds (12 charges); bonded +2 warhammer, ring of protection +2

#### SPECIAL ABILITIES

**Instant Summons (Sp)** Once per day, as a free action, Rulhk can summon a huge fiendish viper (as monster summoning IV).

Soulbound (Su) Rulhk has sold his soul to the demon prince Sial. Upon death, the thaumaturge's soul will travel to the realm of his patron, where it will be used as Sial wishes. Only resurrection or true resurrection will, upon death, call back Rulhk's soul to his mortal body. Unpleasant Odor (Ex) Rulhk's body emits a strong, musky, reptilian odor which can only be masked by powerful perfumes. Because of the smell, he suffers a -2 penalty to all Diplomacy and Handle Animal checks. Any creature with the scent special ability gains a +2 circumstance bonus on all scent-based Perception checks against Rulhk; however the same creatures suffer a -1 penalty on attack rolls made against Rulhk and must succeed at a DC 15 Will save to attack Rulhk with a bite attack. Any creature making a successful bite attack against Rulhk becomes sickened for 1d6 rounds (a successful DC 15 Fortitude save reduces the duration to 1 round). NOTE

Due to the corrupting powers of chaos, Rulhk is completely hairless, a fact which he hides by wearing a false beard.

#### Treasure

gold toiletry kit (150 gp) disguise kit (50 gp)

A journal besides the bed contains Rulhk's meanderings. Reading it reveals three things. Firstly, that Rulhk was indeed dealing with goblins in an effort to bring terror to the city of Stoneholme. Secondly that on several occasions, when Rulhk feared discovery of his family's secrets, events always turned out well for the family. Rulhk initially chalked this up to the goodwill of his demonic patrons, but had, over time come to the conclusion that somebody high up in city government had pulled a few strings a time or two to help them. Rulhk had no idea who their benefactor was. And finally, the last few entries detail the rites Rulhk performed in order to bind a demon to his son.

#### EIG LABORATORY

This massive room is lined with stone tables and bookshelves. There are two comfortable chairs in the middle of the room, with a large everburning lantern hanging above them. Atop the tables are both arcane and alchemical paraphernalia. Ruhlk's wife, Guhinda spends most of her time within this room, working on alchemical concoctions.

#### Guhinda Flintblade

#### XP 1,600

female dwarf alchemist 6 CE Medium humanoid (dwarf) Init +1; Senses darkvision 60 ft.; Perception +12

CR 5

#### DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex) hp 33 (6d8+6) Fort +6, Ref +6, Will +2 (+1 vs. fear); +6 vs. poison, +2 vs. spells and spell-like abilities

## Defensive Abilities defensive training

### OFFENSE

Speed 20 ft.

Melee +1 quarter staff +4 (1d6) or 2 claws +7 (1d6-1), bite +3 (1d8-1) Ranged acid bomb +5 (3d6+2 plus 1d6 acid on 2nd round; splash 5; DC 14) Special Attacks bombs 7/day Formulae Prepared (CL 6th) 2nd level barkskin, fire breath (DC 13)(x3) 1st level cure light wounds, enlarge person, stone fist, shield, true strike Discoveries acid bomb, enhance potion, feral mutagen

#### **STATISTICS**

Str 8, Dex 12, Con 12, Int 14, Wis 11, Cha 9 Base Atk +4; CMB +3; CMD 14 Feats Brew Potion, Skill Focus (Craft [alchemy]), Skill Focus (Perception), Throw Anything, Weapon Finesse Skills Craft (alchemy) +20; Disable Device +10, Knowledge (arcana) +11, Perception +12 (+14 to notice unusual stonework), Spellcraft +11; Racial Modifiers +2 Appraise nonmagical metals or gemstones, +2 to notice unusual stonework

**Languages** Abyssal, Common, Dwarven, Goblin **SQ** alchemy, mutagen, poison use, swift alchemy, swift poisoning

**Gear** alchemist fire (x4), mutagen (+4 Dexterity, +2 natural AC, -2 Wisdom, 2 claws (1d6), bite (1d8), +2 Intimidate), potion of cat's grace, potion of cure light wounds (x2), smokestick, tanglefoot bag (x2), thunderstone (x2); formulae book, ring of protection +2

## concluding the adventure

If the PCs clear out the Flintblade's Manor, evidence of their demon worship is easily obtained from both the tunnels connecting to the manor, and from various pieces of evidence in the manor (areas E4, E9, E12, E13 and E16). Any payment the PCs arranged for in return for their services is honored, and tales of their exploits are swiftly spread across the city. Shtawn Deppenkhut makes it obvious how pleased he is with their deeds, and promises that should trouble arise again in Stoneholme, he will most certainly turn to them first for aid.

#### Treasure

massive everburning lamp (310 gp; 100 lbs; illuminates a 40 ft radius with normal light and creates dim light for 40 ft beyond that range)

The lab equipment in this room is worth 1000 gp and adds a +4 circumstance bonus to all Craft (alchemy) skill checks made using the equipment. The equipment is also suitable for magic item creation.

The books in this room are worth 2000 gp in total and cover a wide variety of subjects including demons, the planes, alchemy, and wizardry. The books in this library can be used to add a +4 circumstance bonus to any Knowledge (arcana or the planes) skill checks made to do research. The books also contain notes which make the demon

> worshipping tendencies of the Flintblades quite apparent.

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## murder in stoneholme

#### A Pathfinder Compatible Adventure for 4-6 Level 3 PCs

A refuge in the underworld, Stoneholme stands neutral, its dwarves refusing to participate in any of the myriad struggles which occupy their neighbors. But, of late, evil has come to Stoneholme. Still recovering from recent supernatural events, the city now finds itself facing a mysterious killer, one whose face is never the same twice, and who leaves his victims cruelly cut and torn. The PCs must find the evidence which links the murders to the Flintblade clan, infiltrate their dark manor and bring their gruesome deeds to an end. But more than fell traps fill this dwarven home. Demonic sorcery is at work and the PCs will need all their courage and strength to survive.

Murder in Stoneholme is a follow-up adventure to Dark Days in Stoneholme, but it can also be used as a stand-alone scenario. The adventure features a series of grisly murders, a dangerous dwarven manor, demon-worshiping dwarves and a demonic, shape-shifting murderer. Though set in Stoneholme, the adventure can be easily ported to any non-evil underworld city.

