

THE PINE  
BARK RENS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# CREDITS



## CREDITS

**AUTHOR** ~ Matthew A. Bogdan

**EDITOR** ~ “Cheer Pup”

**ARTWORK** ~ Publisher’s Choice Quality Stock Art © Rick Hershey / Fat Goblin Games  
Matthew Richmond, Jeremy Hart, Henriette Boldt, Nate Furman, EarlGeier, Ian MacLean,  
Tan Ho Sim, Bradley K McDevitt, Lawrence Van Der Merwe, David Lewis Johnson,  
Jeff Brown, Aaron Lee, Lawrence Van Der Merwe, Matthew A, Bogdan

**CARTOGRAPHY & GRAPHIC DESIGN** ~ Dark By Dezin

**The Pine Barrens © 2018 DARK BY DEZIGN**

**Open Content:** Subject to designation as Product Identity (see below), the only portion of this Dark By Dezin game product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the *Pathfinder Reference Document*) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, logos, design and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

This product makes use of the Pathfinder RPG Core Rulebook, Pathfinder RPG Bestiary, Pathfinder RPG Bestiary 2, Pathfinder RPG Bestiary 3, Pathfinder RPG Bestiary 4, and Pathfinder RPG GameMastery Guide. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd/](http://paizo.com/pathfinderRPG/prd/)

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse the product.

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.





# HEADED FOR HARM'S WAY



Casually passing through the town of Harm's Way was completely uneventful. That is, until a young man pressed a four-page printed leaflet into the hands of one of your fellow adventurers. The young man's words briefly mentioned a reward being offered for hunting down three escaped criminals.

"This is normally costing more than what I am giving it to you for. *FREE! Take it!* I see that you are the only ones that can do what is needed to save Turzee Island and all of these nearby towns."

The boy then ran off and vanished as quickly as he came. Intrigued, you opened the leaflet and read the colorful contents.

It appears that a rather large REWARD was offered for the capture or proven killing of three deranged escaped criminals that have sought refuge and safety on Turzee Island. The paper also describes a wide variety of other unexplained deaths, recently abandoned homes and mass evacuations from the island. It appears that there is something that is now being referred to as a small army of "SLASHERS" that are taking credit for the island's overtaking.

Your party has met up with town officials and you have been granted access to the island, but with the understanding that you are the masters of your own destinies. In other words, *you are completely alone*, and without any guaranteed backup. You have also been granted the rights to a buried treasure from a recently deceased pirate that went by the name of *DANWICK STERN*.





# WANTED



## 'T'HE CROO'T'HE BRO'THERS

Targuil ~ 9,500gp

Helgarl ~ 8,500gp

Baltroc ~ 8,000gp

*Escaped Prisoners WANTED For:*

- ~ Arson
- ~ Torture
- ~ Robberies
- ~ Mass Murder
- ~ Animal Mutilations
- ~ Worship of NARGA



Protect Our Once Peaceful Island of TURZEE!



# The Dreadful

Delivered by Dragon  
WEEKLY no. 100



Illustrated



only  
3 c.p.

*Magnificently Penned by RHODALE! & Gloriously Illuminated by Adreus Crowl*



## MURDER

MISSING  
LOGGERS!



HIDEOUS MONSTERS  
SPOTTED!

## MAYHEM






# The Turzee Island Pine Barrens

Magnificently Penned by RHODALE! & Gloriously Illuminated by Adreus Crowl

## Accounts of Monsters and Mayhem!

Once again, dear and delightful readers, I bring yet another colorful yet not so bright and cheery report to you and yours. This somewhat glum and gloomy excerpt involves a small nearby island, apparently fending for itself at this very moment. It seems that several of the fair people that live and dwell on Turzee Island have experienced some particularly unsettling news. Several reports from the more upstanding inhabitants of this island have claimed to witness a broad variety of separate monster sightings and attacks that have suddenly plagued this timber town whose chief natural resource happens to be the fine Turzee Pines. 

Without further introduction, this loyal and faithful Scribe of The Realms would now like to share some of those same reports with you. For now, I have one last word before you begin on this daily dose of prime facts...

**BEHOLD!**

**DORN TAVNER ~ Pine Barrens Logger Leader ~**

“One moment, my men and I were performing our logging tasks, and the next moment, strange beast men came *pouring forth* out from the surrounding forest. They were *deranged*, and all had crude weapons. They attacked my men and only a handful of us escaped their sheer madness. There must have been *hundreds* of them!”





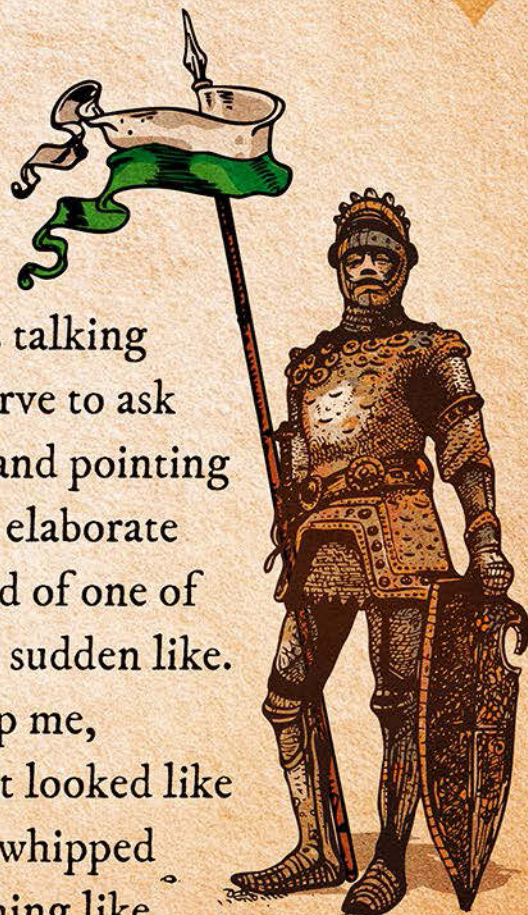
# The Turzee Island Pine Barrens

JOYZE MADDOWES ~ Schooling Instructor ~

"I was conducting class and scrivening the daily topic on our chalkboard. When I turned around to address the class, I was mortified to see that my once sweet class of 13 children were now somehow transformed into 13 demons from my deepest nightmares. The innocent faces that I had come to know over the good part of an entire year were now wearing the most hideous and grotesque masks that not even the most maniacal mad artists could conceive of. *My class was not my own that day!*"

JARVIS LORRY ~ General Store Owner ~

"It was just another calm, peaceful day for me and the missus. At least it started off that way. A young man came to my general store and roamed the counter aisles all day long. He was talking to himself. As the day wore on, I got up the nerve to ask him to leave. He just started shaking his head and pointing at himself and, it looked like he was having an elaborate argument with himself. When he got to the end of one of the aisles he was pacing through, he turned all sudden like. But this time he was wearing a mask. Gods help me, it looked like a mask made from human skin. It looked like someone else's face he was wearing. Sumbitch whipped out a knife and attacked m'missus. Said something like **'HAIL TO NARGA!'** or **'BLOOD FOR SLASHERS!'** or something twisted like that. I plugged the little bastard over the head with a two-by-four and me and my wife got the hells out of there!"





The Turzee  
Island Pine  
Barrens  
Map

Bridge we  
blocked off.

Stay away  
from this  
woods trail!

This bridge  
is destroyed!

We were attacked  
by giants here!

Bridge we use  
for Hwy  
work.

Our logging  
encampment.

Bridge we use  
for light work.



Each sq.  $\sim$  100 ft.





# USING THE ISLAND MAP

One option that the GM can choose to generate random encounters and monsters is to use the **CHAOS LEY LINES map on page 12**. This small map can be used when the adventurers cross over or pass through these ley lines. The GM can decide if this potential encounter is either a monster or an odd occurrence. It is a good idea to balance these out throughout the adventure.

## MONSTERS

### # MONSTER TYPE & #

1. ROAD - GRAEAE COVEN (2d4)
1. PERYTON FLOCK (2d4)
2. FOREST - SCHIR DEMON (2d4)
2. CAVES - HILL GIANT (1-2)
3. GRASSLANDS - COCKATRICE (3d4)
3. BEACH - DENIZEN OF LENG
4. FOREST - POSSESSED TREANT
4. BARREN FOREST - BAYKOKS (2d4)
5. FOREST - OWLBEAR PACK (1d6)
5. GRASSLANDS - CYCLOPS (2d4)
6. POND - HYDRA (holding breath)
6. SWAMP - GREEN HAGS (3)
7. SWAMP - GIANT SLUG
7. MARSH - MARSH GIANT (1-2)
8. COASTLINE - SEA DRAKE
8. COASTLINE - SNAPPING TURTLE

**GRAEAE** CR 5 ~ AC 19 ~ HP 65 ~ XP 1,600

STR 14, DEX 17, CON 12, INT 23, WIS 13, CHA 8

**PERYTON** CR 4 ~ AC 17 ~ HP 42 ~ XP 1,200

STR 17, DEX 16, CON 17, INT 11, WIS 14, CHA 12

**SCHIR DEMON** CR 4 ~ AC 19 ~ HP 37 ~ XP 1,200

STR 17, DEX 14, CON 15, INT 8, WIS 5, CHA 6

**HILL GIANT** CR 7 ~ AC 21 ~ HP 85 ~ XP 3,200

STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 7

**COCKATRICE** CR 3 ~ AC 15 ~ HP 27 ~ XP 800

STR 6, DEX 17, CON 11, INT 2, WIS 13, CHA 8

**DENIZEN OF LENG** CR 8 ~ AC 21 ~ HP 95 ~ XP 4,800

STR 14, DEX 18, CON 19, INT 18, WIS 17, CHA 21

**TREANT** CR 8 ~ AC 21 ~ HP 114 ~ XP 4,800

STR 29, DEX 8, CON 21, INT 12, WIS 16, CHA 13

**BAYKOK** CR 9 ~ AC 24 ~ HP 100 ~ XP 6,400

STR 17, DEX 22, CON —, INT 11, WIS 10, CHA 15

**OWLBEAR** CR 4 ~ AC 15 ~ HP 47 ~ XP 1,200

STR 19, DEX 12, CON 18, INT 2, WIS 12, CHA 10

**CYCLOPS** CR 5 ~ AC 19 ~ HP 65 ~ XP 1,600

STR 21, DEX 8, CON 15, INT 10, WIS 13, CHA 8

**HYDRA-9** CR 8 ~ AC 19 ~ HP 94 ~ XP 4,800

STR 18, DEX 12, CON 18, INT 2, WIS 11, CHA 9

**GREEN HAG** CR 5 ~ AC 19 ~ HP 58 ~ XP 1,600

STR 19, DEX 12, CON 12, INT 15, WIS 13, CHA 14

**GIANT SLUG** CR 8 ~ AC 20 ~ HP 102 ~ XP 4,800

STR 27, DEX 2, CON 18, INT —, WIS 10, CHA 1

**MARSH GIANT** CR 8 ~ AC 21 ~ HP 102 ~ XP 4,800

STR 27, DEX 17, CON 19, INT 8, WIS 15, CHA 12

**SEA DRAKE** CR 6 ~ AC 19 ~ HP 73 ~ XP 2,400

STR 23, DEX 15, CON 18, INT 8, WIS 10, CHA 9

**GIANT SNAPPING TURTLE** CR 9 ~ AC 23 ~ HP 115 ~ XP 6,400

STR 32, DEX 6, CON 21, INT 1, WIS 13, CHA 6



# 20 ODD OCCURENCES

## 20 ODD OCCURENCES

### # ODD ENCOUNTERS AND DETAILS - CHOOSE APPROPRIATE OR ROLL

01. BOUNTY HUNTER - VONTAVIUS HARMZ.
02. A cacophony of random screams surround the party. They last for a full minute.
03. The party sees a headless man tethered to a tree. *The head is nowhere to be found.*
04. CHAOS SLAYER COVEN - 1d4 Chaos Slayers try to sneak attack the party.
05. BEAR TRAP - 100gp bank note nailed to a tree lures unsuspecting victims.
06. BOUNTY HUNTER - Possessed! More than willing to attack on sight!
07. PERYTON EGG - Pitch black egg - one foot tall. Hatches in 1 hour & attacks.
08. CHAOS WITCH COVEN - 1d4 Chaos Witches cast spells from behind cover.
09. Family of 4 tied and gagged left unattended. Being prepared for ritual sacrifice.
10. SINKHOLE or QUICKSAND - DC Perception 25 defeats.
11. BOUNTY HUNTER - VONTAVIUS HARMZ.
12. CHAOS SLAYERS & WITCHES - Equal mix of 1d4x2 deranged lunatics.
13. 13 human skin pages of NARGA'S 13 Commandments nailed to 13 trees.
14. Bag with a severed human male head and a note by MARLABETH DROEVE.
15. PUNJI STAKE PIT - 10 foot drop onto 1d4 spikes. (1d6 + 1d8 each stake)
16. CHAOS SLAYERS & WITCH MOB - 5d4x3 deranged lunatic mob.
17. BOUNTY HUNTER - Lvl 3 Ranger Hp 25 AC 19 - Great with crossbow.
18. Uncharted graveyard completely dug up. Headless corpses remain.
19. Escaped pack horse carrying random supplies the party may use. GM's discretion.
20. SWINGING LOG TRAP - Perc DC 13 (1d8 x 2) Reflex DC 18 negates.

