



PRESENTS



BP-1 THE MANOR OF DECEIT

AN ADVENTURE FOR 4-6 PLAYERS OF 2ND LEVEL COMPATIBLE
WITH PATHFINDER ROLEPLAYING GAME AND CHAPTER TWO OF
THE DARK VEIL CAMPAIGN.

WRITTEN AND CREATED BY JEFF GUPTON



FOREWORD

“Another one bites the dust!”

-Queen



As I have spoken about many times in my life, 1981 was a year to remember: I discovered roleplaying games. I played off and on during lunch recess with other kids in my class, being so very excited to put my own boxed set in my school backpack every day. The games we played weren't that memorable, honestly I don't remember them much at all other than I played a Wizard, big surprise. It wasn't until the summer of 1982 when I moved to a bigger city that I was able to make new friends that played as well and embarked on my first published adventure: U1 The Sinister Secret of Saltmarsh. The excitement I felt when I first discovered RPG's was back. I LOVED the thought of a rotting "haunted" mansion, assassins, pirates and lizardmen, what 11 year old could ask for more? After completing the adventure I knew I had to have my own copy. Luckily the GM was in a mood to trade me (I can't remember what it was, but I knew that it was worth it!) for the adventure and not only did I have a copy, it was the very one I went through! That copy is still in my possession, tattered and worn, but still mine notes and all. Over the 28 years since, I have run this adventure as a GM many, many times for my players. Each time I would change something, or add something, but nothing very drastic since I was pleased with the adventure as it was. I updated it for all the editions I have played, but never converted it over to the current versions of my favorite RPG's. Why? Time. My time as of late has become limited, due to family, full time employment and this company that I was insane enough to start up. So while I was winding down the plot for BP1- The Hidden Current, I began to toss around ideas for a sequel. As I was going over my collection of rule books spanning 25+ years I saw my old copy of U1 sitting there on the shelf. That's when it hit me, why not make a "tribute" to my favorite adventure of all time!

So, here it is, my homage to the greatest published adventure of my life time. Just to make it clear, this is in NO WAY a Pathfinder RPG conversion for that module. This is a one of a kind adventure that I was *inspired* to create by my love for Saltmarsh. As you will soon see within these pages, the story is unique, the haunting is real, the smugglers treacherous and the lizardmen are on the other side of things this time. My sincere hope is to inspire, even just one of the current generation of new RPG players in the same way I was, 28 years ago.

As always, please enjoy.

Jeff Gupton

Blackbyrne Publishing.

BLACKBYRNE PUBLISHING

BP-2 THE MANOR OF DECEIT

A SECONDLEVEL ADVENTURE SUITABLE FOR 4-6 CHARACTERS

WRITTEN AND CREATED BY: JEFF GUPTON

COVER ARTIST: DANIEL FIRAK

INTERNAL ARTISTS:

JAMES DEWTON, LPI DESIGN STOCK, MONGOOSE PUBLISHING STOCK, KIMAGU STOCK ART

MAPS: JEFF GUPTON USING CAMPAIGN CARTOGRAPHY 3

PLAYTESTERS:

JUSTIN EDEY, KRISTY EDEY, JAMES COOKMAN, JUSTIN MITCHEL, SUZANNA MITCHEL, STEPHEN GUPTON, JUSTIN BAIZO, AMANDA HUBACEK, BRYAN MACHADO

THIS ADVENTURE IS DEDICATED TO DAVE J. BROWNE AND DON TURNBULL, THANKS FOR THE WONDERFUL INSPIRATION OF MY YOUTH.

WWW.BLACKBYRNEPUBLISHING.COM



Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

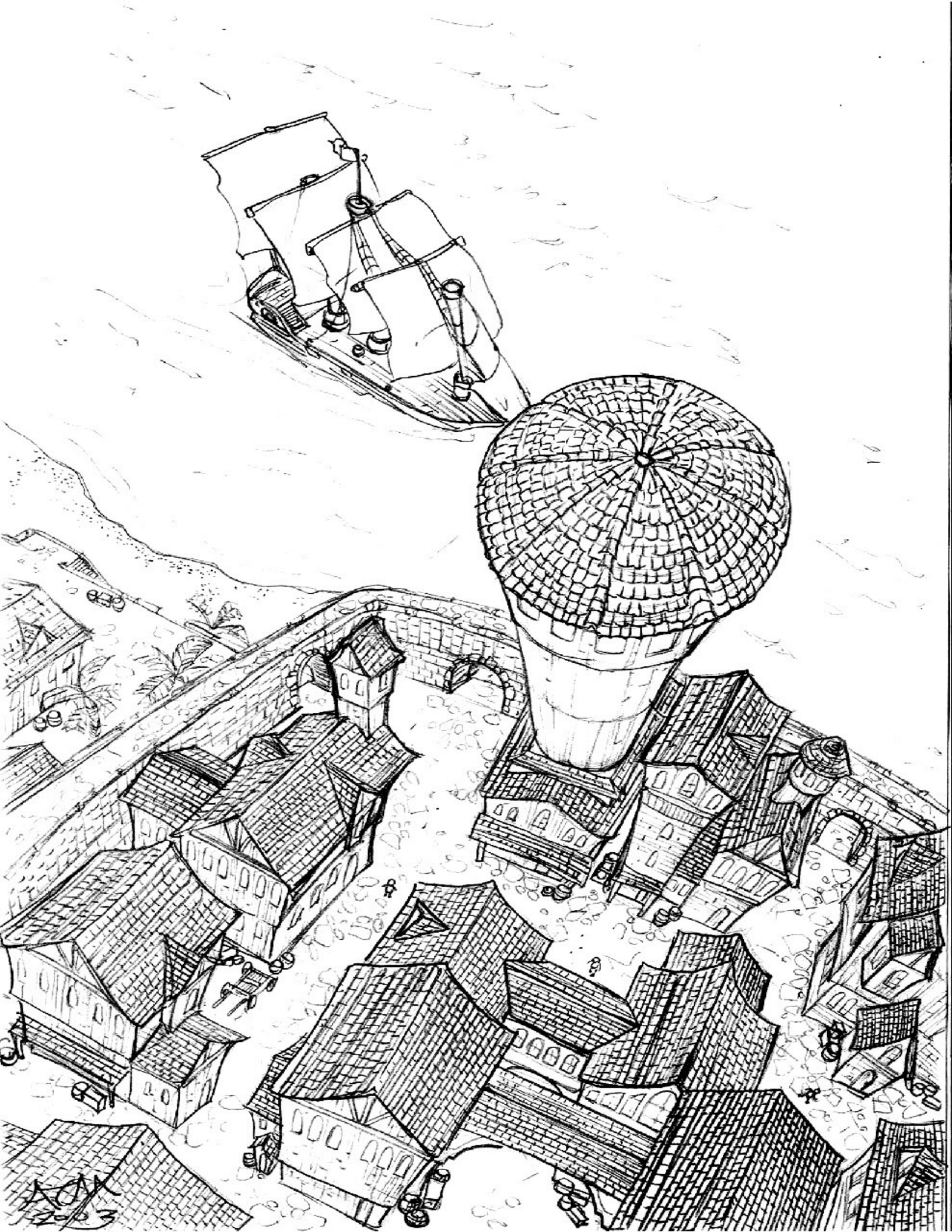
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Manor of Deceit, The Dark Veil, the Blackbyrne Publishing logos and all intellectual property not belonging to Paizo Publishing are exclusively owned by Blackbyrne Publishing 2010



Most locals will tell you that it's always sunny in Gull's Port, even when it rains. A bustling ocean side metropolis, filled with people from every walk of life, sailors, merchants, blacksmiths and of course, madmen.... A dark evil has grown in the heart of Gull's Port while the city continues its life, unaware of the disaster on the horizon. A haunted mansion run by a mad alchemist with an evil plan, are you brave enough to enter?

SUMMARY

BP2- Manor of Deception is an adventure for players of 2nd level compatible with Pathfinder Roleplaying Game. Manor of Deception is written as a continuation of the *DARK VEIL* campaign which began in BP1- The Hidden Current, but can easily be adapted for single use or as part of your existing campaign. There are 1" square battle maps suitable for printing and using with miniatures located at the back of the book. You will need the Pathfinder Roleplaying Core Rule Book and Pathfinder Bestiary supplement to successfully run this adventure.

The adventure begins en route to the city of Gull's Port, the merchant gateway to the Abolate Sea and the exotic but deadly Spider Islands. The players either come to Gull's Port by way of Boarland Falls or by whatever means fits your campaign. Continuing from the previous adventure, the players are not only escorting a shipment down the Lumbado River from Boarland Falls, but also following up a lead given to them by Teedle Fleetfoot concerning the mysterious book they found in Blackheart's lair.

Once the players make it to the city (after the ambush by the local Lizardfolk) they will attempt to find their suggested contact, Dalacore Smythe. Dalacore is a local mage and historian who takes up residence in a little shop on the outskirts of the marketplace. While Dalacore attempts to translate the book, the players will be asked find an ancient scroll hidden in his family's estate now controlled by his deranged brother, Drivitt Smythe. Drivitt has turned the family manor into a true house of horrors, using animated corpses from a nearby cemetery, as well as other abominations to nature, to guard not only the interior of the house, but more importantly the tunnels beneath.

HISTORY

Gull's Port has been the port of call for sailors from around the world for several centuries. It was from Gull's Port that the Spider Islands were discovered and colonized. (eventually being declared "no man's land" and a free port) The Lordship for the central part of the continent of Thalorrand has been under the control of the Ashtron family since Gull's Port was founded, making it the Lord's Capitol. Over the years, Gull's Port has grown from a small port to a bustling seaside metropolis, fending off foreign invaders during the War of Lords and beating back the Orc Hordes in the time of The Uprising. Each time, Gull's Port would rebuild, bigger and better than it was before, as a sort of cleansing.

Currently, Gull's Port is home to roughly 50,000 humanoids, mostly human, in and around the city. Trade merchants take up most of the docks and warehouse area. Likewise, the shop keepers inhabit the market zone, almost all of them living above their shops. Almost anything a person can want, from items to companions, can be found or made within (and underneath) the city, for a price of course. Nobles and common folk walk side by side in the market zone just as high end emporiums are built next to discount shops. All manner of education can be found as well, from the respectable halls of the Treland Academy of the Arcane and the Dorram Martial Dojo all the way down to the Red Right Hand Thieves Guild (which officially doesn't exist).

Gull's Port cemetery is located $\frac{3}{4}$ of a mile east of town along the bluffs overlooking the Abolate Sea. Occupying almost 5 acres, it's the largest cemetery in the Astron territories, as well as the most beautiful. Family plots and military graves separated by a small fence, but the graves all date back centuries. Located at the center is the Ashtron family mausoleum, housing leaders and their family dating back to the founding of Gull's Port. Few outside the family have ever been inside the mausoleum, but it is rumored to

be several stories below ground as well as being haunted by family members who either met with an untimely death and left an angry imprint, or cannot let go of the mortal world and pass into the Plane of Death. Drivitt has recently tapped into the mausoleum and began raising the Astron family members to lead a direct assault on the current Lord Astron.

LOCALS



Dalacore Smythe- A retired teacher at the Treland Academy, he has since become a local historian on the arcane legends, not only for Gull's Port, but also for Thalorrand itself. His office is located above The Silver Dust Emporium, a small alchemist shop on the fringe of the market zone, which he occasionally opens from time to time when he wants a break from his books. Both the shop and office are cluttered with books and items, the only items not covered are the desks at which Dalacore works (and sleeps). Dalacore is an elderly gentleman, in his late 60's, he is clean, but appears disheveled more often than not. His assistant, Tobias, is a young boy of 12 years who runs errands for Dalacore, mostly groceries or picking up another book that just arrived at the docks from faraway lands. Dalacore is friendly, but flighty and some say he is losing his grip on everyday things due to getting lost in his books. When portraying Dalacore, be sure to convey his flighty, scatterbrain mannerisms and speech.

Myepett- Originally an ogre that Dalacore had rescued as a child and raised as his personal assistant. Myepett would perform odd jobs around the manor, helped dig out the lab which Dalacore worked in and was basic protection for Dalacore. When Drivitt snapped and tried to kill Dalacore, it was Mypett that blocked the spell and his sacrifice allowed Dalacore to escape. Unbeknownst to Dalacore, Drivitt raised Mypett from the dead and he is now Drivitt's undead personal assistant.