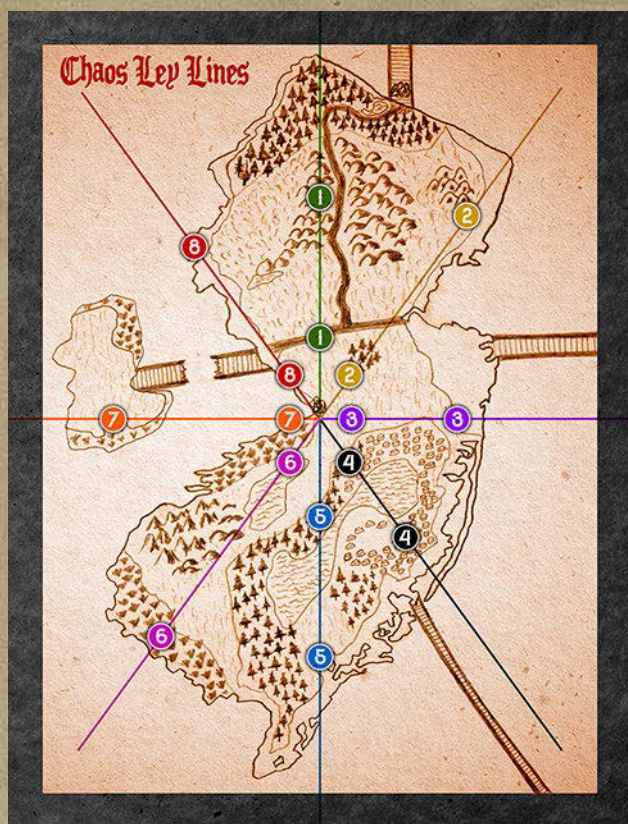


# The Turzee Pine Barrens GM's Map





# 3 TREANTS ATTACK



**A. BLOCKED BRIDGE** - About 75 feet from the southernmost part of the bridge is a stack of boulders that is the largest you have ever seen. The bridge here is undoubtedly one that has been used to transport supplies and very large groups of people wishing to take residence on Turzee Island. The bridge is incredibly wide at around 75 feet, and it looks like it could easily hold a small battalion of soldiers if needed. The huge boulder stack is about 10 feet high and must have taken a considerable amount of time and manpower to complete.

**GM NOTES** - A PC must make a successful DC 10 Climb roll to climb over the obstacle.

**B. WOODED TRAIL** - The northern tip of Turzee Island is populated by the pine trees that serve as the main resource for Turzee Island natives, and to those that benefit from

this wood. The timber here is highly sought after due to its density and durability. It is also a comparatively lighter wood, which makes it prized for those that craft furniture items, walls, floors and rooftops. The resin from these trees is also used to make glue, varnish and oil of turpentine, which many of the greatest artists of the realms use to create their works of art.

Besides noticing a placid pond to the right of the trail, you hear no ambient signs of wildlife or insects. Only the wind is what you hear. The wind brushing through the lush pine trees blows in continuous gusts from east to west. You can hear the trees creak and grown ever so slightly, but the lack of any other sounds is still more than a bit unsettling. You continue down the winding trail, and it dawns on you that something *just feels wrong*. The trees blowing in the wind are not blowing *in synch* with the wind. *The trees seem to be moving of their own accord*. Just as soon as your mind makes attempts to shrug this notion off, a humanlike shadow sways entirely out of place. The humanlike shadow is simply too big to be a human, or even a giant. The misplaced shadow is coming from a tree directly in front of you. Then another, and another. Several trees, in fact, have seemingly ripped themselves away from some dream or nightmare and loom forth on thick, sinewy roots. These living trees stomp forward to attack, their lengthening arms reach out to crush you, seemingly enraged that you have encroached upon their territory.

**GM NOTES** - 3 Treants have succumbed to the pervasive evil that has befallen the island. The exact source of this and other possessions are from *The Dark God of Murder and Death, NARGA!*

**TREANT** CR 8 ~ AC 21 ~ HP 114 ~ XP 4,800

STR 29, DEX 8, CON 21, INT 12, WIS 16, CHA 13



# DRUNKEN HILL GIANT

**C. TURZEE HILLS** - Making your way south, you've decided to explore the grassy hills to the west side of the main trail that runs dead center through Turzee Island. The hills are grassy, but it is not the typical green grass that is usually seen. The grass here is sparse and blanched. It runs in long, brittle reeds that sway clumsily in the cool night air. The hills are haphazard as well. The hills range in height from just under 10 feet, to more broad and expansive hills that are between 30 and 40 feet high. Another thing that you instantly notice is that the hills on this side of the trail have holes cut into the sides of the higher hills. In fact, these "holes" look more like freshly burrowed doorways. Just as you notice this, and as if in some cosmic reply, you hear a grunt come from one of the recently excavated 12-foot high doorways. The grunt sounds human, but not entirely human. Whatever made these grunts, the sound of them are just too deep, and it becomes obvious that the reason for this is that it just has to be coming from something bigger. Something much, *much* bigger.

As if on cue, an enormously large and hairy man makes an appearance at the entrance to this cave. An enormous belch emits from the beast. This beast of a man that stands nearly 11 feet tall looks at you, seemingly offended by being wakened early. The giant rumbles forth a question that sounds much more like a threat,

"Awwwww, what the \*\*\*\*?! Did my *cousins* send you? This corn likker they gave me tastes like Ot'yugh offal! **BLARGH!**"

**GM NOTES** - This is the *very* inebriated **HILL GIANT Bertrus**. Bertrus, or Bert, as his cousins call him, has indeed been drinking, and is quite literally aching for a good fight! Bert's treasure is rather humbl, as he is relatively new on Turzee Island. His wealth includes the following:

**HILL GIANT** CR 7 ~ AC 21 ~ HP 85 ~ XP 3,200

STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 7

9gp, 15sp, 43cp, and his prize possession, 1pp. He has been sold some extremely potent but nearly toxic corn liquor by his two cousins that can be found in **area L**. All penalties should apply, but one thing is certain, trying to talk peace with this giant will end in Bert calling the PC in question a "*Pouncy tart!*" followed by an attack.

**D. WYTCH HOUSE AND CAVES** - The northeastern area of Turzee Island has a cluster of hills that are rockier than other hills found elsewhere on the island. The hills here are much smaller as well. The highest hilltop stands just under 10 feet, which gives you a clear view of a house or cathedral of some sort. This cathedral or church seems abandoned, and is largely rectangular in shape and appears to be roughly 100 feet wide by 200 feet long. The structure appears sturdy, and is made up of the typical stones and mortar. Some of the windows are broken, and some are completely intact. Looking closer at the broken windows, you notice vertical iron bars have been put in place to prevent an easy entry. There are no curtains, nor does there seem to be any signs of life. A 10-foot wide, smooth stone path leads right up to the front entrance to this building.

This description below is for *the sides* of the church.

**WEST AND EAST SIDES** - The sides of this building are made of quality stone. There are 7 or 8 windows lining the 200 foot long sides of the building. Half of the windows are intact and half are broken. Iron bars have been put in place to prevent anyone from entering. There seems to be no sign of life, not even that of an errant bird.



# THE WYTCH HOUSE

**NORTH DOME** - The north part of this church is shaped like that of an oval that has been cut in half. 4 intact windows can be seen, and you can also see torchlight coming from inside. The torchlight comes from the north dome and from what appears to be individual rooms around the north side of the structure. You also notice that while this building is by no means a stronghold or castle of any kind, the way the windows are situated, you *do* notice that the walls are a full 5 feet thick. Quite a bit of fortification for what appears to be a chapel, church or hospital of some sort.

**THE WYTCH HOUSE** has become the hidden refuge of **LEELAND PRICE** and his coven. The structure used to be an all ages insane asylum just over a year ago. Since then, Leeland and his cult has taken the building over by force. All of the windows here are of extra-thick glass. The windows are set into 5 feet of thick stone and are made from sheets of dark blue stained glass. It is next to impossible to see what is on the other side of these windows and walls.

**1. LOCKED DOUBLE DOORS** - Whether this church is abandoned or not, one thing is clear. The double doors to this building are in solid shape. The structure seems locked up tight.

**GM NOTES** - All of the doors in the Wytch House have these stats. Some are locked, some are not.



## STRONG WOODEN DOOR

Hardness **5**, Hit Points **20**,  
Break DC-Stuck **23**, Break DC-Locked **25**

**2. ENTRY HALL** - You gain access to the church. Stretching before you is a long hallway that extends over 150 feet in length. At the end of the hallway is a pair of closed double doors very much like those which you just came through. Lining the west and east walls are several closed doors that run the length of the hall. The floor is made of old but very sturdy wood that creaks slightly beneath your feet. There is also the distinct smell of freshly burnt wood, and all is silent. The hallway is 15 feet wide and there are 8 doorways on the left side of the hall and 7 on the right side of the hallway. All of the doors are closed.

Just as your thoughts turn toward making your next decision, a subtle blur of motion grabs your attention. At the very end of the long hall, you see a little girl. She is dressed in an unkempt fashion, and it is quite apparent even from this distance. She's also holding something small but bulky in her left hand. It looks like it could be a partially full sack of flour, or a doll. Just as soon as she appears, the little girl seems to dissolve into the very last door at the end of the hall on the left. A girl's giggle can faintly be heard.

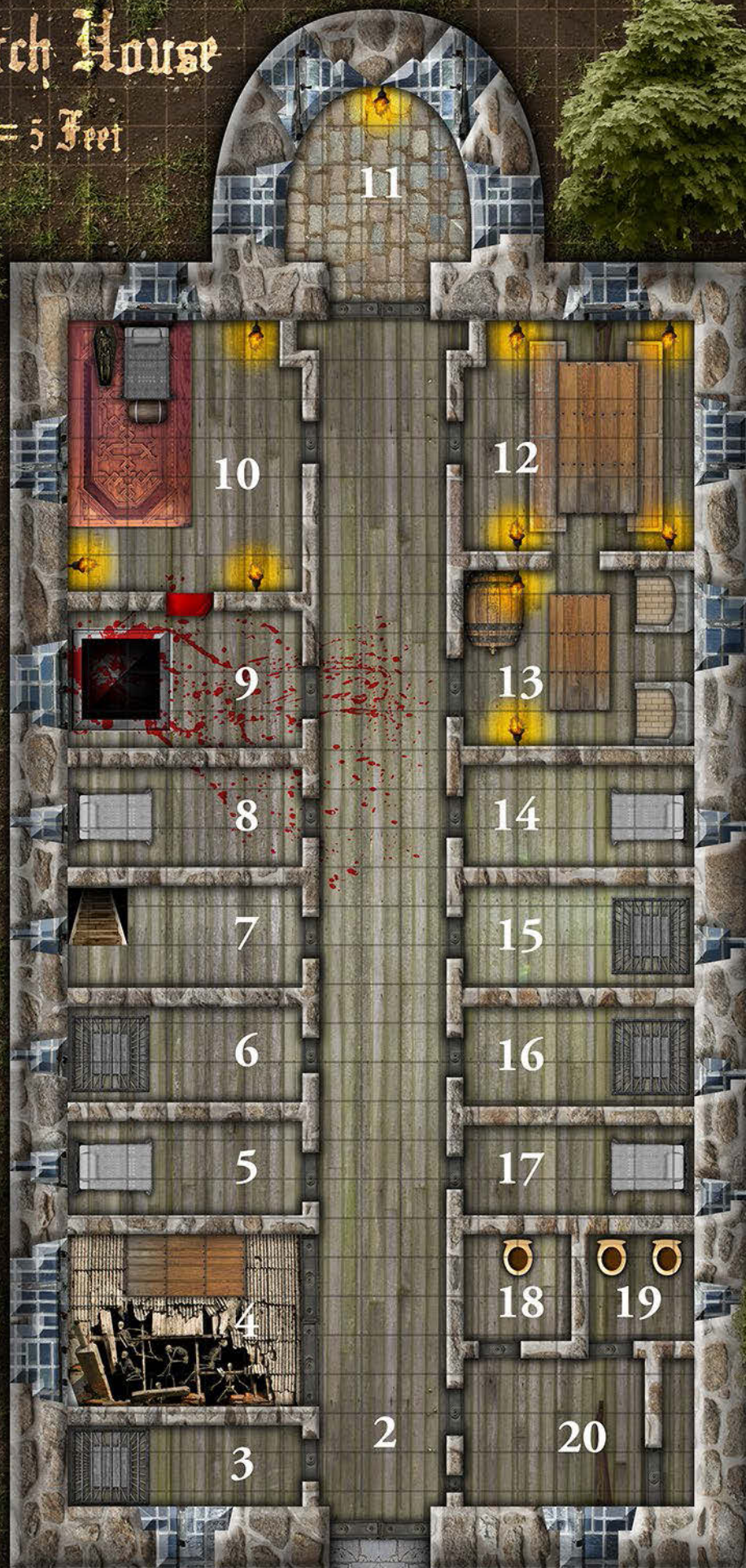
**GM NOTES** - A DC Perception 18 check is required for the PCs to notice a massive blood spatter scene staining the floor roughly 120 feet down the hallway. The blood spray is coming from under the door cracks of the seventh doorway on the left. Something wicked has happened here. The little girl is **CHARLOTTE THE GHOST**. The backstory behind this little spirit can be found on the page after the Wytch House Map.

**3. KENNEL** - This unlocked door opens to a smelly yet completely empty kennel area. The room is 10 feet by 30 feet, and houses a sturdy



# The Mytch House

1 Sq. = 5 Feet





# THE GHOST OF CHARLOTTE

iron cage 10 feet square and just as high. It looks like it could hold some form of ape or human.

**GM NOTES** - The following backstory examines the “relationship” between a sweet, innocent and resourceful little girl, and a very wicked warlock that goes by the name of **LEELAND PRICE**.

Charlotte was a beautiful, intelligent and very brave little girl that was kidnapped by the evil warlock Leeland Price. Leeland is the leader of a cult dedicated to the worship of the dark **God of War and Death NARGA**. Narga has chosen Turzee Island as one of his favorite targets to establish his herd of followers. Among Narga’s most promising disciples is Leeland Price. Narga communes with Leeland and conveys what he wants of him and his most loyal followers. Narga wants his followers to inflict as much pain, misery, torture and death upon the innocent as possible. All the while, converting as many “borderlines” as possible for them to join in **The War Against All That Is Good**.

Of all the victims that have crossed paths with Price, Charlotte was the most unfortunate. Little Charlotte was the one that Leeland took a great shine to. Leeland had plans to break the spirit of the little girl over time. He knew that if he could harness her latent sorcerous power, and use her for evil, he would have yet another potent weapon against innocence. One night, while Leeland was away on his dark business, the resourceful little girl escaped her bed straps and stole her way into Price’s private quarters. Young Charlotte stole a random spell she tore from the warlock’s dark spell book, thinking it was her only chance. She crafted the spell to the best of her ability while Price was away, but her time was limited. In a move that would be characterized as merely trying to save her own life, Charlotte blindly cast the incomplete spell on Price. The spell worked, to some degree, but the wicked

Price did not die as Charlotte expected. *The far distance saved his life.* It seems that the young girl had some natural magical gifts after all. Charlotte would have most likely been quite successful except for the fact that Leeland never completed or even tested his home brewed death spell. Instead, Price’s face was burned in hundreds of places throughout his entire face. The burns were in the form of handwritten common words that said just one thing, over and over. **Leeland Price must die. Leeland Price must die. Leeland Price must die!**

Enraged, and upon returning from his travels, Price knew the origins of his own dark spell. In a mad fury, he grabbed up “his favorite” Charlotte and exerted a most despicable act of violence upon the poor girl, killing her instantly.

**Charlotte is now a very vengeful ghost.** She cannot move on until Leeland Price is slain. How the GM handles this may require a good bit of creativity and ingenuity. You know your players more than anyone. Some suggestions on how the author would prefer the ghost of Charlotte being laid to rest might be:

1. Slay Leeland Price in the name of Charlotte.
2. Slay Leeland Price in front of Charlotte.
3. Allow Charlotte to slay Leeland Price.

There are other options, of course, but any of these will send Charlotte to a much better place. The Players should be awarded the same amount of XPs as they would if they were to destroy an evil ghost. This encounter was created for one purpose. For the players and PCs to despise this evil madman, and to fire them up against all of the wicked ones that have taken this island over by force and intend to use it for destruction and evil.





# A TALK WITH CHARLOTTE

The GM may choose the option of having Charlotte make herself known more and more as the adventure progresses. When the GM feels that the right time has presented itself, they can actually allow Charlotte to talk and interact with the PCs.

**CONFRONTING CHARLOTTE** - A little girl suddenly makes herself known at the end of the hall. She is a young girl around 6 or 7 years of age, with beautiful, long blonde hair. She is obviously sad or distraught and her head is down as if in a combined state of fear and worry. She's limply holding a crudely-made doll with hair similar to hers. From this faraway distance, her young voice still reaches your ears as clear as if she were but 10 paces away,

"Have you seen him yet? The bad man? I've been here too long and I can't get out. I tried to stop him, you know? He hurt all of us kids but hurt me more. Have you seen his face? I cursed him and tried to stop him, but he was too strong. I hurt him. I hurt him real bad, but he kept coming. So he hurt me, and I can't get out. Will you help me get away from this place? My name is Charlotte, what's yours?"

**GM NOTES** - If the PCs agree to help or approach Charlotte, the little girl stays still and waits for them to come. As the PC(s) come within 10 feet of the little girl Charlotte, the little girl reveals her true nature to the PCs. *Charlotte is a Ghost that wants nothing more than revenge on Price.*

The previous page touched on options for handling this delicate scenario. Another suggestion is that if the party focuses all of their attention on killing Price, that might be what makes the ghost attack! The choices are yours.

You get to within 10 feet of the little girl and you instantly feel an unexplainable sheet of cold that emanates from the child. She turns her head slowly up, as if to impart a great secret to you. Her sweet face levels, and as her eyes meet yours, your heart sinks. For no one could survive a wound like that which you've just noticed. *No living being could ever survive having their throat ripped out.*

Charlotte transforms in a flash of a second from a beautiful little girl to a twisted, translucent mockery of humanity. The look of madness is clear in her eyes and what was once a little girl is no more. Charlotte is a ghost now. A ghost seeking revenge on the one that killed her. The vengeful spectre lunges preternaturally for you and angrily accuses you,

"Leeland Price must die! Are you are with PRICE?" **LEELAND PRICE MUST DIE!**



**GHOST** CR 7 ~ AC 17 ~ HP 77 ~ XP 3,200

STR —, DEX 12, CON —, INT 10, WIS 11, CHA 20



# OTTIS THE OTYUGH

**4. RUINED ROOM** - This 20-foot by 35-foot chamber immediately assaults your sense of smell. Over half of the floor has been stripped up. Not plank by plank, but it appears to have been viciously ripped by something or someone both very large and very strong. The jagged hole that has been formed drops down into the unknown. A large table has been thrust up against the north wall and there are empty plates and mugs resting on it. The floor creaks ever so slightly beneath your feet and almost immediately afterward, you hear a voice echo from the depths below.

“Oi, you’ve got more gifts and vittles for me, yeah? If nawt, yer free to jump on down here you know. Haw haw! *Hullo?*”

**GM NOTES** - An extremely fat **OTYUGH** lives and dwells in the bowels of this pit. The drop from the hole in the floor to the nauseating pit below is a 20-foot fall into offal, muck and fresh skeletons.

*Ottis is an extremely well-fed Otyugh* and cordial enough, as long as the PCs can show him that they can provide him with a steady supply of meals.

Wytches that stay at the Wytch House find entertainment by sitting upon the large table and throwing chunks of rotten meat and other spoiled foodstuffs down below.

If the PCs make no contact with Ottis, he loses interest. If the PCs are foolish enough to jump down into Ottis’ mess, he will attack as if they are food. Ottis knows a few things about this evil church. If the PCs are sharp enough to ask Ottis for “dirt” and also promise him meals, he will gladly relay the following kernels of knowledge:

- “A chute and ladders lead below here.”
- “They use Owlbears and *other* creatures.”
- “A sacrifice is planned for tonight down here.”

**OTYUGH** CR 4 ~ AC 17 ~ HP 45 ~ XP 1,200

STR 18, DEX 10, CON 13, INT 5, WIS 13, CHA 6

**5. RECLUSIVE WYTCH** - The door is closed but unlocked. The door swings open and directly across from you at the other end of the chamber, lying on his back and reading, a young man in spectacles and a fluffed white shirt peers from behind a book he’s reading. He takes one look at the likes of you and his eyes grow big. He springs forth from the bed, shocked and alarmed that someone has come here.

“I don’t know who you are, but you will *NOT* make it out of here, I assure you!”

The man, no more than in his early twenties, is preparing to cast a spell. Judging by the look on his face, he plans on casting a spell with great harmful intent.

**GM NOTES** - This is **Seamore**, one of Price’s most prized Wytches. Seamore does indeed have some talent, but his rage often unbalances him. Price uses Seamore as his most prized guard, even over the Owlbears and other beasts that lurk here. Seamore’s tactics are simple. He goes right for the throat and uses his most powerful and destructive spells.

**TREASURES** - If the party is fortunate enough to slay Seamore, they will easily find the following treasures that can be found under his bed, and in a small and unlocked footlocker:

- Octagonal **RAINBOW LENSES**
- **MARVELOUS PIGMENTS**
- 55gp, 52sp, 33cp
- +1 **Sickle**
- +1 **Pitchfork**
- Seamore’s Poetry Diary - *Sheer Rubbish* (3gp)
- Skeleton Key. Opens every lock at Wytch Camp



# WYTCH OF NARGA STAT BLOCK

## WYTCH OF NARGA

CR 4 ~ XP 1200 ~ Witch level 5

Init +3; Senses

## DEFENSE

**AC 14**, Touch 14, flat footed 10

(No Armour, Shield, None)

(+3 Dex, +1 feats)

**hp 35** (0d8+5d6+5+5+5);

Fort +2, Ref +4, Will +4

## OFFENSE

Speed 30

### Melee

Single Attack Sickle +3 (1d6+1)

or Blowgun +5 (1d2)

Full Attack Sickle +3 (1d6+1) Pitchfork-3 (1d8)

or Blowgun +5 (1d2) range 20 Space 5ft.; Reach 5

## Witch Spells

CL 5 Concentration 6

**Level 0** (4) DC 11

Bleed, Daze, Putrefy Food and Drink,

Touch of Fatigue

**Level 1** (5) DC 12

Adhesive Spittle, Bleeding Strike, Burning Hands,  
Cheetahs Sprint, Ventriloquism

**Level 2** (3) DC 13

Acid Arrow, Haunting Mists, Invisibility

**Level 3** (2) DC 14

Grasping Tentacles

## STATISTICS

Str 12, Dex 16, Con 13, Int 13, Wis 11, Cha 10

Base Attack 2 CMB 3 ; CMD 17

### Feats

Hex - Cackle (Su)

Hex - Charm (Su)

Hex - Slumber (Su)

Combat Casting: +4 Concentration  
checks for Defensive casting,

Dodge: Add 1 to AC ,

Simple Weapon Proficiency,

Toughness: +3 Hit points or +1 per hit dice,

Widen Spell: Double spell area

**Skills** Climb 1, Craft Alchemy 8, Craft Poison

Making 1, Fly 8, Heal 0, Intimidate 6,

Know Arcana 7, Know Nature 1,

Know the Planes 7, Spellcraft 7,

Use Magic Device 5

**Languages** Common, Nargan

## SPECIAL ABILITIES

Familiar - Alertness (Ex)

Familiar - Deliver Touch Spells (Su)

Familiar - Empathic Link (Su)

Familiar - Improved Evasion (Ex)

Familiar - Intelligence = 8

Familiar - Natural Armor Adj = + 3

Familiar - Share Spells

Familiar - Speak with Master (Ex)

Familiar - Store Spells

Witchs Familiar -1 (Ex)

Witchs Familiar -2 (Ex)





# OF FAMILIARS AND OWLBears

**GM NOTES** - All of the Wytches of Narga have a familiar. It is up to the GM to determine which is wytch. Below is a list of familiars that a servant of Narga would have: 1d8 can determine.