Drivitt Smythe- Younger brother to Dalacore, who was also a teacher at Treland Academy, however he was fired due to "improper conduct". More than 10 years ago, Drivitt, in the beginnings of madness, confronted his brother with whom he shared the family estate, killed Dalacore's ogre assistant Myepett and ran Dalacore off the grounds. Since that time, Drivitt has used the undead Myepett and any other zombie slaves he created to tunnel out the underneath portion of the mansion. Building both a secret lair, and an access way to the cemetery (specifically the Astron family mausoleum), Drivitt has been able to steal corpses for his experiments and for his personal protection. At the present time, Drivitt is working furiously on a ritual which would change living creatures into undead minions on a mass scale, with the intention of unleashing it on Gull's Port as "Ground Zero" to the rest of the continent. Aiding him in his work, at a bit of a distance, is the smuggling organization known as the Red Death Pirates led by a man named Ramius Nastavnik. (see entry for both) The pirates have provided Drivitt with exotic ingredients and lizardfolk

slaves to experiment on, but are not directly involved. Drivitt, however, is completely unaware that he is not even close to his goal. All of his attempts have failed to produce results and only succeeded in destroying the slaves outright rather than converting living to undeath, but he believes that he is missing one key ingredient which Ramius is due to deliver. When portraying Drivitt, he is as mad as a hatter, but speaks in low, almost growling tones and rarely looks people in the eye.



Captain Ramius Nastavnik- Ramius is a very tall and muscular man in his mid 30's, his one remarkable feature are his jade colored eyes. He has been captain of the Rum Brave for several years and, to the general public, he is the owner of Nastavnik Trading and operates out of a small office near where the Rum Brave is docked. Ramius, however, is also the leader of the Red Death Pirates and owns a total of three ships, two of which are docked off the coast east of Gull's Port by an outcropping of rocks called Jagged Fang. Hiding perfectly behind the guise of a respectable merchant-sailor, no one in Gull's Port has made the connection between Ramius and the Red Death Pirates, however The Commodore is becoming suspicious. Ramius has been working with Drivitt by providing him with captured lizardfolk slaves to experiment on, as well as exotic ingredients from the Spider Islands and beyond. Believing that Drivitt is working on an alchemic weapon of some kind, Ramius is biding his time until he succeeds so that he can steal it for himself and sell it to the highest bidder. When portraying Ramuis, give him a borderline evil swagger, like an evil Errol Flynn. Ramius likes to wear

plain clothing when doing business but wears a black silk outfit with a black scarf printed with the symbol of the Red Belly Spider on the front to cover most of his face when making an attack or other pirate business.

Red Death Pirates- Taking their name from the deadly Red Belly Spider found only in the Spider Islands, the Red Death Pirates have been a menace to the Abolate Sea for many years. Attacking only at night, using magic to guide them towards their prey, they fight hard and swift, leaving none alive. The only evidence left behind is their symbol, the same one the Red Belly Spider has on its back, burned into the helm wheel as the wreckage floats on the current. With the exception of the Rum Brave (which magically disguises itself prior to an attack), the Devil's Bum and Hangin' Man are anchored offshore to the east of Gull's Port near an outcropping of rock. The rock formation, named the Jagged Fang, is feared by most sailors due to the large amount of hidden rock under the surface of the ocean. Captain Nastavnik found a small channel through the rock and was able to make berth alongside Jagged Fang, concealed from his enemies. Red Death Pirates dress in all black leathers and wear red cloth scarves with the Red Belly Spider symbol on them to cover their faces during an attack.



The Commodore- This stark, severe man stands 6' 10", is completely bald and has a claw mark across the right side of his face where a patch covers the space where his eye used to be. With a reputation larger than

he is, The Commodore keeps the peace within Gull's Port and within the ranks of the militia itself. No one remembers his real name and no one dares ask. The Commodore does not oversee all the discretions that occur in the city, but does keep a watch over high profile issues and crimes. Becoming increasingly suspicious at the dealings of the Red Death Pirates, The Commodore has a "gut feeling" that Ramius is somehow involved and is looking for information to prove his theory. Probably the most frequent rumor about The Commodore is how his face became disfigured. The stories range from a scorned wife to a hand-to-hand battle with a demon from the underworld summoned into a local tavern by a follower of Gorrand. When portraying The Commodore, his mannerisms are forceful yet calm and he has a gravelly voice.

Tom Dobbly- Tom is the older gentleman who owns and tends bar for the Pelican Pit tavern and inn. When the PC's arrive in Gull's Port looking for Dalacore, they are told to contact Tom since he knows everyone in town. The Pelican Pit tavern is usually full of locals, the kind that don't like visitors much. Tom likes to be friendly and helpful to everyone, which makes his regulars very protective of him and aggressive towards anyone causing problems inside the tavern. They are quick to defuse a fight, unless they are the ones who started it. Tom's mannerisms are that of a favorite grandfather, warm and friendly.

SECONDARY HOOKS

Gull's Port is a large city, one ripe with adventure, which provides a myriad of hooks to keep your PC's there and involved. Only you, the GM, know which would best fit your players, but here are some suggested hooks to involve them.

Hook: Look up an old teacher- The Treland Academy has provided knowledge in the arcane arts for many years, if there is a spellcaster in the group, they may want to look up an old favorite teacher. Dalacore Smythe was a very respected and well liked professor in his time at the Academy and does have the occasional student return to say thank you. Once they find Dalacore, he will tell them of his worries concerning the activities his brother is up to at the family manor.

Hook: Greed- If the PC's are not interested in decyphering the book they found in Blackheart's lair, they could be interested in selling it to a local historian. Any locals familiar with where to sell such a book will point to Dalacore, who will be interested in uncovering the book's content, but needs a scroll from his old lab to do so and will offer the PC's gold for both the book and recovering the scroll.



PRELUDE

E1: Attack on the Barge
CR 3
XP- 800
2- Moonscale Slingers CR ½
4- Moonscale Slashers CR ¼

Setup- The players have been aboard the elemental powered barge for five days and four nights and are due into Gull's Port by morning. The barge is powered by a trapped water elemental so that it may return to Boarland Falls against the river current. It is flat with a covered area for sleeping quarters (nothing more than a few hammocks) and the two alternating wheelmen (who control the elemental). The players should have an established watch schedule prior to the encounter and you may determine which watch the encounter occurs, either by design or randomly. The local Moonscale Lizardfolk (named because their

scales all have black crescent on the edge of each one) tribe are made up from escaped slaves brought to Gull's Port by the Red Death Pirates from the Spider Islands. They are not raiding the barge for any reasons other than they need supplies. Once you have set up the map, read or paraphrase the following:

As you float lazily down the Lumbado river, you reflect over the last few days and are glad to be closer to civilization. An uneasy calm has taken over the wildlife along the river, and as you begin to look around you hear a "twang" and then THUNK! You look back at the wheelman as he slumps over causing the boat to slow and realize you are being ambushed.

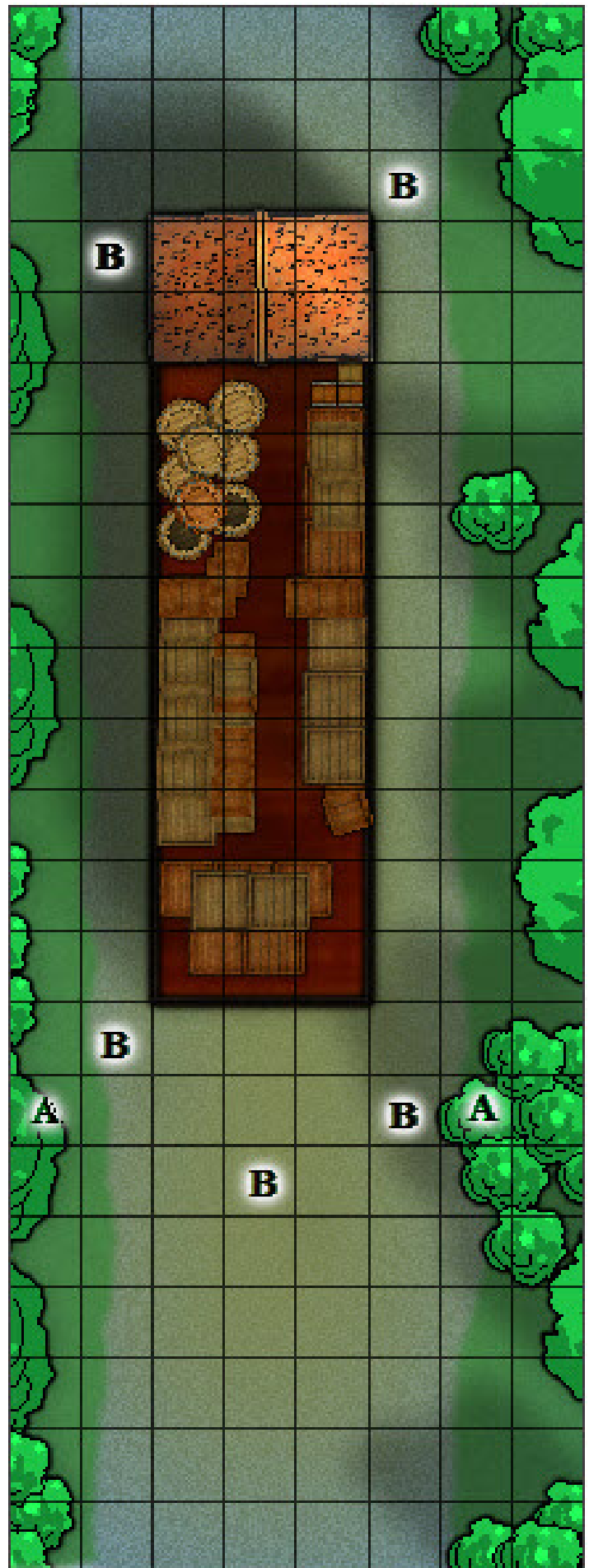
Tactics- As you read above, the two slingers will target the wheelman and disconnect him from commanding the water elemental. The lizardfolk have hidden a fishing net under the surface of the water and, once the wheelman is dead and the elemental is no longer moving the barge forward, the boat will come to a sudden stop. There is no surprise round, the attack on the wheelman to stop the boat was enough to announce the lizardfolk's presence. The slashers will wait for the slingers to attack before they board the ship and fight face to face for as long as possible, but will not flee. The slingers will maintain their advantage on the shores. If the slashers fall and the slingers are being pressed into melee combat, they will attempt to flee.

Area Features

Illumination- Its nighttime during the attack, the only light is from the sliver of a moon and from any torches on board.

Terrain- The deck of the boat is normal terrain, but the boxes and the water around the boat are considered difficult terrain. Any players going into the water to fight or chase the slingers, must make a Swim check DC 14 to determine whether or not they sink.

Treasure- The lizardfolk have nothing other than what they carry, but if the players succeeded in fending off the attack, the Dock Master receiving the cargo will pay them an extra 20 gold each "hazard pay".



AFTERMATH

If any of the lizardfolk are captured, they will tell the players that they are escaped slaves from the Spider Islands brought to the mainland by “death” pirates. They do not apologize for the attack, but say it was out of need for supplies to maintain their slowly growing tribe. If the players take the lizardfolk to the magistrate in Gull’s Port, they will be imprisoned without trial since they are not “citizens”, even though slavery is illegal. Sympathetic players could lobby on their behalf and have the lizardfolk set free with a promise to no longer attack caravans. Award an XP bonus if they players bargain with the lizardfolk for their release.

Once in Gull’s Port the following morning, the players will want to be paid and then, most likely, want to seek out Dalacore Smythe. No one working on the docks knows Dalacore and cannot help them in their search. The Dock Master, however, tells them to talk with Tom Dobbley at The Pelican Pit since he is familiar with everyone in town.

SECTION ONE WELCOME TO GULL’S PORT

S1E1: The Pelican Pit

CR 2

XP 600

6- Bar Patrons CR ¼

Once the players arrive at the Pelican Pit, read or paraphrase the following:

Once inside the tavern, you can no longer tell if it is night or day, despite having walked in from sunshine outside. Candles are lit throughout the room and various locals hover over the table, each looking as if they are engaged in secret conversations. A lone elderly man stands behind the bar and, despite the dark disposition of his tavern, welcomes you with a warm and bright smile. “Hello! I’m Tom, welcome to the Pelican Pit! Haven’t seen you in here before, what can I do for you?”

The players will need to use their Diplomacy, Bluff or Intimidate skills to glean information from Tom, they need at least 3 successes from any combination of skills to get all the information. If they use Diplomacy (DC

18), they will get all the information, including directions, on Dalacore Smythe, with little or no problem from Tom. If the players succeed in their Diplomacy checks they will not be caught unaware of the locals who have moved closer to the bar looking for a fight with the “out-of-towners”. If they use Bluff (DC 20) or Intimidate (DC 19), or fail their Diplomacy checks, they are caught off guard as the locals move up around them and the Bar Patrons get a surprise round.

Tactics- The Bar Patrons will attack the players with ONLY subdual damage, even using a broken bottle is not meant to be fatal. The players should return the attacks in kind for any Bar Patrons that are killed, equate to a -1 for each one towards any Diplomacy checks made with The Commodore after the fight is over.

When the fight is over, read or paraphrase the following:

As the last man falls, Tom looks on in shock at the carnage that has just occurred. Within moments, the door bursts open and town guards fill the room, weapons raised ordering everyone to stay where they are. They are followed by a very severe looking man, almost seven feet tall, bald but sporting a beard, and wearing an eye patch over his left eye. As he walks in, he speaks looking at you: “I am The Commodore and I am the law in this city as appointed by Lord Ashtron himself. I demand to know what the meaning of this disruption is?”