1. **BAT** - Master +3 Bonus - **Fly** Checks
2. **CAT** - Master +3 Bonus - **Stealth** Checks
3. **FOX** - Master +3 Bonus - **Reflex** Checks
4. **GOAT** - Master +3 Bonus - **Survival** Checks
5. **OWL** - Master +3 Bonus - **Perception** Checks
6. **PIG** - Master +3 Bonus - **Diplomacy** Checks
7. **RAT** - Master +3 Bonus - **Fortitude** Checks
8. **RAVEN** - Master +3 Bonus - **Appraise** Checks

Seamore's familiar is a BAT named ROBIN.

**6. OWLBear PEN** - You open the heavy wood door to this chamber and something rather large lurches forth and attacks. The beast is a bear, but has a deranged owl's head.

**GM NOTES** - Seamore felt a bit slighted by Price for something rather insignificant. Regardless, the paranoid Seamore intentionally left this cage open in hopes that the OWLBear inside would maul whoever gains entry to this room.

**OWLBear** CR 4 ~ AC 15 ~ HP 47 ~ XP 1,200

STR 19, DEX 12, CON 18, INT 2, WIS 12, CHA 10

**7. LADDER TO BELOW** - This 10-foot by 35-foot chamber has one item of interest. A wooden ladder nailed firmly to the sides descends into the darkness below.

**GM NOTES** - This ladder takes the PCs to **area 2** below. **The Wytch Caves.**



**8. CHARLOTTE'S ROOM** - This 10-foot by 35-foot chamber is obviously a room furnished for children or a single child. The room is kept up much better than the other cells you've seen. A bed is flush against the west wall and is well-made, complete with stuffed dolls of little girls. Artwork is nailed to the walls here and there and these works appear to be the artistic endeavors of a little girl. The drawings are of graphite on vellum and roughly measure 8 inches by 10. The artworks range from drawings of a very happy family of three to progressively darker and more sinister depictions. Two of the works of art catch your eye. One is a little girl hovering over a sleeping bearded man lying in a bed. The little girl has a dagger above the man with 3 overly large drops of blood oozing from the blade. The other work of art sends chills throughout your entire body. This work of art depicts a rather handsome but wicked-looking, bearded man with mustache and long hair. What makes this artwork different from any that you've ever seen is *how* the art was created. Instead of lines, tones and shadings, the portrait was created by someone writing a single sentence over and over. The sentence has been fashioned to make the artwork legible as a man. The ink appears to be blood, and stranger still is what these duplicated sentences say over and over again, and again.

Leeland Price must die. Leeland Price must die. Leeland Price must die. Leeland Price must die. Leeland Price must die.

**GM NOTES** - The "artwork" displayed on the wall is the brainchild of Leeland Price. This was an incomplete curse spell that was intended to slay a chosen enemy. The spell is suitably referred to as **DEADLY INTENTIONS**, and can be found on the page after the player handout on the next page. *Cast at your own risk...*







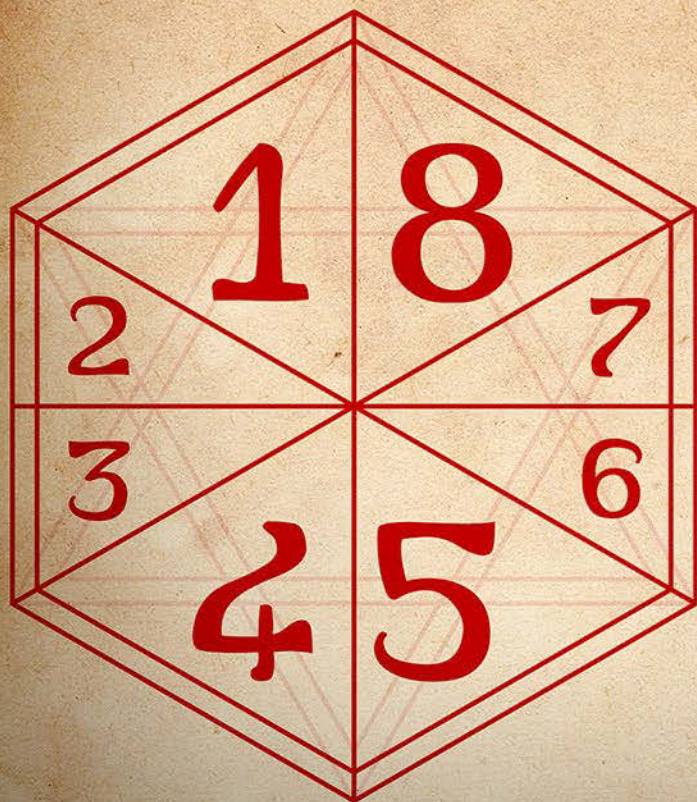
✓ XX OXD CXOXOM CHRSJDX

SCHOOL ~ Necromancy (death); LEVEL ~ Inquisitor/sorcerer/wizard 6

RANGE ~ 999 feet + 100 ft./level AREA ~ One envisioned target or enemy.

DURATION ~ Instantaneous SAVE ~ Fortitude negates. SPELL RESISTANCE ~ Yes

Treat this spell much like **Circle of Death**, except for its unpredictable nature. **Create!!!!**



- 1 ~ Spell is REVERSED!
- 2 ~ No effect whatsoever.
- 3 ~ Pain! -3 Con/24 Hours
- 4 ~ Pain! -5 Con/48 Hours
- 5 ~ Spell is 25% Successful.
- 6 ~ Spell is 50% Successful.
- 7 ~ Spell is 75% Successful.
- 8 ~ Spell is 100% Successful.

Leeland Price







# RAYMOND THE HAUNTED DOLL

**SOULBOUND DOLL** CR 2 ~ AC 15 ~ HP 19 ~ XP 600

STR 7, DEX 14, CON —, INT 11, WIS 10, CHA 9

After realizing that you were transfixed by this bizarre occult artwork, you snap out of it and something else captures your attention. Laying on the bed and tucked under the covers are a half dozen dolls. All of the dolls are made in a rather shoddy way and are constructed of raw, painted wood and straw. What makes each and every one of the dolls chilling is their heads. Instead of a simply *painted* head, each of the 6 dolls is wearing a mask. Each of the masks is disturbing simply because there are no eyes. Instead of buttons or glass taxidermy eyes, there are nothing but deep and dark holes. Somehow, the eyes seem to be staring into your very soul. Then, *one of the dolls moves*. The largest one in the middle, the only “boy” doll in the bunch, slowly gets off the bed with a clumsy stomp. It looks from the wood-paneled floor and slowly up along your entire body from toe to head, and settles on gazing into your eyes. Then, the thing’s head tilts to the left as if in some combined expression of curiosity and hate. Somehow, somehow, *the thing sneers* and moves forward to attack. The other dolls spring to life as well, and also leap from the bed in a mad assault!

**GM NOTES** - The dolls here are **6 SOULBOUND DOLLS**. Like many of the things on this island, these normally neutral dolls have been affected by the dark magics of the Wytch House and are now reeking with evil. A thorough search beneath the bed will reveal the following treasures:

1. Single page spell: **DEADLY INTENTIONS**.
2. Copper coffer with 22pp, 48gp, 66cp.
3. Bag of gold marbles 125gp.
4. Black leather bound NARGA bible.
5. **WAND OF SOLID FOG**.

Upon defeating the demonic dolls, you gather yourself and prepare to leave the room. As you turn to open the door, you see a note that was unmistakably written by a child. What it says certainly seems out of place in a location such as this, but if the note was indeed written by a child, how did it get securely nailed in without you noticing it before? Also, was a child able to place a note 6 feet high upon a very solid wooden door? The note reads:

*WILL YOU COME PLAY WITH ME?*

You leave the room and proceed down the hall. You are confused as you see a massive amount of blood splatter that you did not notice before. *‘Impossible,’* you think to yourself. There is no way you could have missed blood spray this large. The blood covers the floor before you, and is especially saturated on the floor in front of the next door on the east side of the passage. There is no doubt. A brutal slaughter happened here, but again, *how did you miss it?*

**9. PIT TO BELOW** - You find yourself morbidly fascinated by the blood. It appears as if the bloodbath took place in this next room to your left. The door is unlocked and pushes open easily. The first thing you notice, besides the blood, is a gaping, open pit that measures 13 feet square and the lips and edges are drenched in blood. It looks as if several living things were severely wounded or killed before, being pushed or thrown down into the black pit. Some of the blood is fresh.

**GM NOTES** - The GM is given creative license as to when Charlotte’s ghost is seen. An ideal time might indeed be now as the next room is Leeland Price’s bedroom. A red curtain separates the rooms.



# LEELAND'S CHAMBERS

Any sounds that the PCs make while in room #8 have a chance of waking the slumbering warlock Leeland Price in area 10. The GM should use his/her own judgement based on the sounds made by the PCs. Below is a general guideline, if needed:

PCs Whispering: a 1 on 1d6 wakens Price.

PCs Talking Regularly: a 1-3 on 1d6 wakens Price.

If Leeland Price is wakened, he will attempt to make the following actions in order to properly prepare for his enemies:

1. Price preps spell - **Magic Circle against/Good.**
2. Price prepares spell - **Magic Sword of War.**
3. Price prepares spell - **Slay Living.**
4. Price reaches for **STAFF OF DARK FLAME.**
5. Price makes a desperate attempt to slide down the chute to below. There are sacrifices soon to be made, and he is expected anyway. This choice will lead to a battle royale, for sure.
6. Price retreats out through the doorway and tries to make a run for the main door over 100 feet away. As he leaves, he will call for 2 of his bodyguards that are enjoying a meal in area 12. Now would be a good time for THE GHOST OF CHARLOTTE to come out and seek revenge on Price.

Treat the 2 warlocks as a WYTCH OF NARGA on page 19. **Their familiars are both ravens.**

**"Ludvicke! Ramschek! To me, NOW!"**

**2 men in robes with long hair and beards burst forth from a room across the hall. The 2 men are armed with sickles and attack with reckless abandon to protect their master.**

If the PCs do **not** wake Price from his slumber, the following encounter will unfold.

---

**10. LEELAND PRICE** - You open the door to a 20-foot by 35-foot room. This room is more lavish than the others and furnished with extra items of comfort. Paintings cover much of the walls here, as well as rich tapestries. An enormous rug and a large bed with silken sheets is in the northwest corner of the room. Lying peacefully atop the bed is a man with long hair, beard and mustache. His entire face is a deep mauve color splotched with spots of red. It appears as if this man has had some kind of serious allergic reaction to something, or has been repeatedly bitten by a poisonous insect. His face is puffy and swollen, and you hear him groaning.

---

**GM NOTES - This is Leeland Price.** If the PCs encounter Price in this situation, and he was not wakened by the adventurers poking around in area 8, Leeland will awaken. He will try and play the victim routine, because deceit is what he does best, after all. A typical scenario might open like one of the options below. If these ploys fail, he will scream for his life and fight. If he is near death, he will most definitely beg for his life and offer anything that he can think of. Literally.

**"Oh. oh, thank the Gods you're here! You have to help me. Please help me get out of here! These are the lunatics that have taken over the island!"**

**"Praise! I knew you'd come! Please, now, let us make haste and leave this foul place!"**

**"My friends, how did you get in? Are they still here? The bad men? Look at what they did to my face! These men live and die for the right to torture and harm the innocent. Let us go!"**



# LEELAND PRICE

Along with his pleas for help, the tall, thin man leaps unhindered from his bed. He rushes forth to show his grievous wounds. Excitedly, the man begins to point at his face.

"Here! *Here!* Does this look like something a man can do on his own? **LOOK AT ME!**"

The look in this man's eyes reeks of sheer madness, but you cannot tell if it is from his facial injuries or from something else. The man is obviously in pain, and judging from viewing his face closer, it is understandable as to why.

Written by hand in a cursive script is a single sentence etched into the man's face. It appears as if a mad tattoo artist has taken it upon himself to malignantly write the same words over and over - *deeply* into his face,

Leeland Price must die! Leeland Price must die!  
Leeland Price must die! Leeland Price must die!  
Leeland Price must die! Leeland Price must die!

**GM NOTES** - If the PCs have been to area 8 and have discovered the focus object for the spell that poor Charlotte used to try and save her life, the PCs will see an uncanny resemblance linking this man to the artwork on the spell. *It seems that young Charlotte was indeed quite the artist.*

Another option that the GM may choose to play is for Charlotte's ghost to appear right after Price finishes his sentence regarding begging the PCs for help. Charlotte will pounce on this rather perfect opportunity to confront Price! She will be more courageous in the presence of the PCs, as she is still terrified of the wicked Leeland Price.

The following is optional, of course, but it would explain the open casket that is on the west side of

Leeland's bed.

"You sick and *twisted man!* You took me from my family against my will! You are sick and you need to go to the deepest of hells! Look. Look at me and look on the side of this filthy bed. *Who is that you see in that pine box?*"

**GM NOTES** - Among other grisly trophies that can be found in Price's room, it is indeed true that there is a small coffin containing a small corpse inflicted with extreme and deadly injuries...

The sickeningly twisted warlock Leeland Price has these treasures in his room:

1. **STAFF OF CURSES** (8 charges)
2. 1,161gp, 555sp, 877cp
3. **+2 Silver Sickle** (ceremonial)
4. Sketch book bound in gold slabs (900gp)
5. Raven sculpture (obsidian, worth 560gp)

**11. FITTING ROOM** - The double doors open to an oddly shaped room 25 feet by 25 feet. The shape of the room resembles a blunted arrowhead with the rounded tip facing north. Arranged on the walls are a variety of odd ceremonial robes, hats and other accoutrements that are used in rituals and ceremonies. The robes themselves are made of fine fabric and are black with red symbols sewn into the garments.

The center of the room has a dais where it appears that someone would stand and be dressed by others. There are 4 stained glass windows that face west, east, northwest and northeast. The stained glass here appears to have been reworked to depict a tall man with long hair, beard and mustache that is in the act of sacrificing human beings with a hand sickle.



# LEELAND PRICE STAT BLOCK-1

## LEELAND PRICE

CR 12 ~ XP 19200 ~ Cleric level 13  
Init +6; Senses ; Perception +8

## DEFENSE

**AC 19**, Touch 13, flat footed 16  
( Breastplate, Shield, none)  
(+2 Dex, +6 armour, +1 feats)  
**hp 101** (0d8+13d8+26+13);  
Fort +10, Ref +6, Will +12

## OFFENSE

Speed 20

### Melee

Single Attack(+2/+2) Sword, short +14  
(1d6+4/19-20)  
Dueling or Crossbow, heavy +11 (1d10 /19-20 X2)  
Full Attack  
(+2/+2) Sword, short +14/9 (1d6+4/19-20) Duel  
(+2/+2) Sword, short +8 (1d6+3/19-20) Duel  
or Crossbow, heavy +11 (1d10 /19-20 X2)  
range 120  
Space 5ft.; Reach 5

### Special Attacks

Channel Energy 3+ CHA mod / day in 30ft burst.  
DC 10 + 1/2 level + CHA mod, number of d6 = 7  
Chaos Blade (Su) give weapon anarchic ability.  
No of rounds/day = half level 2  
Scythe of Evil (Su) Give weapon touched Unholy  
ability for 1/2 level rounds. Per day = 2  
Touch of chaos (Sp) Touch attack 1 rnd target rolls  
twice and takes the worst result when rolling d20.  
Per day = 3+ WIS  
Touch of Evil (Su) Melee touch sickens creatures  
for 1/2 level rounds. Per day = 3 + WIS mod

### Cleric Spells

CL 13 Concentration 17

**Level 0** (4) DC 14

Create Water, Detect Poison, Inflict  
Minor Wounds, Purify Food and Drink

**Level 1** (6) DC 15

Command, Curse Water, Detect Evil, Detect  
Good, Protection from Good, Summon Monster

**Level 2** (6) DC 16

Curse Item, Darkness, Death Candle, Desecrate,  
Magic Mouth, Tears To Wine

**Level 3** (6) DC 17

Bestow Curse, Black Sword Of War, Detect  
Anxieties, Detect Desires,  
Magic Circle against Good, Vision of Hell

**Level 4** (6) DC 18

Inflict Critical Wounds, Poison, Summon Monster  
IV, Thaumaturgic Circle, Tongues, Unholy Blight

**Level 5** (4) DC 19

Curse, Major, Darkvault, Dispel Good, Slay Living

**Level 6** (3) DC 20

Animate Objects, Plague Bearer, Summon  
Monster VI

**Level 7** (2) DC 21

Inflict Serious Wounds, Word of Chaos

## STATISTICS

Str 15, Dex 14, Con 15, Int 14, Wis 18, Cha 17  
Base Attack 9 CMB 11 ; CMD 24

### Feats

Armour Prof Light, Armour Prof Medium,  
Brew Potion, Channel Smite: Channel  
energy through an attack as a swift action,  
Combat Casting: +4 Concentration checks for  
Defensive casting, Dodge: Add 1 to AC ,  
Extra Channel: Channel energy 2 additional times  
a day, Selective Channeling: Can choose number of  
targets = CHA mod who are not effected,  
Shield Proficiency: Can use shields,  
Simple Weapon Proficiency,  
Skill Focus (Bluff): +3 Bluff,  
Weapon Focus: +1 to attack rolls

**Skills** Appraise 2, Bluff 23, Disguise 17, Heal 4,



# LEELAND PRICE STAT BLOCK-2

Know Arcana 2, Know History 2, Know Nobility 2, Know Religion 15, Know the Planes 2, Linguistics 10, Perception 8, Sense Motive 17, Spellcraft 9, Stealth 11

**Languages** Common

## SPECIAL ABILITIES

Aura of deity

## MAGIC ITEMS

+2 (+2 special ability) Sword, short

Silversheen Weapon: Blades made of this special metal count as alchemical silver weapons and are immune to rust, including that of rust monsters, the rusting grasp spell, and so on.

Dueling : a +4 on initiative checks. +2 on disarm and feint checks, a +2 CMD to resist and feint attempts against wielder.

+2 (+2 special ability)

Sword, short

Silversheen Weapon : Blades made of this special metal count as alchemical silver weapons and are immune to rust, including that of rust monsters, the rusting grasp spell, and so on.

Dueling : a +4 on initiative checks. +2 on disarm and feint checks, a +2 CMD to resist and feint attempts against wielder.

**GM NOTES** - A DC Perception check of 15 will allow the PCs to discover a series of parchment notes, and what appears to be an asylum registry with detailed notes focusing on an unusual creature that is known as an OCKULOS. Judging by the sketches, this Ockulos creature is a monstrous "gift" sent by a God named NARGA, and its purpose is to aid Narga's acolytes in the destruction of all perceived enemies. All of these enemies happen to be anything good, or having any kind of innocence.

**12. DINING CHAMBER** - You instantly notice that this 30-foot square room is the dining chamber. A massive table, 20 feet long by 10 feet wide runs nearly the entire length of the room spanning north to south. The 2 benches on either side are even longer. The smell of freshly baked bread is beckoning you.

**GM NOTES** - If Leeland Price has **not** alerted the warlock occupants of this room, the GM may read the following to the party.

Two shaggy and unkempt men are eating haunches of meat as if they have not had a meal in days. Their repast is interrupted at your entry into the room, which obviously has drawn the ire of these two. They both spring forth from the benches and leap forth to attack. Each wields a large, spiked mace.

**GM NOTES** - These 2 adepts are **Ludvicke and Ramschek**. A pair Price's warlock acolytes with blind devotion, with nothing gained in return. Treat these 2 as **WYTCHEs OF NARGA**.

Each of these warlocks wields a **SILVER +1 MACE**, but also has the atypical murder scythe and foot-long blowgun. They have the following collective treasures upon their persons. 16pp, 34gp, 13sp.





Name of Deceased Samuel & Sammael

Race Ockulos ~ Fey Daemon

Age 8

Sex Males

Ht 7 ft

Wt 280

Case # 66

The OCKULOS is a gift from my lord and master Narga. He certainly made it interesting, didn't he? He provided me with the perfect vessel and support system to breed these beautiful creatures. These creatures that will lead the way as our noble gladiators and foot soldiers to take on and destroy any and all offenders that foolishly stand in our way.

I remember several years ago when the good Mr. Teldin came to visit me, intent on saving his future child and the selfishness of wanting to salvage the love of his wife. Giving him both Book and Board, Narga's dream to give birth to True Super Soldiers began. Teldin and Rose Drable were to be the very proud father and mother to these magnificent beings.

Samuel & Sammael



'Tis a shame that Samuel and Sammael had to die at the hands of The Turzee Devil. He - They were by no means mere fodder for The Devil's blades, but I was just dying to see what is really inside... Also, this is yet another test that The Devil has passed, with ease, I might add, proving that the first born Ockulos is by far the strongest.

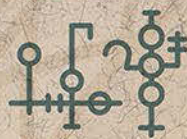
I MUST tap into what makes these creatures better. It is vital to our cause.



# SILENT PINES INSANE ASYLUM

Clayton & Crane  
Name THE TURZEE DEVIL Sex Males  
Race Ockulos ~ Fey Daemon Age 9 Ht 8'8" Wt 365  
Date of Admission A4135 Condition IMMACULATE!  
Legal Guardians Rose & Teldin Drable  
Appointed Doctor Dr. Leeland Price

SUBJECT NOTATIONS ~ Part ~ 1



Clayton is clearly the leader. Despite being much more intelligent and articulate, he is also more calm and much less prone to sudden, violent attacks. He is "the glue" that keeps these two together. I fear that if both were as savage and unpredictable as the mute and unpredictable Crane, they would have slain each other years ago...

These many months and years of tortures and testings were a necessity. A necessity not only to appease my own personal desires, but to learn every strength, every weakness that the Ockulos has. Knowledge has always provided a more advanced, more superior warrior and soldier. By the time my studies and augmentations are added, the Ockulos will be nearly unstoppable warriors.

The Ockulos has an interesting heart and lungs system. Despite appearing to be mutated congenital twins, the Ockulos has two separate hearts and two separate sets of lungs. This obviously means that if one half of these beasts is slain, the other half can continue to keep fighting on, albeit rather encumbered. I MUST find a way to detach a slain half of the Ockulos without slowing them down for even a split second...



# Registry of Admissions

SUBJECT NOTATIONS ~ Part ~ 2



Every year for 9 years, Rose gave birth to one of the Ockulos. There were occasional accidents. Healthy children were not allowed under Narga's law, and they were dealt with. As an act of "compassion". We allowed these wasted efforts to be preserved for the sentimental Teldins. In exchange for their services, we have most graciously provided the Teldins with enhanced strength, spell crafting abilities and a greatly decelerated rate of aging. We figure that Rose Teldin has another 20 years of service left in her, then we will begin a new search. A new search for the next perfect receptacle for more Ockulos to come!

Clayton and Crane were the first, and unquestionably the best. They have preternatural strength, speed, endurance and not only the ability to ignore pain, but also to actually regenerate! Their sense of awareness and alertness is second to none, and the demonic grafting of constricting and poisonous serpents is a stroke of genius even for Narga himself!

The ability to float and even fly is something that all Ockulos share, but it is The Turzee Deril's superiority of such skills that sets them apart from the others. And it is for this reason that I seek to better these savage hunters. Speaking of hunting, they have acute senses that allows them to see their enemies in the dark at great distances, but to also SMELL them as well. If hunted, they prove near impossible to track as well. The ability to float, even whilst asleep is something I have never even heard of! Magnificent, these two brothers! Simply magnificent!



# KITCHEN, ORC AND GIRALLONS

**13. KITCHEN** - A pair of torches illuminate this kitchen. There is an open doorway at the north side of the room, and there are no visible occupants. A large prepping table is in the center of this kitchen, and it holds a spread consisting of a variety of meats, cheeses and bread. The food is obviously quite fresh, so someone must have been here recently, most likely to return. A very large barrel marked FINE ALE is in the northwest corner, and there are 2 large stoves set into the east wall.

**GM NOTES** - There are enough provisions here for 6-8 adventurers for 48 hours.

**14. ORC CELL** - You open the door to this 30-foot by 15-foot chamber and your eyes instantly rest on a female Orc bound and gagged to a filthy bed. The Orc looks at you with fright and fear, yet also somehow, with a bit of relief.

**GM NOTES** - The door here is LOCKED. The female Orc strapped to the bed is just another of Leeland Price's sick experiments. The Girallons in areas 15 and 16 are being forced to make constant attempts to have this captured Orc **GISELLA** give birth to provide the prized and very rare four-armed White Orc. So far, the attempts made by these Girallons have met without success, but it has provided the warlocks at this particular wych house with a steady stream of sick and twisted entertainment that only the truly cruel understand.