The players will need to each make Diplomacy checks (DC 15) to explain why the fight broke out, for each dead Bar Patron, add a -1 to the roll of the player who killed them. Everyone who made the check will be held a little longer while The Commodore verifies their story with the other witnesses and Tom. Everyone who failed the check will be immediately take to the local prison and held until the next morning when they will be released due to lack of evidence (the other locals don’t want to get involved) and forced to sign papers agreeing to maintain the peace or leave Gull’s Port. If the players decide to fight rather than cooperate, treat each guard as a CR 1 NPC and The Commodore as a CR 5 NPC.

AFTERMATH

Once the players have dealt, positively or negatively, with the local guard, they can seek out Dalacore’s shop with little or no further interference from the locals. Whether or not it is immediately after the fight or the

next morning after they are released, they find Dalacore around late afternoon so they can head to the manor just before nightfall.

Dalacore will not open the front door right away and a good series of knocks will stir him awake. If the players ponder leaving, have Tobias arrive and mention "He's in there, he's always in there, you just have to knock loud". Once he comes to the door, Dalacore will welcome the players inside and offer them a place to sit, as long as they move the books and other clutter off of the chairs. Thinking they are there to buy goods, Dalacore will ask them what they are after and then, without letting them answer, start offering them various items like love potions to capture their hearts desire, divination scrolls to find lost loved ones, anything out of the ordinary and comical for the players. (you are here to have fun after all) Once the players get down to business, Dalacore will become very interested in the found book and offer to buy it for 150 gold, BUT will offer them 100 each if they provide one service for him. Then read or paraphrase the following:

This book will be very important to my research, but there are runes and markings I've never seen before. Many moons ago, I developed a scroll that might help me understand some of the runes, at least I think it might... This scroll, however, has not been in my possession for over 10 years and I am unable to retrieve it, but perhaps you could help? Not only will I be able to tell you what's inside, but anything else you may find with the scroll is yours to keep, what say you?

If the players agree to find the scroll, Dalacore draws them a map (Player Handout A) and then read or paraphrase the following text paragraph. If they are not interested, then Dalacore will offer 150 gold each and tell them that there are other treasures inside the manor hidden inside two wall safes hidden from his brother. (this is actually a lie, but Dalacore is desperate to understand the contents of the book) Dalacore also neglects to indicate on the map how to enter the basement and if the players ask, he simply tells them there are stairs on the first floor and then hurries them out the door. Dalacore, in his absent-mindedness, has also reversed the directions to his upstairs bedroom and drawn it as being on the west corner when it is in fact the east corner.

Here is a basic map of the mansion; my room with the key to the chest holding the scroll case is on the second floor in the southwest corner. You can find the key in a

secret compartment on the underside of my writing desk. (IF the players were told about wall safes, Dalacore adds them in random spots on the map, which you do as well) Now, you will need to go down into the basement, there is a large storage pantry and wine cellar there. On the far end, in the southeast corner, there is a torch bracket with a non-extinguishable torch in it, turn it to your right. This will pop open one of the wine shelves and behind it is my lab. The scroll should be in a platinum case inside the chest in the corner, don't worry I did trap it, but the key will disarm that. Now the case is magically sealed, only I know the activation word, so don't bother trying to open it. Anything else of value, you are free to take.

Now, I haven't been inside the manor since my brother, Drivitt, ran me off in one of his manic fits of rage. He managed to almost kill me! In fact if it wasn't for Mypett, I would never have escaped from that house. I have heard some rumors from locals who claim to have been inside the house and say it's haunted. I honestly don't believe any of that, if they were in the house, either they were up to no good and in league with my brother, or I'm sure he would have killed them. I also don't believe my brother even uses the house anymore, which is why it looks like it's about ready to fall off the bluff and into the ocean. Drivitt was working in the basement, carving out some cavern, when he attacked me, all because I did not want him taking advantage of Mypett to assist him in any of his mad plans. (Dalacore tears up at this point) With Mypett gone, I was no match for his evil alone, but you all seem like bright and capable beings, if you do bump into him, you shouldn't have any problems.

So, now you have everything you need, what are you waiting around here for, get going!

THE SMYTHE MANOR FIRST FLOOR

Area 1: The Porch-

S1E2: Watch your step!

CR 2+

XP-700

3- Giant Centipede CR ½

(pg 43 Pathfinder Bestiary)

Decaying Porch Hazard CR ¼

Setup-

The players will most likely come at the house from the front, seeing as the grass in the area has grown up substantially since the house was last kept up. There is a cobblestone path leading up to the house, but it too has come into disrepair, but is not considered difficult terrain. Once they are at the porch, read or paraphrase the following:

As night has fallen, so have the clouds, a storm is coming, you can smell it on the wind. You have followed Dalacore's instructions perfectly and are now faced with his family's manor. Years of neglect and weather have not only allowed the lawn to grow into a jungle of sorts, but has also turned this once magnificent estate into an eyesore. The fragmented cobblestone path leads you to a rickety porch that seems fairly intact, and beyond that a wooden door with iron binding.

As soon as a player steps onto the porch moving normally, they activate the hazard and upon a successful hit, initiative begins.

Tactics-

The insects will lie in wait until the hazard has a successful hit or all the players are all on the porch and trying to force the door. The centipedes will attack from under the porch where they live and take full advantage of prone targets.

Area Features

Illumination- The sun has set by the time this takes place and the moon is covered by clouds, so the players will have the only light source.

Terrain- The porch, as mentioned below, is difficult terrain, as is the grassy area due to the 4-5' tall grass.

Treasure- The insects have no treasure on them, but the centipede nest under the porch contains two gems (GM's choice) worth 100 gp each if a brave player wishes to look under some of the broken floor boards.

Decaying Porch

CR ¼

XP 100

Through years of neglect and sea front weather, the boards and frame of this once elegant porch are now weakened and fragile.

Hazard: Random spots on the porch are rotted and the entire floor is considered difficult terrain.

Perception: It is obvious this floor is unstable, no check needed.

Trigger: When a creature moves more than half their movement across the porch during a move action.

Attack

Reflex DC 17

Target: Creature that triggered hazard

Hit: Creature falls prone

Miss: The floorboard breaks, but the creature is not prone

Effect: Triggering creature's foot falls through the rotted

floor making them fall Prone.

Countermeasure: A creature can move across the porch

by treating the floor as difficult terrain.

AFTERMATH

Once the players dispatch the insects they can work on entry to the house. Although the door is pretty solid, and iron bound, the frame around it is rotted and the door can be forced open with a DC 15 Strength check. The lock is rusted solid and requires a DC 20 Disable Device check to open.

Area 2: Entryway- Once the players have opened the door and entered the building, read or paraphrase the following:

Your light shines inside this rather large foyer, illuminating debris and signs of vermin inhabitation. You can see that it once held a level of pride by the previous occupants, greeting their guests in style. The once fancy and expensive wallpaper now torn and water stained. Family portraits hang in ruins, ripped and tattered in their frames. To your left and your right, a dual staircase flows up to the second floor landing, however only one seems passable. On the lower floor you see two hallways, one to the left wing of the house and one to the right. Directly from the front door you see what might have been a dining room, but from your vantage point it is very hard to tell.

Area Features-

Illumination- Since the players should be entering the mansion at night, the only light in the area will be from what they bring with them.

Terrain- The floor is covered with debris and in some places considered difficult terrain. The stairs to the left appear intact, but missing steps making climbing them slow work. The stairs to the right are rotted and each stair will collapse when any amount of weight is applied. (DC 15 Perception check to see the rot)

Area 3: Kitchen- Once the players have entered this area, read or paraphrase the following:

What once was a kitchen suitable for banquets is now nothing more than debris and squalor. Broken crockery and furniture adorn the floor, cabinets pulled away from the wall and evidence of vermin everywhere. In the southwest corner is a door falling off its hinges that leads into the main dining hall. In the northwest corner is another door leading into either a smaller room within the kitchen, possibly a closet or pantry.

Area Features-

Illumination- As before, the house is dark other than what light the players bring with them.

Terrain- The floor is littered with debris and areas marked on the map are difficult terrain.

Area 4: The Pantry- Once the players open the door to the pantry, read or paraphrase the following:

Broken jars and bits of food that resemble rocks adorn the shelves in what used to be a pantry. Against the south side of this narrow room is a descending staircase that leads to the basement, it appears intact but not recently used. (if the players are coming up from the basement, alter the text to fit as needed)

Area Features-

Illumination- Only what the players have with them

Terrain- The floor is curiously free of debris.

Area 5: The Dining Hall- Once the players have entered this room, read or paraphrase the following:

This room does not look like the remainder of the house in that, instead of neglect, this room appears intentionally destroyed. Shattered furniture and what used to be fine dinnerware are strewn all across this room. As you shine your torch around, there are scorch marks in several places along the walls, possibly due to some sort of flaming or energy projectiles. To the south of the room, the wall is made up of large, and surprisingly intact, glass windows looking out onto a covered patio. As a streak of lightning runs across the sky, you see movement beyond the glass, but just a brief shadow.

Area Features-

Illumination- Only what the players have with them, plus the occasional lightning strike.

Terrain- The floor is covered in debris as described above, but only the areas indicated on the map are difficult terrain.

Area 6: The Covered Patio-

S1E3: When Nature Attacks
CR 2

XP-600

4- Giant Wasp Sentries CR 1/8

2- Giant Wasp Guardian CR 1/4

2- Guardian Ivy CR 1/4

Setup- If the players venture onto the patio, once they make it about half way across, the encounter is triggered. A DC 17 Perception check will alert the players to the Ivy's movement and hint to their initial attack, if failed the Ivy gains a surprise round. Read or paraphrase the following:

As you venture out onto the patio, you see it is severely overgrown with vegetation. Hints of stone worked benches and tables can be seen under the layer of fauna that has claimed this area. Despite the wind generated from the storm, you see that some of the plants are moving of their own will, right towards you!

Tactics- The Guardian Ivy will attack first, gaining a surprise round if possible. The wasps will follow up on the next round, using their flyby attacks, after being alerted to the players' presence by the ivy's attack. These are Dalacore's old experiments and will fight until dead.

Area Features-

Illumination- Other than what the players have brought with them, there are occasional flashes of lightning.

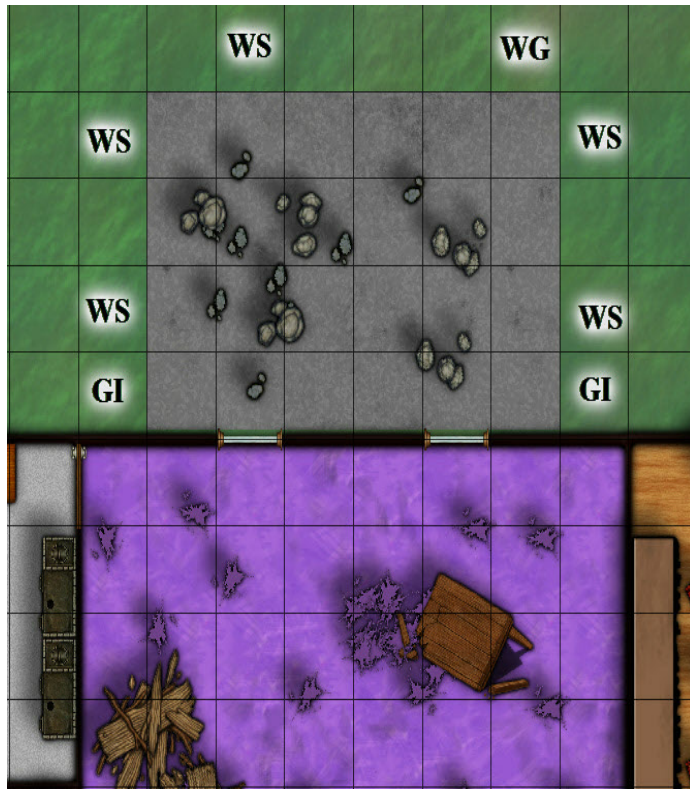
Terrain- Other than areas marked on the map, the floor is intact and normal terrain.

Treasure- None.

AFTERMATH

After the players eliminate the threat on the patio, they will most likely want to return to the manor not knowing what else may lurk in the tall grass. If the players are

brave enough (or foolish enough) to venture into the grass, use a random encounter of level 4 (or higher) with Guardian Ivy, Giant Wasps and Giant Centipedes, but consider the grass difficult terrain.



Area 7: The Library- Once the players have entered the room, read or paraphrase the following:

After opening the one door that so far seems untouched by the neglect and decay, you stand in surprise for a moment, staring into a room almost perfectly intact. A candle burning by magical means sits atop an ornate wood desk flanked by two faded couches, with only the desk showing recent use. All four walls contain bookshelves which are partially full and very dusty. Not all of the books are on the shelves; some have been neatly stacked on the floor in front of the bookshelves and clearly do not have as much dust as the ones on the shelves. In each of the four corners stands tarnished and web covered suits of armor that date back long before you were born. Heavy curtains have been pulled over the windows, blocking any light no matter what time of day. Along the southern wall, on the floor, is what appears to be the Smythe family crest set in tile, it appears to be outlined in pure silver, however it looks freshly polished. The smell of stale pipe tobacco still lingers in this room, as if it has become a part of it many years ago.

This room is visited frequently by Drivitt who has been trying to systematically clues to the success of his work, as well as history on the area, that he believes exists within the books of the library. There is a secret passage hidden within the family crest that leads to the basement (DC Perception 17 to locate the book-lever that opens the door). Although it is not trapped, there is a Soulbound Spirit that has been bound within the room (Dalacore and Drivitt's father as a matter of fact, and the reason for the pipe tobacco smell) and told to attack anyone who is not Drivitt that opens, walks across or touches the crest. The suits of armor are also enchanted to attack when the Soulbound Spirit appears. Once contact with the crest has occurred, proceed to the following encounter.

S1E4: The Family Crest

CR 3

XP-800

4- Enchanted Armor CR ¼

1- Soulbound Spirit CR 1

Setup- There are three ways to activate this encounter, either the players will find the lever, walk across the crest or simply touch the crest while examining it.

Tactics- The Soulbound Spirit will attack first and, since it originates in the center of the room, it will not receive a surprise round and initiative will proceed as normal. If the Enchanted Armor rolled equal to or higher than the spirit, they go on the turn immediately after the spirit, otherwise they act on their normal turn.

Area Features-

Illumination- Other than the one candle, whatever light the PC's bring with them.

Terrain- Treat the furniture as difficult terrain, but the floor is not covered in debris or clutter.

Treasure- The candle is magic and emits no heat and cannot be snuffed out. Inside the desk is a carved ivory pipe worth 250 gp to a collector.

AFTERMATH

Searching through the books that have been stacked up, the players will find ones mainly on architecture and building structure, as well as a few on mining. The most recent book they will find will be one on the Astron family lineage, but only as current as 50 years prior. The book is laying on the desk open to the passage about the family mausoleum located in Gull's Port Cemetery.



DENTON
2010

The lever is a book on the nearby shelf entitled “The Secret Family” by Cyngeon Smythe. Once the lever is pulled (either before or after combat) read or paraphrase the following:

Right before your eyes, the family crest “dissolves” into pie shaped pieces that descend into the floor and form a narrow and steep circular staircase down to the floor below. The stale smell of earth, mixed with the hint of salty air, comes up from the stairwell.

Depending on whether or not the players have searched upstairs or not, if they descend the stairs, proceed to Area 15. Also, if they have been through the remainder of the house, they may have used up their daily allotment of powers and surges, this would make an excellent resting area if they are in need of a break.

Right before your eyes, the family crest “dissolves” into pie shaped pieces that descend into the floor and form a narrow and steep circular staircase down to the floor below. The stale smell of earth, mixed with the hint of salty air, comes up from the stairwell.

Depending on whether or not the players have searched upstairs or not, if they descend the stairs, proceed to Area 15. Also, if they have been through the remainder of the house, they may have used up their daily allotment of powers and surges, this would make an excellent resting area if they are in need of a break.

UPPER FLOOR

Area 8: The Upper Landing- Once the players have ascended the stairs read or paraphrase the following:

Mold and must have replaced the once expensive wallpaper in the upper landing. Hallways lead to the east and west, with what appears to be bath rooms directly ahead. There are places where the carpet is much darker than the rest and the floor visibly appears to be sagging underneath those areas.

Area Features-

Illumination- Only what the players bring with them.

Terrain- The areas indicated on the map show the difficult terrain and any player walking on those areas too fast will trigger the same effects as on the porch (See S1E2 “Decaying Porch Hazard”)

Area 9: Dalacore’s Room- The door to this room is not locked, but unlike other doors in the house, it is closed and intact. Once the players have opened the door, read or paraphrase the following:

As you can plainly see, not one piece of furniture is intact and quite obviously damaged intentionally. Drawers have been pulled open and their contents have been dumped onto the floor. Per Dalacore’s instructions, the key is in a secret compartment in the broken desk you see against the southern wall of the room.

S1E5: The Widow’s Web

CR 2

XP-600

3- Giant Black Widow CR ¼

6- Black Widow Spiderlings CR ⅛



AFTERMATH

Searching through the books that have been stacked up, the players will find ones mainly on architecture and building structure, as well as a few on mining. The most recent book they will find will be one on the Astron family lineage, but only as current as 50 years prior. The book is laying on the desk open to the passage about the family mausoleum located in Gull’s Port Cemetery. The lever is a book on the nearby shelf entitled “The Secret Family” by Cyngeon Smythe. Once the lever is pulled (either before or after combat) read or paraphrase the following:

Setup- Once a player gets near the desk to search for the key, the spiders will attack from the nearby fireplace.

Tactics- The spiderlings will go after the players directly, whereas the Giant Black Widows will use their web first and then attack the Pinned targets. They are defending their area and will fight until dead.

Area Features-

Illumination- Only what the players bring with them.

Terrain- Despite the clutter of furniture and such, the room is normal terrain.

Treasure- Other than the key, the secret compartment holds a small case containing a gold trimmed ink quill and an empty jade ink well worth 80 gp, as well as a non-magical silver ring styled into a dragon eating its tail worth 10 gp.

AFTERMATH

Once the PC's find the key, they will most likely wish to head for the basement. In the event the wish to search the entire house, proceed to the appropriate room. If this was one of the rooms Dalacore said contained a wall safe, the PC's can search to no avail since there are none in the house.

Area 10: Master Bedroom #1- Once the players approach this room, read or paraphrase the following:

The empty doorway, its door long since removed, leads to a master bedroom. Hints of the luxury of this room are still present, however mostly diminished. A dresser layered in dust and mold stands next to the window on the southern wall. The fireplace in the southeastern corner looks as though it may share a chimney with the next room. A wooden four poster bed sags along the eastern wall, it's mattress rotted into a disgusting lump in the center.

If the players enter this room prior to Area 9, then use the encounter from Area 9 here instead since the spiders will attack either side if they feel threatened, otherwise nothing happens. If this was one of the rooms Dalacore said contained a wall safe, the players can search to no avail since there are none in the house.



Area Features-

Illumination- Only what the players bring with them.

Terrain- There are no real signs of sagging floor, but you may consider adding the same hazard as the hallway to further challenge the players should an attack break out in this room.

Treasure- None

Areas 11/12: Indoor Bathrooms- Once the players enter or examine either room, read or paraphrase the following:

What was once a marvel of indoor plumbing and privileged living is now nothing more than rusted metal and crumbling porcelain.

Area Features-

Illumination- Only what the players bring with them.

Terrain- The floors are covered in debris and vermin droppings, and considered difficult terrain.

Treasure- None.

Area 13: Bedroom #2- Once the players enter or examine the room, read or paraphrase the following:

This room seems untouched by the ravages that have destroyed the remainder of the house, with the exception of the 10 years worth of dust covering everything. A beautiful canopy bed stands against the southern wall, delicate handmade linen still in place, two small tables on either side, a wooden chest at the foot. Dark wood dressers lay opposite each other on the western and eastern walls, a pitcher and washbasin on top of each. The most remarkable feature is the oil painting on the wall above the bed of a man seated and a woman standing behind them. Upon closer examination, a gold placard under the painting reads: "Sylvia and Dralco Smythe".

Area Features-

Illumination- Only what the players bring with them.

Terrain- This room is uncluttered and normal terrain.

Treasure- A search of the dressers reveals a jewelry box containing rings, broaches and necklaces worth a total of 2000 gp and a silver shaving kit with cup, brush and straight razor. The chest holds linen for the bed, which have been eaten away by insects over the 10 years. If this was one of the rooms Dalacore said contained a wall

safe, the players can search to no avail since there are none in the house.

Area 14: Drivitt's Bedroom- Once the players enter this room (believing its Dalacore's based on the map), read or paraphrase the following:

This bare and sparse room shows no true signs of living, even when the house stood untouched many years ago. A simple metal frame bed with no mattress sits in the middle of the room. A small wooden crate stands on end with the remnants of what looked like some writing utensil on top. The plain, gray walls are covered with scribbles in Draconic, Elven, Dwarven, Abyssal, Celestial and many mathematical equations.

S1E6: What is that?

CR 3

XP- 800

1- Black Mold CR 1

8- Black Moldlings CR 1/8

Setup- The writings will clearly show to anyone who takes the time to examine them, DC 17 Knowledge (Arcana), Drivitt's slip into madness and vague hints to his master plan. The mold lives under the loose floorboard directly under Drivitt's old bed.

Tactics- The mold will attack when all or most of the players are in the room, or if someone examines the bed. Being of low intelligence, they will attack until destroyed.

Area Features-

Illumination- Only what the players bring with them.

Terrain- Other than the one piece of furniture, the floor is normal terrain.

Treasure- None.

AFTERMATH

Depending on how they came to this room, the players will either want to find the right bedroom or find their way down into the basement, proceed to the appropriate room.

BASEMENT

Area 15: The Basement/Storage- If the players descend the stairs from the pantry (Area 4) read or paraphrase the following:

As you reach the bottom of the narrow staircase, you see the walls and the center of the room are comprised of shelving. The shelves mostly contain the remnants of old food and broken wine bottles, but you can also see crockery, tarnished silverware and moth eaten napkins and table settings. Along the south wall, about ¾ of the way down the shelves have been ripped apart and a tunnel carved into the wall. A few feet from that you see a lever sticking out from the wall, but its purpose is not immediately visible. In the southeast corner, just as Dalacore said it would be, you see the torch bracket (missing its torch) that opens the secret door to his lab. The smell of damp mold and salty air fill the room.

If the players reach the basement by way of the hidden staircase (Area 7), read or paraphrase the following:

As you reach the bottom step, you see that the walls and center of the room are comprised of shelving. The shelves mostly contain the remnants of old food and broken wine bottles, but you can also see crockery, tarnished silverware and moth eaten napkins and table settings. In front of you is a lever protruding from the wall which you assume activates the stairs you just descended. On the eastern side of the room you see not only the torch bracket (missing the torch) that opens the secret door to Dalacore's lab, but also another set of permanent stairs leading back up to the first floor. The most remarkable feature is the tunnel carved into the

southern wall, right where several shelves have been removed. The smell of damp earth and salt air are very strong coming from the tunnel. If the players examine the tunnel: Your light shines into the tunnel ahead, although it is passable, it does descend at a rather steep angle. You can hear what you believe to be the ocean lapping against the shore, mixed with other, indistinguishable noises.

Since Dalacore told the players how to open the room, no thievery check is needed.

Area Features-

Illumination- Only what the players bring with them.

Terrain- Normal

Treasure- If the players wish to sort through the silverware and other serving items, it's worth a total of 400 gp.

Area 16: Dalacore's Lab- Once the players open the secret door and enter the room, read or paraphrase the following:

The air is stale in this room, as if it has been preserved in a bottle for 10 years. You can easily see various glass beakers and containers, the sides stained from contents that evaporated long ago, standing on multiple shelves along the walls. A large work table stands in the center, the carcass of an enormous wasp lays on its back torn





open as if being dissected. A large book with handwritten text lays open on the table beside the wasp. In the corner you locate the chest that contains the scroll case, but as you go to open it, you see the lock has been forced open. Inside you find it empty with the exception of one piece of parchment which reads:

*Thanks for the parting gifts, little brother.
Tag, you're it, you know where I am hiding.*

*Signed,
D*

Area Features-

Illumination- Only what the players bring with them.

Terrain- Normal.

Treasure- Taken by Drivitt. The book on the table is Dalacore's notes on his experiments into the magical enlargement and training of insects as guardians of the house. (some of which the players have already met) Although this book is important and can be sold for a decent price, Dalacore would pay even more to have it returned.