Gisella will relay her story to the party, and will promise to aid the party as long as they in turn allow Gisella to make the final, killing blows on any and all of the evil acolytes that dwell in this wych camp. It is also the GM's discretion as if Gisella can be a guide to the wych caves below.

**15-16. GIRALLON CELLS** - As you bypass the locked door, you are rudely greeted by a stench of dung and wet animal fur. The angry bellows and growls are even worse. An 8-foot tall white ape with 4 arms is rattling immensely powerful iron bars. It stares at you, as if you were its jailor. It clearly wants to be released, and it is in a very agitated state. The beast has little room to move within the 10-foot square iron cage. These are the kinds of cages used for the largest of beasts.

**GIRALLON** CR 6 - AC 18 - HP 77 - XP 2,400

STR 19, DEX 17, CON 18, INT 2, WIS 12, CHA 7

**GM NOTES** - The doors to chambers 15 & 16 are LOCKED. The walls are quite solid and thick, as is the door. The Girallons that are crammed into the cages here are indeed angry and will rattle massive bars and screech to be released. These grunts and growls have a 1-2 chance (on 1d6 roll) to alert any living acolytes within 40 feet of this chamber. These areas would include areas 5-7 and 15 & 17.

**17. EMPTY CELL** - This unlocked room is clearly nothing more than a large prison cell. There are shackles bolted into the corners of the room and the bed has thick leather restraints.

**GM NOTES** - This is one of the areas that poor Charlotte the ghost retreats to in order to hide. Ghost Charlotte cannot leave the Wych Camp, but the GM may allow her to descend into the wych caves below and offer intermittent assistance to the party as they explore these caves.

Charlotte's best friend used to "live" here. The GM may opt to create yet another ghost that can be used to help, hinder, attack or terrorize the party. Charlotte's friend was named Neemu, and was as sweet and innocent as Charlotte. Areas 18-19 are self-explanatory, and area 20 is an empty room.





# The Mytch Caves

1 Sq. = 5 Feet



# THE WYTCH CAVES

1. **A FEEDING PIT FOR OTTIS** - A 40-foot by 25-foot dumping ground for refuse, filth and dead bodies. That and so much more. Your senses reel. Your eyes water involuntarily and you begin to choke and gag at the abhorrent stench that seems otherworldly. You have smelled dead bodies decaying before, but this is of an entire different dimension. This dark cave chamber is filled with flies and enormous maggots squirming throughout the dense, sloshy muck that should be a floor. Something moves in the muck and filth. It is the size of a large, almost conical boulder. It oozes forth, seemingly at ease in the mire of ooze. Its movements offend you, as does its voice. Yes, this *thing* sloshing up to you actually speaks,

“Well, allo there! Are you the fine folks I conversed with from earlier, eh? Eh? Eh? Eh? Eh? Did you bring me some vittles, then? I have an awfully bad memory these days, but what I do ’ave is a *keen sense of good taste!*”

You have heard of these appalling creatures for sure. Otyughs are the most foul beings in all the lands, but what somehow makes them even more disturbing is that they are surprisingly intelligent, and can actually be accommodating. That is, if you can scour up some grubs the size of small ponies.

**GM NOTES** - Ottis may very well have crossed paths with the party from **area 4 (upstairs)** but he is always looking for more meals to consume. You may refer to the tidbits of information that were supplied earlier, or the PCs may elect to simply attack and kill this filth monger. Oddly enough, there is a bit of treasure nestled noisomely in this utter rot. Each treasure to be found will require both a successful DC Perception 20 roll, and an *extremely thorough cleaning*.

**OTYUGH** CR 4 ~ AC 17 ~ HP 45 ~ XP 1,200

STR 18, DEX 10, CON 13, INT 5, WIS 13, CHA 6

1. **+2 TWO HANDED SWORD.**
2. Large pouch of coins, 114sp, 87gp, 52pp.
3. Large pearl worth 1,800gp
4. **STAFF OF HEALING** (8 charges)
5. Large sack of coins 223sp, 113gp, 89pp.

2. **LADDER** - This is a surprisingly sturdy wood ladder that has been bolted into the cave rock. This ladder leads up 30 feet. You can see that at the very end of the ladder there is an opening at least 5 feet wide. There also appears to be a faint illumination coming from what appears to be a single torch.

**GM NOTES** - This ladder leads up to area 7 above.

3. **BLOODY CHUTE** - An extremely long chute extends from an opening in the cave roof 30 feet above. The chute is a bright and polished metal and it appears to be greased as well. A large amount of blood is caked all over the chute. It appears that cleaning this trap is nearly impossible. 2 large and fat guardians from each side of the chute emerge from the shadows. They are hideously-formed and appear to be made from the skinned faces of a variety of different humans. The beasts are stuffed with straw and are armed with longswords. They move toward you at the ready, but not in full attack mode.

**GM NOTES** - These are **SKINSTITCHES**. They are instructed to allow anyone carrying a symbol of Narga to pass, while others, they are instructed to impale on sight. The 2 beasts will not retreat, but wait until acolytes investigate.



# MAGIC ROOM & ESCAPE TUNNEL

**SKINSTITCH** CR 5 ~ AC 16 ~ HP 52 ~ XP 1,600

STR 19, DEX 10, CON —, INT —, WIS 11, CHA 1

**4. MAGIC ROOM** - This 20-foot by 25-foot chamber is definitely not natural. The walls are too smooth and there is an almost imperceptible air of arcane magic that softly emanates here. A single torch dimly lights the contents to this chamber. There are doors at the north, east and south sides of the room. There are bolts of silk and rolled up rugs along with several chests that line the walls of this chamber. Your blood seems to turn to ice at what you see next. A giant eye about 8 feet in diameter floats lazily into view. You immediately understand the importance of this room, with something as terrifying as *this* guarding it.

**GM NOTES** - All 3 doors here are LOCKED. This is the lair of an **EVIL EYE**. This weird and arcane floating eye creature has been summoned quite successfully by Leeland Price using a **Wytch Board**. This Wytch Board has many potential powers, and these powers are further discussed toward the end of this adventure. Obtaining one of these boards can be very useful for this adventure, and many future adventures. The Evil Eye that dwells here, **OGLIOMOROTHCA**, has been pacified by Leeland Price "allowing this beast to keep all of the magical items stored here." In truth, if Leeland lives, he fully intends to have a small army of his followers gang rush this beast and slay it, as it has proven to be "more pain than it is worth." The wide variety of arcane and mundane treasures include:

1. 4 bolts of black & silver silk 250gp each.
2. 4 tapestries depicting fey beings 200gp each.
3. **CARPET OF FLYING**.
4. Chest #1 - **100, +1 Iron Arrows**.
5. Chest #2 - 540pp, 3,000gp, 1,510sp, 2,240cp.
6. Chest #3 - **6 POTIONS OF HEALING**.

**EVIL EYE** CR 12 ~ AC 26 ~ HP 82 ~ XP 19,200

STR 8, DEX 14, CON 16, INT 14, WIS 16, CHA 15

**7. SPHINX OF BLACK QUARTZ WYTCH BOARD** - This is one of 3 uniquely powerful WYTCH BOARDS that can be found within this adventure. There are more details at the end of this adventure that allow for a deeper explanation of the powers that these artifacts possess.

**5. ESCAPE TUNNEL** - The cavern twists north and to the right in a counter-clockwise direction here. It is more than 15 feet wide.

**GM NOTES** - This is Leeland Price's ACE IN THE HOLE. Or tunnel, to be more precise. If Leeland manages to slide down the chute from above at area 7, and ends up in these caves below, it is the GM's discretion as to what he will do. (1d4 if needed)

1. Escape through the secret door at area 5.
2. Run to **cave area 4**, bang on the door, and hope to get the attention of the powerful EVIL EYE.
3. Run further to get his next in charge, the many slaughter-happy adepts at **cave area 7**.
4. Run south and climb up the 30-foot long ladder that goes back up to **area 7 above**, and then escape out the wytch house's front door.





# SACRIFICES, SACRIFICES

**6. WINE & FOOD STORAGE** - This area of the cave system is shaped like a gigantic bird's head. You enter through a very narrow 3-foot wide opening, and the area opens to a chamber about 20 feet wide by 60 feet long. Then, the "beak" shape of the chamber tapers down to a point and ends in a dead end only 2 feet wide. The entire area is lit by 3 torches and appears to be unguarded. The items of note are 6 hogsheds filled with a variety of perishables like grains, rice, flour, water and wine. A dozen or so shiny cloaks can also be found in this area. These cloaks are hung on the southwest wall of this cavern. These cloaks hang over the 6 massive barrels, and it seems odd that they would be hung in such an unattainable way. Someone would have to literally climb on top of these barrels just to hang their cloaks.

**GM NOTES** - If the PCs leave the area without searching, nothing happens. If, however, the PCs state that they search any of the 6 barrels, an entire flock of **6 CLOAKERS** attacks viciously. There is no treasure here, but someone has been fortunate by having these guardians watching their supplies.

**CLOAKER** CR 5 ~ AC 19 ~ HP 51 ~ XP 1,600

STR 21, DEX 16, CON 19, INT 14, WIS 15, CHA 14

A subtle wind from nowhere flutters the edges of the cloaks. Then another flutter. As you try to discern where this phantom wind is coming from, all of the cloaks fly off the wall and attack with vicious teeth and claws coming from the living folds of this group of Cloakers!

## 7. A SACRIFICE FOR THE DARK GOD -

You enter into a 50-foot square area *filled* with people. A half dozen people are seated in a pew to the left of a large raised altar, and another half dozen in a pew to the right. Atop this grey, stone altar is a freshly dug up coffin situated between 2 burning braziers. The oily smoke they give off is mildly intoxicating. At the southwest and southeast corners of the 30-foot square altar, 2 human beings are shackled. The pair seem drugged and dazed and are swaying slightly to and fro, almost as if they were very drunk and could find nothing better to do than to sway in such a way. The chains the pair are shackled to are firmly bolted into the altar and





# THE CULT OF NARGA

there are 5 armed guards surrounding the massive altar. The dozen people seated in the pews seem to be in some subdued sense of mourning. Oddly enough, their flowing body language does not seem to match what appears to be taking place upon the altar. There are 6 men and 6 women. The women seem to be doing most of this semi-mourning, and the men seem to be much less concerned about the apparent tragedy that is going to unfold on the altar. They are more concerned with consoling these women. All of the men are in their twenties, and the half dozen women appear to be between the ages of 30 to 60.

---

**GM NOTES** - These are all cult followers of THE DARK GOD NARGA. They are all under a wide variety of spells that Leeland Price has cast upon them. These acolytes are waiting for Price, who has more than likely either fled the camp, or has been slain. At some point, the GM may opt to have one or more of the adepts notice the PCs and order the guards to attack. Another option is for one of the male acolytes to order the guards and the other 5

males to attack while he conveniently escorts the 6 women from the room and away to safety. Perhaps to start his own cult.

These particular women are not fighters, nor are they permitted to fight. They are **BREEDERS**. Price was working on ways for these women to birth demonic and otherworldly beings. He has been unsuccessful up to this point, but that never stopped him from trying. All 6 of the males are to be treated as **WYCHES OF NARGA**. The 5 guards are misshapen **FLESH GOLEMS**, polluted by arcane evil energies. Each of the golems carries a massive two-handed war hammer with which to smash anyone that intrudes upon this unholy sacrificial ceremony. If pressed or tortured, the acolytes may reveal that Price was scheduled to summon "a demon" to slaughter and eat the 2 victims still chained to the altar floor. The GM may opt to consult the back of this adventure and choose which "demons" or monsters that Price had intended to summon. The GM may also choose to have one of the acolytes perform a quick ritual and summon such a being without Price's all-powerful supervision. *They use Wych Boards.*







**FLESH GOLEM** CR 7 ~ AC 20 ~ HP 79 ~ XP 3,200

STR 20, DEX 9, CON —, INT —, WIS 11, CHA 1

Neither the Flesh Golem guards nor the acolytes carry any treasure on their person. The men live in area 10 on 3 bunks and the women live in area 9.

**8. SACRIFICIAL PREPARATION AREA** - This small, 10-foot by 15-foot room simply serves as a holding area for the male and female sacrifices. It is here where they are drugged for hours, to keep them in a more pliable and flexible state. These people actually believe they are serving Narga.





# WOMEN'S & MEN'S QUARTERS

**9. WOMEN'S QUARTERS** - It becomes immediately apparent to you that this is a small barracks of some sort. There are 4 bunk beds here, but almost no other furnishings. As a matter of fact, it appears that besides the beds themselves, there are no other furnishings or indications as to *who* could live here. Then, a lithe figure stirs from one of the top bunks. It is a human female waking from slumber. She is the only living person in the dimly-lit room. She turns to you and asks,

"Who are you? Where are my friends?"

**GM NOTES** - This lucky lady chose the shortest straw and was left behind as the only female that did not get to attend the would be sacrifice at area 7. **Fiona** is her name, and she has unfortunately given her entire body, mind and soul to Narga and the ones that worship this dark death god. She is very much beyond saving, as Price's magic, plus the evil magic that has inundated the entire island has made her a mere shell of who and what she truly was. If the PCs attempt to rescue her, she will yell an alarm through the narrow slits separating areas

9 and 10 where the menfolk normally dwell, in only slightly better conditions. Much to her chagrin, all 6 of the male acolytes are (or were) in area 7 to witness yet another nonsensical human sacrifice.

There are, however, **4 total Flesh Golems guarding just outside of areas 9 and 10**. If the PCs do not immobilize her immediately, she will sprint for the locked door and bang on it furiously. This will most definitely activate these constructs. The door has been cleverly designed to be unlocked and opened only from the outside.

**10. MEN'S QUARTERS** - This 30-foot square room is similar in all aspects with area 9. The difference is that this room has more lighting, and the men have been allowed a few belongings that can be seen beneath each of the bunk beds.

**GM NOTES** - No one dwells in this room at this time, but the collective treasures include:

1. 15pp, 33gp, 44sp, 66cp
2. 10 various precious stones 20gp apiece.
3. 12 various uncut gems 30gp apiece.





# THE OCKULOS SEPHALON

**11. UNDERGROUND CROSSROADS** - This corridor runs north and south at approximately 80 feet long and 15 feet wide. There are a pair of double doors at the end of the north side of the passage, and the east passage reaches a dead end after 35 feet or so. The west passage is open and winds clockwise into the unknown. The corridor running south winds up and counter-clockwise. The square-cut cobblestones are a dull gold color, and they remind you of the catacomb flagstones you read about as a child. The walls are a dark brown and are very jagged. The distance between the floor and the ceiling is roughly 30 feet high, and there is a sudden chill in the underground cavern air. You instantly hear an echoing laughter. Low at first, then intermingled with higher, cackling tones. The laughter cannot possibly be regarded as human. At least, *not completely human*.

Something literally appears directly in front of you, and your eyes do *not* deceive you. *This "thing" you now see is anything but human.*

**GM NOTES** - This is one of the areas where the party members have the grave misfortune of crossing paths with an **OCKULOS**. The Ockulos are a new breed of daemonic fey creatures that have been brought into this world by various evil beings making wicked use of Wytch Boards.

This is one of the favorite "haunts" for an Ockulos named **SEPHALON**. Sephalon often materializes at or around the areas marked with a **red x** on the Wytch Caves Map. It suits Sephalon to come into being right here and now, dead center at this dark underground crossroads of sorts.

Sephalon was the thief known as **SEPH KREBS**. Seph Krebs is mentioned on page 100. *Seph has been converted to Ockulos form by Narga!*





# OCKULOS STAT BLOCK

## OCKULOS - CR 12

**XP 19,200**

Chaotic Evil Large Humanoid Ettin Subtype  
Hunter level 6

Init +7; Senses Low-light Vision; Perception +15

### DEFENSE

**AC 22**, Touch 12, flat footed 19

(Leather, Shield, none)

(+3 Dex, +8 Natural, -1 size, +2 armour)

**hp 113** (10d8+6d8+32+6);

Fort +14, Ref +11, Will +7

### OFFENSE

Speed 40

#### Melee

Single Attack Ogre hook +15 (2d8+5 X3)

or Javelin +13 (1d8+5)

Full Attack

Ogre hook +15/10/5 (2d8+5 X3)

Horsechopper +15/10 (2d8+2 X3)

or Javelin +13/8/3 (1d8+5) range 30

Space 10ft.; Reach 10

#### Hunter Spells

CL 6 Concentration 6

**Level 0** ( ) DC 10

Create Water, Detect Magic, Flare, Guidance,  
Know Direction, Purify Food and Drink

**Level 1** (4) DC 11

Acid Maw, Bleeding Strike, Burning Disarm,  
Summon Natures Ally I

**Level 2** (3) DC 12

Aggressive Thundercloud, Bulls Strength,  
Chameleon Stride, Summon Natures Ally II

### STATISTICS

Str 20, Dex 16, Con 15, Int 11, Wis 12, Cha 9

Base Attack 11 CMB 17 ; CMD 30

#### Feats

Back to Back (Team):

Outflank (Team):

Armour Prof Light,

Armour Prof Medium,

Aug Summoning:

Cleave:

Improved Initiative: +4 Initiative checks,

Improved Overrun: +2 to Overrun CM and CMD;

no attacks of opportunity,

Improved Two-Weapon Fighting: Get a second off  
hand attack at -5,

Iron Will: +2 on will saves,

Martial Weap Prof,

Power Attack:

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Skill Focus (Stealth): +3 Stealth,

Spell Focus (Conjuration):

+1 DC for Conjuration spells,

Superior Two-Weapon Fighting: Monsters with  
multiple heads get no penalty for second attack

**Skills** Climb 17, Handle Animal 11, Heal 5,

Intimidate 10, Know Dungeon 5,

Know Geography 5, Know Nature 4,

Perception 15, Ride 8, Spellcraft 5, Stealth 13,

Survival 4, Swim 10

**Languages** Giant, Goblin, Orc

### SPECIAL ABILITIES

Other Superior two weapon fighting

Animal Companion (Ex)

Animal Focus (Su)





# EMPTY ANTECHAMBER & WELL

**12. EMPTY ANTECHAMBER** - This corridor runs north and south at approximately 80 feet long and 15 feet wide. There are a pair of double doors at the end of the north side of the passage, and there is an obvious "secret" door that opens to a crescent-shaped storage room.

**GM NOTES** - This hidden room was an experiment made by Leeland Price. The chamber holds nothing but foodstuffs and water. These provisions could feed 8 people for 5 days.

**13. LAIR OF THE ROPER** - This corridor is in the shape of a teardrop and comes to an abrupt dead end. Oddly enough, a torch is lit and stuck into a crude cresset in the southeast wall. There is nothing of any note in this area.

**GM NOTES** - This is the lair where **QUAGRESH** dwells. He is exactly 35 feet away from the opening to this area. If the PCs move another 5 feet closer, or state that they intend to examine the dead end and/or the lone torch, the Roper will lash out with lightning speed and strength, using his deadly rope-like tentacles. Quagresh intends on dragging his victims to him so he can hear them scream the entire way. Quagresh is one of the more cunning and courageous Ropers, as they are indeed very vulnerable to fire, and in his mind he thinks that no one would expect a Roper to place themselves anywhere near fire or even a lit torch! Cutting open this Roper's gizzard, the PCs will find:

1. Fire opal worth 365gp.
2. Huge pearl worth 460gp.
3. +2 **BAYONET** with ivory handle.
4. Gold scroll case (250 gp) with the spells: (lvl 8) Burning Hands, Web, Lightning Bolt, Fireball.

**ROPER** CR 12 ~ AC 27 ~ HP 162 ~ XP 19,200

STR 34, DEX 13, CON 29, INT 13, WIS 16, CHA 12

**14. UNDERGROUND WELL** - This dead end leads to the water supply of the entire wytch camp. The water is clean and clear, and most inviting. The well is 30 feet deep.

**GM NOTES** - This is indeed an excellent and very clean source of water that the party may use to completely replenish their water supply.

**THIS ENDS THE WYTCH HOUSE AND WYTCH CAVES PORTION OF THIS ADVENTURE.** This adventure will now resume at area E on the GM's wilderness map.

**E. CROSSROADS OF THE DEAD** - You find yourselves following a trail without incident. The sky has taken on a deep olive green hue, and even thicker green storm clouds have rolled in accompanied by rolling thunder and distant lightning. You see a strange, vertical projection rising in the middle of a fork in this trail. The projection is about 30 feet high and is made of smooth wood. The wood is thick at the base and tapers to a much more narrow tip. At first, you thought that what you saw at the top of this pole was a statue, but it has since made subtle movements of its head as well as the wind blowing freely through its hair. What is perched at the very top of this pole is definitely living, but definitely not human. The thing appears to be a humanoid with ancient brown skin pulled taut over a sickly, emaciated body. The creature's hands and feet end in claws and talons, but the most disturbing thing is that this thing is wearing some form of mask. It also has 6 eyes.

"I've been watching you all, *here* in the dark. You have done *well* so far, but you are *still* no match for *Marlabeth Droevol*"

The *thing* leaps from her perch and attacks!







# MY FIRST KILL

as told by: Marlabeth Droeve



This was my school teacher. As you can see, he is quite dead, isn't he? I chose him as my first victim because he paddled both of my hands after pulling on Angela's pretty pigtails in class. And to further The Cause in your most wicked and merciless name, NARGA!

After class, I waited for him to leave. I followed him home that day and waited patiently in the brush. An hour after all lights dimmed, I crept into his home and sawed off his head as he slept next to his wife. The dosing drug really did the trick!

My only regret is that I was not there for the moment when his dutiful wife awakened. Myhap next time!

Sincerely and Eternally Yours,  
Marlabeth Droeve





# THE 13 LAWS OF NARGA

## as told by: Marlabeth Droeve

1. You must first pledge your soul and future Dead Flesh to NARGA!
2. You must only operate and hunt at night. It is at night when WE are the strongest.
3. Never clean your mask!
4. Create your Death Elixir Totems only from your most brutal deceased ancestor.
5. Burn a building to the ground. If any of The Living are inside, even better.
6. Start with animals.
7. Next are the children.
8. To make it into The Fold, you must slay at least one adult demihuman and be willing to show proof in the form of a head.
9. Donate all but a tenth of your possessions and wealth to the Priests of The Cause.
10. Recruit as many of The Willing as you can until your final dying breath.
11. Never surrender.
12. Take as many as you can with you!
13. When your life runs out, and it will, seek me out by using The Charm!



# MARLABETH DROEVE STATS

## FAVORED - MARLABETH DROEVE

Harpy Fey Creature CR 15

XP 51,200

Chaotic Evil Medium Monstrous humanoid (Fey)

Hunter level 10 (skill points 50) Hunter

Init +6; Senses Low-light Vision, Darkvision 60; Perception +19

## DEFENSE

**AC 17**, Touch 17, flat footed 10

(No Armour, Shield, none)

(+6 Dex, +1 feats)

**hp 114** (7d10+10d8+17+10);

Fort +12, Ref +18, Will +14 Save Modifier

+4 bonus on saves against mind-affecting effects

Damage reduction 10/cold iron, Evasion, Resistance to A fey creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once., Resistance to cold and electricity 10, Spell Resistance 11HD

## OFFENSE

Speed 20, fly 30ft.

## Melee

Single Attack Talon +15 (1d8+1)

Full Attack

Talon +15 (1d8+1)

Claw +15 (1d6+1)

Space 5ft.; Reach 5

## Special Attacks

Song DC(21) DC will or be Captivated 300ft

## Spell-like Abilities

Dancing lights 3/day, 1/day faerie fire

(CHR) 1st DC(14) 1/day entangle

(CHR) 2nd DC(15) 1/day glitterdust

(CHR) 3rd DC(16) 1/day Deep slumber

(CHR) 4th DC(17) 1/day Major image

(CHR) 5th DC(18) 1/day Confusion

(CHR) 5th DC(18) 1/day Feeblemind

(CHR) 6th DC(19) 1/day Misdemeanor

(CHR) 7th DC(20) 1/day Project image

(CHR) 8th DC(21) 1/day Irresistible dance

## Hunter Spells

CL 10 Concentration 14

**Level 0** ( ) DC 14

Chameleon Scales, Create Water, Detect Magic, Detect Poison, Flare, Spark

**Level 1** (6) DC 15

Acid Maw, Advanced Scurvy, Bleeding Strike, Call Animal, Summon Natures Ally I

**Level 2** (5) DC 16

Acute Senses, Amplify Stench, Bears Endurance, Bulls Strength, Summon Natures Ally II

**Level 3** (4) DC 17

Badgers Ferocity, Black Sword Of War, Call Lightning, Summon Natures Ally III

**Level 4** (2) DC 18

Dispel Magic, Summon Natures Ally IV

## STATISTICS

Str 12, Dex 23, Con 12, Int 9, Wis 18, Cha 17

Base Attack 14 CMB 15 ; CMD 32

Feats Back to Back, Outflank, Precise Strike,

Armour Prof Light, Armour Prof Medium,

Aug Summoning: Summoned creatures get +4 STR +4 CON,

Dodge: Add 1 to AC ,

Flyby Attack: Great Fortitude: Iron Will:

Martial Weap Prof,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Skill Focus (Bluff): +3 Bluff,

Skill Focus (Perception): +3 perception,

Skill Focus (Stealth): +3 Stealth,

Spell Focus (Conjuration):

+1 DC for Conjuration spells

**Skills** Acrobatics 10, Bluff 7, Climb 14, Fly 16, Handle Animal 15, Heal 10, Intimidate 15, Know Dungeon 4, Know Geography 4, Know Nature 3, Perception 19, Perform 5, Ride 11, Spellcraft 4, Stealth 21, Survival 4, Swim 6



# MARSH GIANT ISLAND

**F-MARSH GIANTS** - The nauseating stench of rotting ocean fish assaults your nostrils. You come into a clearing that is around 30 feet in diameter. A large but crudely fashioned hut stands before you and clouds of marsh flies buzz about the place. The outside of this structure is about 15 feet in height and 20 feet across. It is made from reeds and has a single door, which is more or less nothing but a latticework of various flexible branches and brambles. The door itself is 6 feet wide by 12 feet high, strongly suggesting that something very large lives and dwells here. Several paces away from the entrance there is a stack of 6 log cylinders that are each about 20 inches across and 20 inches high.