Due to the scroll case being taken by Drivitt, the players should have no other choice but descend into the tunnel to pursue him since they don't have what they came for. Logically, the case is magically sealed, so the chances of Drivitt still having it are pretty good. If they haven't

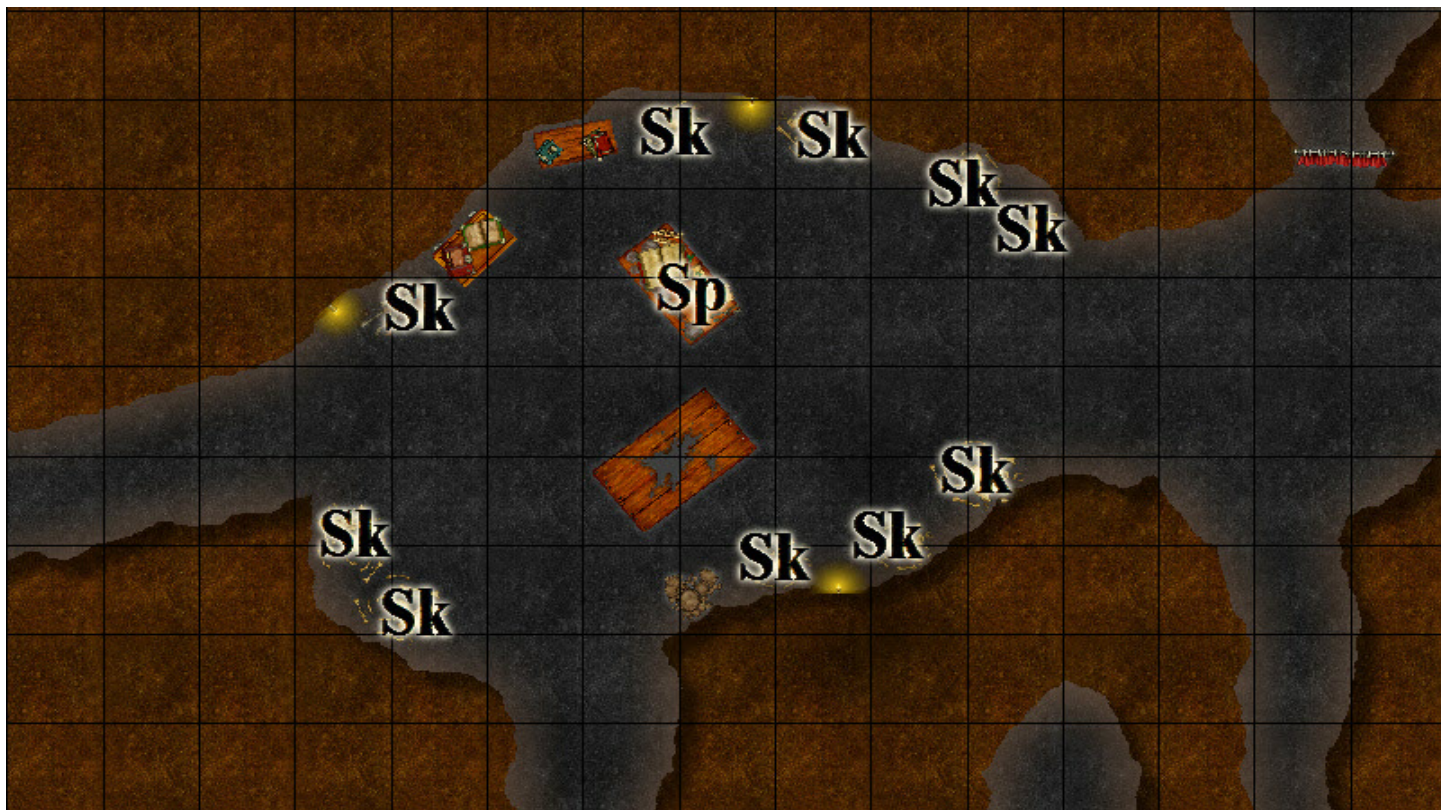
rested by now and have depleted their powers and resources, this would make a good location to rest.

SECTION TWO

DALACORE MANOR: DRIVITT'S TUNNELS

Area 17: Drivitt's Lab- Once the PC's begin down the tunnel, read or paraphrase the following:

The crude tunnel begins steep and slow, but levels out quickly and becomes easily passable. After about 100 feet, the tunnel opens into a natural cavern approximately 25-35 feet across at the widest point. Three magical torches light this room and within it you can see two tables, a bookshelf and some sort of workbench. One of the tables has what you might think is junk piled on top of it, books, metal gadgets, empty glass containers and pieces of parchment. The other table appears to have leather restraints designed to hold a humanoid down, however there are visible scorch marks and piles of ashes on the surface. The workbench is covered in more books, all appear handwritten. There are two tunnels, one leading further south from the room towards the sounds of the ocean, and one to the west with no light visible from beyond. As you look around the room, however, what first appeared to be piles of rocks in the corner, are actually piles of bones that have a thick layer of dust covering them.



Anyone either examining the workbench or piles of bones “wakes” up the Skeleton Sentries and begins encounter S2E1. There is a rope running along the corner where the ceiling meets the wall attached to timbers in the tunnel. The rope is attached to one of the cages in Area 19 and, if not disarmed, will cause a cave in. It is a DC 25 Perception check, so unless actively looking for it, the players shouldn’t be able to see it.

Area Features-

Illumination- The magical torches light the room normally.

Terrain- Normal

Treasure- In the midst of all the “junk” on the table are 1d4 level 1 magic items (non-weapons) and three gems worth 150 gp each.

AFTERMATH

S2E1- Evil Bones

CR 2

XP-600

10- Skeleton Sentries CR ½

1- Soulbound Spirit CR 1

Setup- Once any player goes near the workbench or any pile of bones, the skeletons animate and the spirit rises up from the bench, read or paraphrase the following:

With a wail that rivals a banshee, a ghostly form of a female rises up from the workbench. At the same moment, the piles of bones begin to move and assemble, forming several skeletons surrounding you, their eyes glowing an eerie blue, they begin to approach, arms out.

Tactics- The spirit and skeletons know nothing but to destroy anyone other than Drivitt who disturbs the bench or piles, and will fight until disbanded.

A true examination of the papers on Drivitt’s workbench, and a successful Knowledge (Arcana) DC 18 check, reveal that he has been working on either a potion or a ritual that will simultaneously kill and animate living organisms, instantly creating an undead army. Further reading reveals that he has failed horribly, but Drivitt feels he is close to his goal. These books are essentially valueless, but Dalacore might be inclined to reward the players for bringing them to him so they can be destroyed properly. If the players examine the two tunnels, the one to the south has visible tunnels branching off of it and not only can the ocean be heard, but scraping noises from one of the other tunnels attached to it. If the players take the tunnel to the west, advise them that it is rather long and will take a few minutes to walk down, reminding them that they have not checked the southern tunnel first.

Area 18: Drivitt's Quarters- Once the players pull back the curtain and enter this room, read or paraphrase the following:

This small natural cavern is obviously the private quarters of the only living occupant of the tunnels, Drivitt Smythe. You can see a small bed, barely used, and a wooden chest, other than that, the room is bare.

Area Features-

Illumination- Only what the players have with them.

Terrain- Normal.

Treasure- If the players manage to open the chest, DC 22 Disable Device check, they will find the following:

1- leather pouch containing 200 gold pieces

1- level 3 wand, DM's choice

1- platinum scroll case (Dalacore's)

1- level 3 magic weapon DM's choice

Area 19: Holding Cells- Once the players enter the area, read or paraphrase the following:

This medium sized natural cavern has seven holding cells built into the wall, and they are occupied. Upon closer inspection you see twelve lizardfolk in the cages, cowering from your light source. They appear to be from the same tribe as the ones who ambushed you along the river.

A few of them speak common and a DC 15 Diplomacy (or DC 18 Bluff) check will get them to speak with you. They know the following:

-They were captured on their home island by the "death" pirates and brought there by ship

-They never saw the captain, only some of the crew

-There are others still aboard the ship

-The "mad human" has been experimenting on them with some evil magic, one by one, turning them into ashes

-They will be in the players debt if they are freed to join their other kinsmen and will flee back to their island if they can

-They do not know where Drivitt is currently, but he must be close since they just heard his voice not more than half an hour before

A DC 23 Perception check will find the rope attached to one of the middle cage doors. A DC 23 Disable Device will find the proper way to secure the rope, once found. (failure of any kind will set it off) If the players fail to see it or search for it, they immediately hear the rumbling of dirt and rocks. The cavern fills with dust and blocks any light source for 1d6 rounds.

Area Features-

Illumination- Only what the players have with them.

Terrain- Normal.

Treasure- None, the key to free the lizardfolk is on a peg near the entrance to the cave.

AFTERMATH

If the players free the prisoners (award them XP story bonuses, including finding the scroll case), the lizardfolk will head toward Area 20 in hopes of swimming to safety (being natural born swimmers they have a much better chance than the players do) and look for their kinsmen along the river. (the most logical place to find them, unless the players confirm that is where they were attacked) The lizardfolk will also hold true to their word and be indebted to the players should their paths cross again.

Area 20: The Shoreline- Once the players enter this area, read or paraphrase the following:

As rock turns to sand, the southern tunnel opens up onto a beach isolated from the rest of the world by the cavern walls. As the water laps lazily against the sand, the indent of a small boat and faded footprints can be seen along the shoreline, maybe a few hours old. As you look out onto the horizon, there is nothing visible (no lights if at night, no ships if during the day).

Area Features-

Illumination- Either by natural light (daytime) or by torchlight (nighttime).

Terrain- The hard packed sand is normal terrain.

Treasure- None.

AFTERMATH

After (if) the players set off the trap causing the cave in and then free the lizardfolk, read or paraphrase the following:

As you suspected, the tunnel is completely blocked leading back into the manor. Since the ocean is rather unforgiving to those not natural swimmers, the only way out seems to be the tunnel to the west. After 15 minutes worth of walking along the winding tunnel, you begin to come across small alcoves about 10 feet apart. These alcoves are the result of someone (or something) tunneling out underneath the graves of the cemetery you passed on the way to the manor. Broken coffins are tossed aside in each alcove, their contents long since

emptied. After 20 minutes, you see light ahead of you at the end of the tunnel, you also hear voices coming from what you think is a larger cavern or room.

THE ASHTRON MAUSOLEUM

Area 1: The Lower Chamber- Once the players approach the end of the tunnel, read or paraphrase the following:

Looking into the room ahead of you, you see several ornate sarcophagi arranged around the room. The surname "ASHTRON" appears on the side of each one, you are very certain you are just outside Lord Ashtron's family crypt. Walking about in the middle you see a white-haired man, presumably Drivitt, who appears to be talking to himself. That is when you see the hulking mass come into view. An ogre, by the looks of him, carrying a huge club walks up to stand next to Drivitt, mildly swaying back and forth as if in a trance. You do not think either of them knows of your presence.

S2E2: The Crypt

CR 3

XP- 800

2- Zombie Guards CR ¼

Mypett CR ½

Drivitt Smythe CR 1

Setup- The players should have the element of surprise here, as long as they succeed on a group DC 15 Stealth check. This will grant them a surprise round before initiative. Once they have acted, and just prior to normal initiative, read or paraphrase the following:

Drivitt screams in anger "Mypett, Guards, rip the interlopers apart!"

You see movement in three areas around you, and realize Drivitt and the beast are not alone. Three humanoids move into the light, flesh missing on several parts of their bodies, they are holding longswords and ready for a fight.

Tactics-

Drivitt is basically a coward and will use Mypett and the zombies as a shield while casting spells from safety. If Drivitt is the last one standing, he will surrender and beg for mercy.

Drivitt Smythe

CR 1 XP-400

CE- Medium human (mage)

Senses- Perception +9 Init- +6

Defense:

AC-13, Touch-12, Flat-footed-11 (+1 deflection)

hp: 7(1d6+1) Fort- +1 /Wil- +3 /Ref-+2

Offense:

Speed- 30 feet

Melee- Dagger +1(1d4-1)

Spells/Special Attack

Ray of Enfeeblement 2/day

Statistics:

Str-9, Dex-14, Con-12, Int-20, Wis-16, Cha-18

BAB- +2, CMB- +1, CMD-+3

Skills- +9 Knowledge (Arcana), +9 Spellcraft, +9

Perception, +6 Bluff

Languages- Common, Draconic, Elven,

Feats- Combat Casting, Improved Initiative

Ecology:

Environment- Any

Organization- Solitary

Treasure-

Wand of Chill Touch (22 charges)

+1 Cloth Armor

Spellbook

Dagger

Special Abilities:

By his hand- All of the undead creatures Drivitt has created obey his every command.

Zombie Guard

CR ¼ XP-100

CE- Medium undead

Senses- darkvision 60 ft Perception +0 Init- +0

Defense:

AC-14, Touch- 12, Flat-footed 12 (+2 natural, +2 armor)

hp: 12 (2d8) Fort- +0 /Wil- +0 /Ref-+ 0

DR 5/slashing; Immune- undead traits

Offense:

Speed- 30 feet

Melee- Longsword +5(1d8+4)

Statistics:

Str- 18, Dex- 11, Con--, Int--, Wis-12,Cha- 6

BAB- +1, CMB- +5, CMD- +5

Languages- None

Ecology:

Environment- Any

Organization- Group (2 or more)

Treasure- longsword



Area Features-

Illumination- Drivitt is using magical torches to light up the room.

Terrain- The floor is stone and considered normal terrain.

Treasure- Unless the players are into grave robbery from the Ashtron family, there is no treasure to speak of.

AFTERMATH

If the players manage to capture Drivitt, he will barter for his freedom with hollow promises. When he figures out that will not work, he will feign surrender until he can find an opportunity to escape. Drivitt will lie no matter what the players ask him and a Sense Motive DC 17 is needed to see past the lies. However, Drivitt will not offer directions on how to exit the mausoleum, nor will he warn them about his undead patrols he set up at various parts, so the players will be left to their own devices to navigate through the levels and fight their way out.

Area 2: Random Crypt- Once the players have traveled enough through the mausoleum, read or paraphrase the following:

After traversing multiple levels, you come to a room very much like the one you first entered. As you pause to survey your surroundings, you hear a scraping noise and a blue glows coming from the shadows. (If Drivitt is in custody) As you prepare your weapons, Drivitt begins laughing.

S2E3- Undead Patrol

CR 2

XP- 600

3- Zombie Guards CR ¼

6- Skeleton Sentries CR ⅛

Setup- Drivitt has placed a few patrols of undead around the mausoleum in order to keep out unwanted guests while he finishes his master plan.

Tactics- The undead will fight until destroyed, and if Drivitt is still with the party and not gagged, he will use

his “Raise the Dead” power as often as possible (add 100 to the total XP if Drivitt participates) as well as attempt to escape while the players are busy.

Area Features-

Illumination- Only what the players have with them.

Terrain- Stone floor is normal terrain.

Treasure- None.

AFTERMATH

Once the players figure out that there may be more undead around, use the following skill challenge to successfully navigate their way through the rest of the mausoleum. If Drivitt is still with them, he will not help navigate at all, and if they insist (DC 17 Intimidate) then he gives false directions (DC 18 Sense Motive to see through). Have the players use their skills (Perception, Stealth and any other applicable) to avoid any further wandering patrols, failure by 5 or more will trigger another attack. Once they are on the outside and return to Dalacore’s shop, Toby will run and fetch The Commodore, at Dalacore’s request, so he can be filled in on what the players found. If the players are not willing to talk with The Commodore, Dalacore will insist it is the right thing to do, and that they will be honored by him for their service to the community (not knowing of the events at the Pelican Pit unless the players told him).

SECTION THREE **THE RUM BRAVE**

Setup- Once the Commodore hears their story of what happened, he makes them an offer for their help, either out of their need to redeem themselves to the people of Gull’s Port or because their deeds have earned his respect. The Commodore tells the players of his suspicions that Ramius Nastavnik might be the leader of the Red Death Pirates. (and questions from the players can be answered by the bio found in the beginning of this module) Due to his position, and Ramius’ political connections, the Commodore cannot conduct a direct investigation, however would be willing to compensate (200 gp each) the players for some “private surveillance” that includes, but isn’t limited to, sneaking into the warehouse to gather information. If the players are reluctant, the Commodore assures them that, in the event they are caught, he will guarantee their release in writing. He will also go as high as 300 gp each to have his justice against Ramius, but only if they gather solid information

that will lead to conviction. (DC 17 Diplomacy, add a +1 to the DC for every 100 gp above 200 gp)

Once the players agree, the Commodore will provide a time window (2 hours after sunset) where his patrol will be away from the docks as well as a hand drawn map of the building showing the best points of entry. If the players use their time wisely and scope out the building ahead of time, grant them a +1 bonus to all skill checks needed to get inside. The Commodore will send along Toby as a lookout, and in the event the players get caught by either the guard or the pirates, or there is a confrontation of some sort, Toby will go directly to the Commodore so he can do damage control.

Stealth DC 16 to get up to and onto the roof, use as many checks as you feel are needed to achieve this. They will also need to make one more check to enter the building after finding a way in. This can be done individually, or as a group.

Disable Device DC 18 to open any locks or locked windows the players use to get in.

Perception DC 17 to hear anyone talking inside the building while outside, DC 14 when inside.

S3E1- Nastavnik Trading Warehouse

CR 2

XP- 600

4- Red Death Sailor CR ⅛

2- Red Death Boarders CR ¼

1- Red Death Lieutenant CR ½

Setup- Once the players determine how they are going to enter the building, place them on the map in the correct location. They can overhear the men sitting inside the office very clearly. They are speaking of meeting the “boss” and “why hasn’t he showed up yet”, arguing about whether or not to return to the ship or continue to wait. The truth is, they are bait and don’t know it. Ramius’ contacts inside the local guard either told him of Drivitt’s capture or Commodore’s summoning to Dalacore’s shop, and he is now paranoid that his cover may be blown. The group is there to either catch anyone sneaking in or (if they don’t return) confirm that Ramius is being investigated. If they did not fail the Stealth skill check, they may have a surprise round prior to initiative. There will be no chance to negotiate since the pirates will kill any strangers who enter the building and what the players see is not enough for the guard to assist them should they think to summon aid.

Tactics- The pirates are trained to fight and will fight for as long as possible without surrender. The Lieutenant

will die fighting, but if one of the boarders is the last pirate standing, he will surrender.

Area Features-

Illumination- There are torches in a few locations around the warehouse providing minor lighting, allowing the PC's some areas of shadow.

Terrain- Other than the crates, the wooden floor is normal terrain. Any player using a crate for cover, or climbed on top of a crate, will notice that it is empty.

Treasure- Other than what the pirates carry with them, the crates are empty and simply for show.

AFTERMATH

Once the players have dispatched the pirates, they need to send Toby to the Commodore before anyone finds out what happened. They should spend the time waiting for him by looking around the office for evidence, otherwise it will have been a waste of time. A DC 14 Perception skill check finds a ledger that appears legitimate. Once the Commodore arrives and sees the ledger, he immediately knows that the names listed do not exist. Any search of the crates reveals they are empty and if compared to the ledger, the crate numbers have been reused over and over in the transaction history.

After spending some time looking around and talking with the players, the Commodore tells them to leave so he can call the guard for further investigation based on an "anonymous tip" about the bodies in the warehouse. Although they are dressed in the token Red Death Pirate garb, that is not enough to implicate Ramius. He also tells them that he will need more information and that he is certain it's aboard the Rum Brave docked in at the edge of the harbor. Suggesting they use a small boat docked nearby, the Commodore asks the players to continue to investigate by boarding the ship now, while it's night, and see if they can find evidence (such as the Red Death Pirate flag or Ramius himself dressed in pirate garb) and get back to him. If they didn't already negotiate the price up to 400 gp, Commodore will offer it to them as incentive, but he will not go above. The players will need to make Stealth checks (DC 15) for rowing the boat and getting on board, include any modifiers (negative or positive) that apply. They need to complete two checks to get to the boat and one to get on board, this can be done as a group (the player with the lowest Stealth modifier rolls) or individually as you see fit.

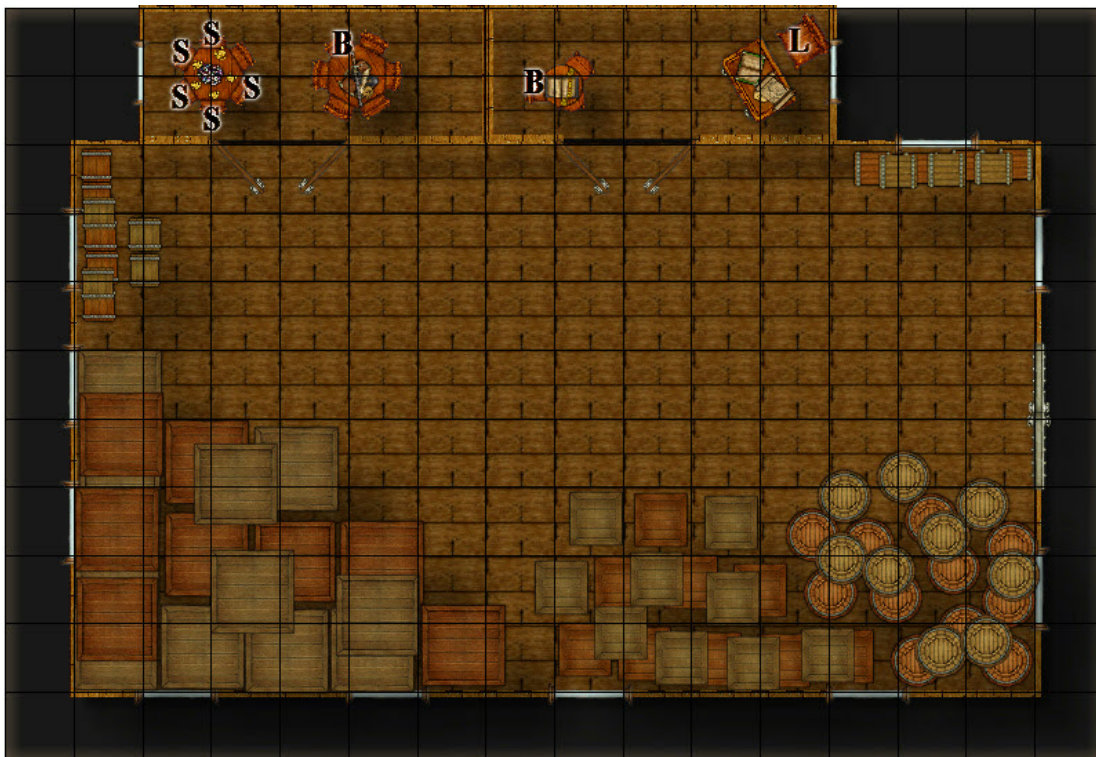
Area 1: The Main Deck

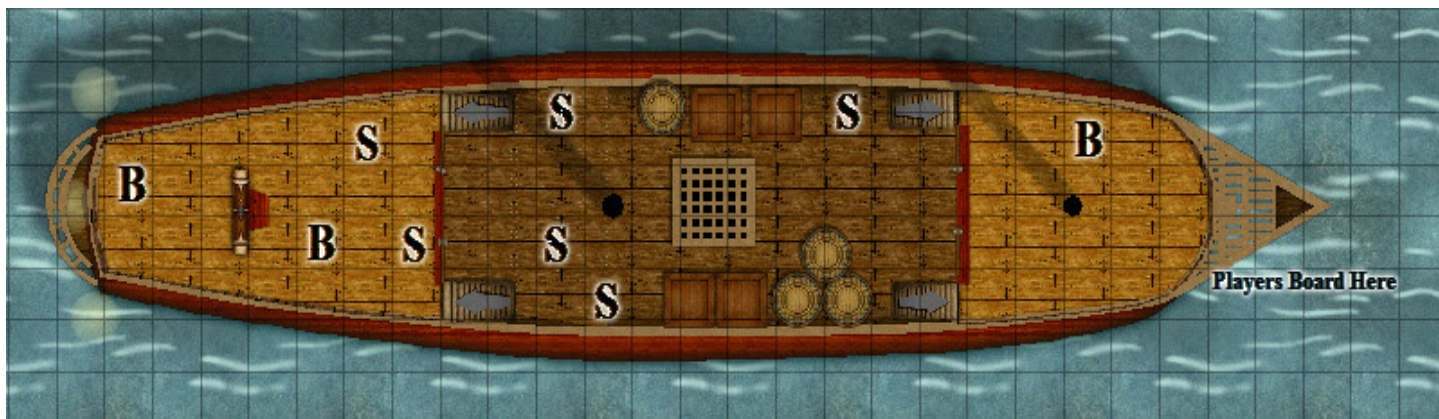
S3E2- On deck

CR 2

XP- 600

6- Red Death Sailors CR 1/8





3- Red Death Borders CR ¼

Setup- Depending on when combat begins, the players will either be all on deck, or partially on deck with some still climbing up. Refer to the map for the entry point onto the ship.

Tactics- Depending on the surprise round, the sailors will rush in and face the players head on, trying to keep them off the deck while the boarders will hit them with ranged for as long as possible. Considering it's nine against five, the pirates will not warn the others right away, but if combat goes on for more than 6 rounds, whoever is left will begin making their way downstairs. Once this happens, the next encounter gives the pirates a surprise round. All the pirates will fight until they fall, knowing worse is waiting if they surrender.

Area Features-

Illumination- There are a few torches on the main deck, and some light coming from the nearby harbor.

Terrain- The deck is normal terrain and the crates/casks provide some cover.

Treasure- None other than what the pirates have in their possession.

AFTERMATH

After all the pirates have been defeated, there will not be any more coming up, but they may be aware of the players and will attempt to ambush them in the cargo hold (S3E3) as they move below.

Area 2: The Captain's Quarters- This room is locked and requires a DC 17 Athletics to break the door down, or a DC 19 Thievery to unlock. Once the players are inside, read or paraphrase the following:

This L-shaped room is obviously the captains, a nice lavish bunk up against the left side and a carved darkwood wardrobe standing on the right give it away. There is a grand table in the middle of the room, on it are several maps, the largest is of the Spider Islands, but some of places unknown to you, all have pencil markings detailing specific routes. A beautiful gold sextant, and several spyglasses, are laid about with the maps, giving the impression that someone was planning a voyage, and soon.

If the players search the room, they will not find any ledgers or notes that link Ramius as Captain, he's been too careful about that. A DC 18 Perception check while in the far side of the room reveals a secret door in the floor leading down to Area 6. They will also find a small chest hidden under the bunk (DC 14 Perception to see it). The chest is locked (Ramius has the only key) and trapped. A DC 17 Perception skill check will locate the trap (see below) and a DC 18 Thievery skill check will unlock/disarm the chest.

S3E4- Trapped Chest

Needle Trap (Red Belly Spider Poison)

CR $\frac{1}{4}$

XP 100

Hidden within the lid is a spring loaded needle that will strike whoever opens the chest, it's been treated with a concentrated dose of Red Belly Spider poison.

Hazard: Once the lid has been opened, the needle will spring out and strike the opener.

Perception: DC 17 to locate.

Trigger: (touch)When target opens the lid without disabling the trap first.

Attack: Immediate Reaction Melee
+8 melee

Target: Creature that triggered trap

Hit: 3d6 Poison damage and target is Stunned (save ends)



DEVTON
2010

Miss: Nothing.

Effect: Target takes poison damage.

Countermeasure: DC 18 Perception detects the mechanism prior to opening the lid and allows either the target to move out of the way or DC 18 Disable Device prevents it from attacking.

Area Features-

Illumination- There is one magically lit candle on the table providing minimal light.

Terrain- Normal.

Treasure- The sextant is worth 500 gp. In the chest, there are 300 gp worth of gems, 200 gp, 50 pp and a vile of Red Belly Spider poison (same strength as the weapons, but not the needle trap) with three doses inside.

AFTERMATH

If the players discover the secret door in the floor, proceed to Area 6, otherwise continue to the next area searched. If the players (for some reason) chose not to

go below deck at all, move S3E5 from the Cargo Hold to the Main Deck.

Area 3: Crew Quarters-Upper Deck- When the players enter the room, read or paraphrase the following:

The distinct and pungent odor of human sweat fills your nostrils, you are certain you found the crew quarters. I single magic candle burns in the corner illuminating the room. There are eight hammocks stretched between the four walls providing close quarters for all who call this home. Scattered across the floor are several knapsacks which you believe to be the personal belongings of the crew that live here. There is a ladder on the aft wall leading down through a hole in the floor to the lower deck.

Area Features-

Illumination- The single candle on the forward wall lights up the room.

Terrain- Do to the clutter around the floor, the room is difficult terrain.

Treasure- If the players take the time to search the knapsacks, they will find a total of 38 gp, personal effects, filthy clothes and one illustrated book of erotic



are exposed. When your eyes adjust, you see that you are surrounded by pirates, including what must be the Captain, dressed in lavish red silk garments and a black silk scarf across his face. You ready your weapons as they spring into action!

If the players see the pirates, before they enter the room, read the following:

Even in the shadows, you can see shapes crouched behind the crates, you are walking into an ambush.

S3E4- The Captain Revealed!

CR 4

XP- 1200

Ramius Nastavnik CR 1

Zorral, Red Death Mage CR ½

1- Red Death Lieutenant CR ½

8- Red Death Saliors CR $\frac{1}{8}$

Setup- This will either take place in the cargo hold or on the main deck, depending on whether or not the PC's walk into an ambush (knowing or unknowing) or attempt to run from it (being chased to the main deck). Once you determine where it will take place, refer to the appropriate map for villain placement.

Tactics- The pirates (if not seen) will not use a surprise round, Ramius insists on using theatrics as often as possible. All of them will fight to the death for their Captain, who in turn will attempt to run if all goes bad. Ramius will not surrender voluntarily, but if reduced to 0 hit points, the players may choose to knock him out instead of kill him.

Area Features-



Illumination- (Below Deck) The magic torches light up the room. (Above Deck) Same as S3E2.

Terrain- (Both Decks) Other than squares occupied by crates or casks, normal terrain.

Treasure- Just what the pirates have in their possession.

Scaling the encounter- For a group of lower level or less than five players, use six sailors and no lieutenant. For a group of higher level or more than five players, add one boarder and as many sailors as needed.

AFTERMATH

Once the players dispatch or capture the pirates, they have the run of the ship. The Commodore has a lookout watching the ship in case the players attempt to signal the all clear. If the fight breaks out on the main deck instead of the cargo hold, the Commodore will head towards the boat with a garrison on another small boat. If you feel the players are in over their heads, you may have the Commodore and his garrison arrive to assist them.

Area 6: Slave Pens- Once the players arrive in this area from the main deck read or paraphrase the following:

The door opens onto a descending staircase leading into the darkness below. You can hear movement below, but not see anything from your vantage point. If the players descend: As you go below deck, you see that the entire lower room has been turned into a holding cell and the current occupants are more slaves from the Moonscale tribe.

Area Features-



BLACKBYRNEPUBLISHING.COM

Illumination- None, this room is dark other than light from another room or what the players have with them.

Terrain- Normal.

Treasure- None.

AFTERMATH

As with the lizardfolk in Drivitt's tunnels, they speak common and will owe the players if freed. When the Commodore arrives and is made aware of their presence, he mentions that they will not be held in custody in Gull's Port, but due to the attacks from the local tribe, they should be allowed to return to the Spider Islands. Since the players have (hopefully) built a rapport with the lizardfolk, the Commodore suggests they act as a liaison for Lord Ashtron and offer to assist the tribe in returning to their homeland, otherwise, the players should suggest that the attacks stop. Sadly, the lizardfolk will not be granted any sort of citizenship seeing as they are considered to be too barbaric and primitive by the locals.

If the players take up the offer to talk with the lizardfolk, the tribe readily agrees to go back to the island since they do not like it on the mainland. However, they are VERY wary of the locals and will only return if the players come with to ensure that they will not be simply returned to slavery elsewhere or dumped off in the middle of the ocean. Once the Commodore has finished with any captured pirates and confiscated the Rum Brave, he sets his sights on the remaining Red Death Pirate ships. Due to a lack of spare freight ships (and reluctant captains), the Commodore has chosen to re-use the Rum Brave, crewed with his own men, to travel to the islands. Once Dalacore has the scroll, he will try and finish translating

Moonscale Slasher

CR ¼ XP-100

Tribe member N- Medium humanoid (reptilian)

Senses- Perception +3 Init- +2

Defense:

AC-17, Touch- , Flat-footed

hp: 6(1d8 -2) Fort- +2 /Wil- +1 /Ref-+2

Offense:

Speed- 30 feet

Melee- Longsword +6(1d8+4)

Statistics:

Str-18 ,Dex-14 ,Con-14 ,Int-12,Wis-12,Cha-10

BAB-+1,CMB-+5, CMD-+6

Skills- Swim +8

Languages- Common, Draconic

Ecology:

Environment- Jungle, swamp, riverside

Organization- Tribes

Treasure- Longsword

Special Abilities:

Born to water- The moonscale lizardfolk can swim through almost any current as if it was still water, +8 Swim skill modifier.

Skilled with a blade- The moonscale lizardfolk slashers are trained to work with bladed weapons from a young age, +1 to attack rolls.

Moonscale Slinger

CR ½ XP-200

Tribe member N- Medium humanoid (reptilian)

Senses- Perception +3 Init- +4

Defense:

AC-16, Touch- 14, Flat-footed-12 (+2 natural)

hp: 4(1d8 -4) Fort- +1 /Wil- +1 /Ref-+4

Offense:

Speed- 30feet

Melee- Ka’Pauk (spear) +2(1d6+1)

Ranged- Ka’Pauk(slingshot) +5(1d6 plus poison)

Statistics:

Str-12,Dex-18,Con-12,Int-12,Wis-12,Cha-12

BAB-+1,CMB-+2, CMD-+6

Skills- Swim +8

Languages- Common, Draconic

Ecology:

Environment- Jungle, swamp, riverside

Organization- Tribes

Treasure- Ka’Pauk spear/slingshot, 20 sling bullets

Special Abilities:

Born to water- The moonscale lizardfolk can swim through almost any current as if it was still water, +8 Swim skill modifier.

Ka’Pauk- This one-piece weapon is carved from a solid piece of wood. It is sharpened to a point on one end to be used as a spear. The other end is in the shape of a “V” and has an elastic sling attached. While using the slingshot, the

spear end is inserted into the ground for greater stabilization.

Poison- The moonscale lizardfolk are trained to use various types of poisons and dip the sling bullets in the poison for better effect. Save: Fort DC 15 target is Dazzled for 1d4 rounds.

Bar Patron

CR ¼ XP-100

Human Local N- Medium human

Senses- Perception +3 Init- +2

Defense:

AC-14, Touch- 12, Flat-footed- 12 (leather armor)

hp: 8(1d8) Fort- +2 /Wil- +0 /Ref-+2

Offense:

Speed- 30feet

Melee- Fist +4(1d6+3), Broken Bottle +4(1d8+3)

Ranged- Mug +3(1d6+3)

Statistics:

Str- 17,Dex- 14,Con- 15,Int- 10,Wis- 10,Cha- 10

BAB- +1,CMB- +4, CMD- +6

Skills-

Languages- Common

Ecology:

Environment- Urban

Organization- Group

Treasure-None

Special Abilities:

Drunken Brawler- Being used to inebriated states, the bar patron can use improvised weapons as if trained to them.

Giant Black Widow

CR ¼ XP-100

N- Medium vermin

Senses-darkvision 60ft, tremorsense 60ft, Init- +4

Defense:

AC-15, Touch- 14, Flat-footed- 11 (+1 natural)

hp: 12(2d8) Fort- +4 /Wil- +1 /Ref-+4

Offense:

Speed- 30 ft, Climb 30 ft.

Melee- Bite +2(1d6 plus poison)

Ranged- Web (see Special Ability)

Statistics:

Str- 12,Dex- 18,Con- 16,Int--,Wis- 12,Cha-8

BAB- +1,CMB- +2, CMD- +6

Skills- Climb +14, Perception +3, Stealth +16

Languages- None

Ecology:

Environment- Any

Organization- Solitary, colony

Treasure- None

Special Abilities:

Web- Save: Ref DC 16, target is Pinned until it can Escape

Black Widow Spiderlings

CR ⅛ XP-50

N- Medium vermin

Senses-darkvision 60 ft, tremorsense 60 ft, Init- +2

Defense:

AC-13, Touch- 12, Flat-footed- 11 (+1 natural)

hp: 2(1d6 -2) Fort- +0 /Wil- +0 /Ref-+2

Offense:

Speed- 30 ft, Climb 30 ft

Melee- Bite +2(1d4)

Ranged- Web (see Special Abilities)

Statistics:

Str- 14,Dex- 14,Con- 10,Int- ,Wis-10,Cha- 8

BAB- +0,CMB- +2, CMD- +4

Skills- Climb +8, P

Languages

Ecology:

Environment- Any

Organization- Colony

Treasure- None

Special Abilities:

Web- Save: Ref DC 12, target is Pinned until it can Escape.

Black Mold

CR 1 XP-400

CE- Large ooze

Senses- blindsight 60 ft, tremorsense 60 ft Init- -4

Defense:

AC-6, Touch- 6, Flat-footed 6

hp: 14(1d8+6) Fort- +6 /Wil- -4 /Ref- -4

Defensive Abilities- ooze traits; Immune cold, fire

Offense:

Speed- 10 feet

Melee- Slam +4(2d6 plus poison)

Ranged- Hurl Mold -4(1d8 plus poison)

Space- 10 ft, Reach- 10 ft.

Statistics:

Str- 14,Dex- 2, Con- 22, Int--,Wis- 2,Cha-1

BAB- +2,CMB- +4, CMD- +0

Languages- None

Ecology:

Environment- Underground

Organization- Solitary

Treasure- None

Special Abilities:

Poison Spores- Save- Fort DC 15 target is Staggered.

Spawn- On its first initiative, Black Mould splits off four pieces of itself (see Black Moldling) and attempts to surround its prey. It can only do this once.

Black Moldling

CR ⅛ XP-50

CE- Medium ooze

Senses- blindsight 60 ft, tremorsense 60 ft Init- -4

Defense:

AC-6, Touch- 6, Flat-footed 6

hp: 3(1d4+2) Fort- +2 /Wil- -4 /Ref- -4

Defensive Abilities- ooze traits; Immune cold, fire

Offense:

Speed- 10 feet

Melee- Slam +2(1d6 plus poison)

Statistics:

Str- 12,Dex- 2, Con- 14, Int--,Wis- 2,Cha-1

BAB- +1,CMB- +2, CMD- +0

Languages- None

Ecology:

Environment- Underground

Organization- Solitary

Treasure- None

Special Abilities:

Poison Spores- Save- Fort DC 12 target is Staggered.

Enchanted Armor

CR ¼ XP-100

N- Medium construct

Senses- darkvision 60 ft Init- +1

Defense:

AC-15, Touch- 15, Flat-footed 14 (+4 natural)

hp: 12(1d12+4) Fort- +4 /Wil- +0 /Ref-+1

Offense:

Speed- 30 feet

Melee- Longsword +4(1d8+3)

Statistics:

Str- 17,Dex- 12,Con- 16,Int-,Wis- 8,Cha-4

BAB- +1,CMB- +4, CMD- +5

Languages- None

Ecology:

Environment- Any

Organization- Solitary, pair, group (multiples of two)

Treasure- Longsword

Soulbound Sprit

CR 1 XP-400

N- Medium undead (humanoid, incorporeal)

Senses- darkvision 60 ft Init- +9

Defense:

AC-18, Touch- 18, Flat-footed 13(+3 deflection)

hp: 12(1d12) Fort- +0 /Wil- +0 /Ref-+5

Defensive Abilities- incorporeal

Immune- undead traits

Offense:

Speed- fly 30 feet

Melee- Cursed Blow +7(2d6, Fort DC 15 half)

Statistics:

Str--,Dex- 20 ,Con--,Int-10,Wis-10,Cha-16

BAB- +2,CMB- +2, CMD- +7

Skills- Fly +16 (+8 racial bonus)

Languages- Common

Feats- *Improved Initiative*

Ecology:

Environment- Any

Organization- Solitary

Treasure- None

Special Abilities:

Soulbound: The spirit is bound to an object or location and can only be released by performing *Remove Curse* on the object or area. Otherwise it will re-spawn in 1d6 days.

Giant Wasp Guardian

CR ¼ XP-100

N- Medium vermin

Senses- darkvision 30 ft, Perception +3 Init- +6

Defense:

AC-15, Touch- 14, Flat-footed- 11 (+1 natural)

hp: 8(1d8+2) Fort- +2 /Wil- +0 /Ref-+4

Offense:

Speed- 15 ft, Fly 40 ft

Melee- Sting +2(1d4)

Statistics:

Str- 14,Dex- 18,Con- 14,Int- 8,Wis- 10,Cha-8

BAB- +1,CMB- +3, CMD-+7

Skills- Fly +14, Perception +3

Languages- None

Ecology:

Environment- Any

Organization- Pair, Hive (3-10)

Treasure- None

Special Abilities:

Fly By- Giant wasps can make a sting attack against a target at any point during movement without provoking an attack of opportunity.

Giant Wasp Sentries

CR ⅙ XP-50

N- Medium vermin

Senses- darkvision 30 ft, Init- +3

Defense:

AC-14, Touch- 13, Flat-footed- 11 (+1 natural)

hp: 2(1d4-2) Fort- +1 /Wil- +0 /Ref-+3

Offense:

Speed- 15 ft, Fly 40 ft

Melee- Sting +2(1d4)

Statistics:

Str- 12,Dex- 17,Con- 12,Int- 10,Wis- 10,Cha-8

BAB- +1,CMB- +2, CMD-+5

Skills- Fly +14, Perception +3

Languages- None

Ecology:

Environment- Any

Organization- Hive (3-10)

Treasure- None

Special Abilities:

Fly By- Giant wasps can make a sting attack against a target at any point during movement without provoking an attack of opportunity.

Guardian Ivy

CR ¼ XP-100

N- Large plant

Senses- Tremorsense 100 feet Init- +6

Defense:

AC-13, Touch- 13, Flat-footed 13 (+4 natural, -1 size)

hp: 12(1d10+3) Fort- +3 /Wil- +0 /Ref-+0

Regeneration 3(cold, acid, fire)

Offense:

Speed- 15 feet

Melee- Vine Grapple +5(1d8+4) and target is grabbed

Space- 10 ft, Reach- 10 ft

Special Attack- *Crush-* against grabbed opponent Save: Fort DC 15 (2d6+4 crush damage)

Statistics:

Str- 18,Dex- 10,Con- 16,Int- 12,Wis-10,Cha-4

BAB- +1,CMB- +5, CMD- +5

Skills- Stealth +16

Languages- None

Feats- *Improved Grapple*

Ecology:

Environment- Any

Organization- Solitary, pair, group

Treasure- None

Skeleton Sentry

CR ⅙ XP-50

CE- Medium undead

Senses- darkvision 60 ft, Perception +0 Init- +2

Defense:

AC-14, Touch- 14, Flat-footed- 12 (+2 natural)

hp: 3(1d6) Fort- +0 /Wil- +0 /Ref-+2

DR 5/bludgeoning; Immune- undead traits

Offense:

Speed- 30 feet

Melee- Bone Rake +5(1d4)

Statistics:

Str-18, Dex-14, Con--,Int--, Wis-10, Cha- 9

BAB- +1, CMB- +5, CMD- +7

Languages- None

Ecology:

Environment- Any

Organization- Group (3 or more)

Treasure- None

Mypett

CR ½ XP-200

N- Large undead (ogre)

Senses- darkvision 60 ft Perception +0 Init- +0

Defense:

AC-19, Touch- 15, Flat-footed 14

(+4 armor, +5 natural, -1 size)

hp: 16(2d10) Fort- +0 /Wil- +0 /Ref-+0

DR 5/slashing; Immune- undead traits

Offense:

Speed- 20 feet

Melee- Greatclub +7(1d10+6)

Statistics:

Str- 22, Dex- 10, Con--, Int--, Wis-10, Cha-7

BAB- +1, CMB- +7, CMD-+7

Languages- None

Ecology:

Environment- Any

Organization- Solitary

Treasure- greatclub

Special Abilities:

Build for war- One round after Mypett is reduced to 0 hp, he resurrects on the same initiative with half his hit points.

Red Death Boarder CR ¼ XP-100

Pirate CE- Medium Human

Senses- Perception +0 Init- +3

Defense:

AC-16, Touch-14, Flat-footed-12 (+2 armor)

hp: 6(1d6+2) Fort- +2 /Wil- +1 /Ref-+3

Offense:

Speed- 30 feet

Melee- Short Sword +5(1d6+4)

Ranged- Light Crossbow +4(1d8)

Statistics:

Str-18, Dex-16, Con-14, Int- 11, Wis-12, Cha-14

BAB-+1, CMB-+5, CMD- +8

Skills- +9 Stealth, +6 Bluff

Languages- Common

Ecology:

Environment- Any

Organization- Group (3 or more)

Treasure- Leather armor, short sword, light crossbow, 20 bolts

Red Death Lieutenant CR ½ XP-200

Pirate CE- Medium Human

Senses- Perception +6 Init- +2

Defense:

AC-14, Touch-12, Flat-footed-12 (+2 armor)

hp: 8(1d8+2) Fort- +2 /Wil- +1 /Ref-+2

Offense:

Speed- 30 feet

Melee- Light Mace +4(1d6+3)

Ranged- Dart +2(1d4 plus poison)

Statistics:

Str-16, Dex-14, Con-14, Int- 14, Wis-12, Cha-14

BAB-+1, CMB-+4, CMD- +6

Skills- +9 Stealth, +6 Bluff, +6

Languages- Common

Ecology:

Environment- Any

Organization- Group (3 or more)

Treasure- Leather armor, light mace, 10 darts

Special Abilities:

Red Belly Spider Poison- Save: Fort DC15 target is Dazzled.

Red Death Sailor CR ⅛ XP-50

Pirate CE- Medium Human

Senses- Perception +0 Init- +4

Defense:

AC-16, Touch-14, Flat-footed-12 (+2 armor)

hp: 3(1d6) Fort- +0 /Wil- +1 /Ref-+4

Offense:

Speed- 30 feet

Melee- Short Sword +3(1d6)

Ranged- Light Crossbow +5(1d8)

Statistics:

Str-15, Dex-18, Con-10, Int- 11, Wis-12, Cha-10

BAB-+1, CMB-+3, CMD- +7

Skills- +9 Stealth, +4 Bluff

Languages- Common

Ecology:

Environment- Any

Organization- Group (3 or more)

Treasure- Leather armor, short sword, light crossbow, 20 bolts

Zorral, Red Death Mage CR ½ XP-200

CE- Medium human (mage)

Senses- Perception +9 Init- +6

Defense:

AC-13, Touch-12, Flat-footed-11 (+1 deflection)

hp: 7(1d6+1) Fort- +1 /Wil- +3 /Ref-+2

Offense:

Speed- 30 feet

Melee- Dagger +1(1d4 plus poison)

Spells/Special Attack

Shocking Grasp 2/day

Statistics:

Str-10, Dex-14, Con-12, Int-20, Wis-16, Cha-18

BAB- +2, CMB- +1, CMD-+3

Skills- +9 Knowledge (Arcana), +9 Spellcraft, +9 Perception, +8

Bluff

Languages- Common, Draconic, Elven,

Feats- Combat Casting, Improved Initiative

Ecology:

Environment- Any

Organization- Solitary

Treasure-

Wand of Magic Missile (18 charges)

Ring of Protection +1

Spellbook

Dagger

Special Abilities:

Red Belly Spider Poison- Save: Fort DC15 target is Dazzled.

Ramius Nastavnik CR 1 XP-400

Pirate Captain CE- Medium human

Senses- Perception +2 Init- +8

Defense:

AC-18, Touch-16, Flat-footed-14

(+2 armor,+2 deflection)

hp: 13(2d6+3) Fort- +3/Wil- +1/Ref-+4

Offense:

Speed- 30 feet

Melee- Rapier +6(1d6+2)

Ranged- Hand Crossbow +5(1d4 plus poison)

Statistics:

Str-14, Dex-18, Con-16, Int-14, Wis-13, Cha- 22

BAB-+2, CMB-+6, CMD- +8

Skills- +11 Bluff, +11 Disguise, +8 Escape Artist, +8 Thievery,

+8 Stealth (+12 aboard his ship)

Languages- Common, Elven, Draconic, Dwarven

Feats- Improved Initiative, Agile Maneuvers

Ecology:

Environment-

Organization-

Treasure-

+2 *leather armor*

Rapier

Hand Crossbow

20 bolts

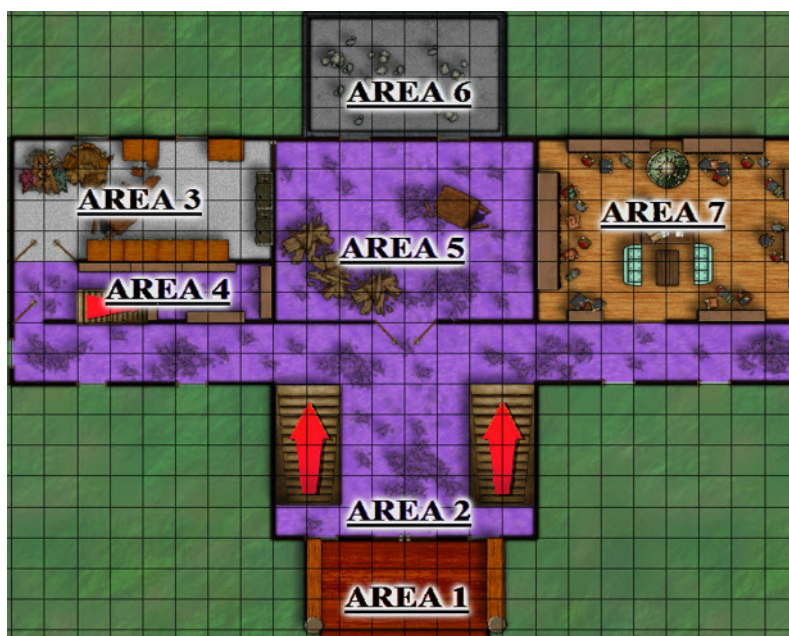
2 vials Red Belly Spider Poison

Special Abilities:

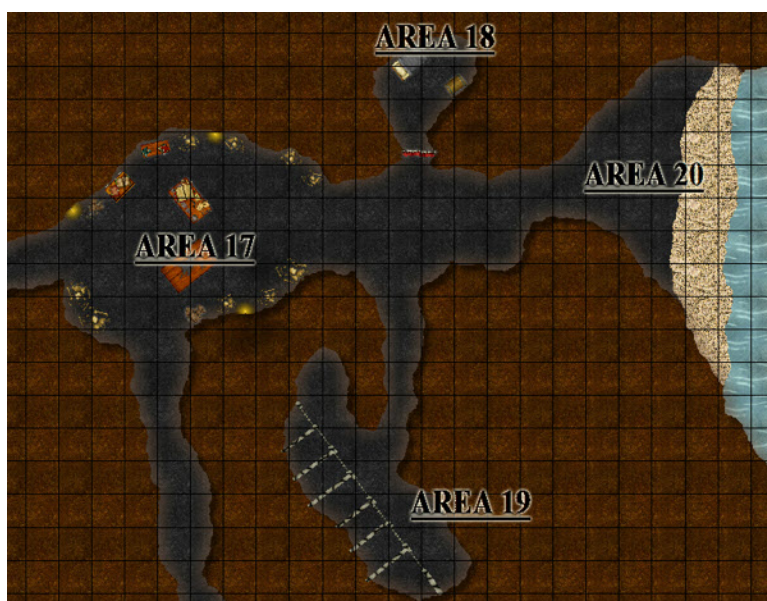
Red Belly Spider Poison- Save: Fort DC15 target is Dazzled.



SMYTHE MANOR UPPER LEVEL



SMYTHE MANOR FIRST FLOOR



DRIVITT'S TUNNELS