Upon entering this 20-foot hut, you see that it is completely devoid of anything that would indicate that what lives here is of a civilized nature. There are no tables or chairs or any form of fire pit to cook anything, and there is nothing but a variety of refuse piles that litter the floor. One of these refuse piles vaguely resembles a filthy bed. The bed is *massive* and is much more like that of a nest. It is 12 feet in diameter and is made of a loathsome mixture of small shells, discarded fish bones, and straw.

What lies atop the bed disturbs and sickens you even more. Lying on top of the nest is a half-eaten creature. The creature is quite dead and only the chest, head and arms remain. The stomach area has been crudely torn and cut away by a jagged tool or knife, and the creature's soulless black eyes stare at you stupidly. From what is left of the creature, it appears to be a fat and bloated humanoid with pale flesh that resembles a cross between a seal, walrus and a man. You gather by its size, that if intact, the creature would stand a very imposing 10 or 11 feet in height. A large gaff hook extends out from the corpse's neck. The smell is absolutely horrendous. *Something has been feasting upon this corpse, and apparently sleeping with it as well.*

Just then, you hear a loud, bellowing gurgle come from outside the hut. It is an offensive and inhuman sound, and it undoubtedly comes from something very large. It is difficult to discern exactly from which direction these loud protests are coming from. Suddenly, something quite large and heavy smashes through the roof of the hut and lands with a sickening thud in the mud floor of the dwelling. Something very large and strong has thrown a huge wooden log through the roof. *You are under attack from something outside.*

Emerging from trees pushed violently aside is an enormous humanoid standing nearly 12 feet tall. It is morbidly obese and appears to be a cross between seal, walrus and human. Exactly the same species that you uncovered in its nest. The details add up in your mind instantly. This creature has been feasting on its own kind — *A cannibal!* This greenish, grey slimy thing raises its battle gaff and lumbers towards you uttering sinister threats in some unknown and deeply guttural language.

*"Phlanth thoo! Gor volock comooth!"*

The slimy giant lunges forth savagely.

**GM NOTES** - This is the **MARSH GIANT** that goes by the name **SLOUGHSLOOTH**. He is indeed a cannibal, but that will not prevent him from trying to eat some of the party raw while the tied up survivors watch in horror. His treasures:

**BAG #1** - A wide variety of stinking fish bones of all sizes and shapes. *Disgusting.*

**BAG #2** - A massive clump of dried and seasoned moss (the creature chews on for pleasure) in fist-sized clumps.

**BAG #3** - 5 severed heads of beasts that look exactly like what was found in the nest.

*A cannibal's delicacy.*



# MORE OF THE MARSH GIANT

**Bag #4** - This bag is filled with very aromatic mushrooms. The aroma is not entirely unpleasant, and you get slightly light-headed for a moment. The mushrooms are of a wide variety of colors and they have the following properties: A PC making a successful DC 20 Dungeoneering check will know the properties and history of these rare shrooms.

**A. PTHALO BLUE** - These bright, rich blue shrooms are also known as **BLUE FROG SHROOMS**. Blue Frog Shrooms are used by some of the more violent Lizard Folk tribes to dispose of their enemies. Treat this Blue Frog Poison as a poison that can work in 4 ways. Ingested, Inhaled, Skin Contact, Wounding. Treat as FORT DC 20 Blistercap Spore. It takes 4 ounces to create a single dose of this poison. This bag is filled with (one pound) 4 doses, and is worth \$1,000 gp per dose to assassins and other slayer types.

**B. PHOSPHORESCENT GREEN** - Also known as **NIGHT BELCH SHROOMS**, these shrooms are sought after by self-described "elite" youths that are eternally seeking after the latest novelty. The shrooms have little nutrition, but each shroom eaten is enough to generate 2d4 belches of phosphorescent blue gas. This somehow has become very popular with the offspring of spoiled kids of all ages. These shrooms are harmless and can sell for 200 gp per pound. There are 14 pounds of these bright green mushrooms.

SAVE - Will DC 25; ONSET - 1 Minute;  
DURATION - 10-60 (1d6) Minutes  
-5 Penalty on all WILL Saving Throws

The young men and women that live on Harm's Way like to have belching contests at the end of every other week. The winner is usually gifted with a full pound of the odd "magic" mushrooms. These shrooms make for great pranks.

**C. MAUVE** - A Hallucinogenic, these odd mushrooms are more commonly known as **CEPHALO SHROOMS**. They are shaped like a tentacled head, and are worth a small fortune to the right customer that craves extremely deep and vivid hallucinations. These shrooms are used widely by the more backward fringe folk living in swamps. They are also used by rich artists that are willing to pay exorbitant prices for these vision-inducing mushrooms. A typical sale of these shrooms can bring a profit of 300 gp per pound. There are 12 pounds of these pink, wacky mushrooms. Enjoy!

SAVE - Will DC 25; ONSET - 1 Hour;  
DURATION - See below  
-5 Penalty on all WILL Saving Throws

The "tripper" can witness random visual and auditory hallucinations ranging from subtle garbled voices to seeing demons that aren't there. GM's discretion can be used to add to this list, but a typical list of hallucinations are provided here for your enjoyment:

1. Subject hears faint voices and sees trails from anything in motion.
2. Subject hears random pieces of music and sees inanimate objects breathing.
3. Subject hears louder and more confusing voices like that of arguing. Sights are of living things changing their physical characteristics.
4. Subject hears sounds of arguments and confusion. Visually, the subject may see fragments of battles from times past.
5. Subject hears trusted friends and allies making offensive and condescending remarks. Paranoia ensues. Victim also witnesses friends dying before their eyes in natural, yet disturbing ways.

**MARSH GIANT** CR 8 - AC 21 - HP 102 - XP 4,800

STR 27, DEX 17, CON 19, INT 8, WIS 15, CHA 12



# A LIGHT ON THE BROKEN BRIDGE

Each mushroom dose weighs 1 ounce and each trip lasts 2d4 hours. For each additional 1 ounce of mushrooms ingested, the symptoms last an additional 1d4 hours. So, if a PC should choose (or not choose) to do so, and eat a full pound of shrooms, the duration of these hallucinations can last between 17 to 68 hours. There is a 1-2 on 1d6 chance that **a PC can see ONE future encounter** in any given adventure. ONE vision per adventure.

There is a 1 in 20 chance that for each dose ingested, the subject my experience temporary insanity. **Treat as Insanity Mist.**

The filthy creature wears a necklace of gold around its neck. The necklace is made from chunks of gold formed to take on a variety of suggestive forms that resemble heads that are part man and part fish. Each section of the necklace has sigils carved into the surface of the gold. In short, it appears to be made to appeal to something that is not at all human. It is a crude and ugly necklace.

This particular necklace is valued at 1,200 gp to the right collector, however.

A PC making a Knowledge (Religion) DC 18 check will realize that necklaces such as this come from the sea-spawn of the Demon Lord Dagon.



**G-BROKEN BRIDGE** - This massive bridge is 800 feet long and is one of those “wharf bridges” that is used to transport hundreds of men from one land mass to another as quickly as possible. Halfway down, the bridge has been completely demolished. You can tell from the shimmering reflection of water where the wooden slats of a bridge should be. Even in the dark, the moon makes this easy to see. What else is easy to see is a single light. It appears to be a standard adventurer’s light. The light is not moving, however. The wind blows a bit deeper now from behind you, almost as if it is eager to push you forward and toward the light.

**GM NOTES** - The light is coming from a Ranger that has made camp here, and is preparing to traverse the sea by means of a small boat he salvaged from the shore. This is one of the very few hunters brave enough and capable enough to venture forth onto Turzee Island. His name is **VONTAVIUS HARMZ**, and he is the best Ranger in these surrounding lands. If the PCs continue on towards his camp, please read the following.

An arrow flies over your head. The missile attack is followed immediately by a voice in the night,

“State your purpose! My Daddy taught me to give people the benefit of the doubt. This is your chance. I missed, *but I missed on purpose.*”

The voice is calm and strong. It has the unmistakable ‘I can take it or leave it’ tone to it.

“My name is Vontavius Harmz. I’ve come to this island to find those bastard brothers. You don’t look like ’em, and I can see you all the way from here. Step forward and we can figure this out peacefully and like men.”







# VONTAVIUS HARMZ - RANGER

**VONTAVIUS HARMZ** - Human - CR 7  
XP 3,200 - Ranger level 8 (Archer)

Init +3; Senses ; Perception +13

## DEFENSE

**AC 15**, Touch 13, flat footed 12

(Leather, Shield, none)

(+3 Dex, +2 armour)

**hp 80** (0d8+8d10+24+8);

Fort +9, Ref +9, Will +4

## OFFENSE

Speed 35

### Melee

Single Attack(+2/+2) Longsword +13  
(1d8+6/19-20)

or (+2/+2) Longbow +14 (1d8+2 X3)  
+1 to hit and +1 damage if within 30ft

Full Attack

(+2/+2) Longsword +13/8 (1d8+6/19-20)

or (+2/+2) Longbow +12/12/7 (1d8+2 X3)

range 100 +1 to hit and +1 damage if within 30ft

Space 5ft.; Reach 5

### Special Attacks

Favored Enemy

Favored Enemy -2

### Ranger Spells

CL 8 Concentration 10

**Level 1** (2) DC 13

Charm Animal, Detect Snares and Pits

**Level 2** (2) DC 14

Campfire Wall, Magic Mouth

## STATISTICS

Str 17, Dex 17, Con 16, Int 12, Wis 14, Cha 14  
Base Attack 8 CMB 11 ; CMD 24

### Feats

Many Shot: -4 =2 arrows -6 = 3 arrows

-8 = 4 arrows, Rapid Shot: Gain extra ranged attack  
all attacks at -2, Armour Prof Light,

Armour Prof Medium,

Deadly Aim: -1 to hit with ranged attacks  
+2 damage per every +4 base attack,

Endurance: +4 on checks to resist non-lethal  
damage,

Fleet: Base speed + 5 feet,

Martial Weap Prof,

Point Blank Shot: +1 to hit +1 damage  
if within 30 ft,

Precise Shot: Can shoot into melee without  
-4 penalty,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Weapon Focus(Ranged): +1 attack rolls

**Skills** Climb 12, Craft Bowyer 9, Handle Animal  
11, Heal 9, Intimidate 2, Know Dungeon 8, Know  
Geography 9, Know Nature 9, Perception 13, Ride  
11, Stealth 14, Survival 13, Swim 3

**Languages** Common

## SPECIAL ABILITIES

Favored Terrain

Hunters Bond

Swift Tracker

Track (Ex)

Wild Empathy

Woodland Stride

## MAGIC ITEMS

**+2 Longsword**

**+2 Longbow**

**VONTAVIUS HARMS** comes across (at first) as infinitely cocky and a bit of a show off and subtle braggart. He is, after all, extremely good at what he does. He just likes for anyone he travels with to know of his skills right from the start, and he never offers an apology. Adventurers traveling with Harmz might recognize the last name from the surrounding town of Harm's Way. He thought it had "a nice touch to it." Despite being in serious situations, Harmz finds a way to crack some kind of joke, at precisely the wrong moments.



# THE MILLISCA HOUSE

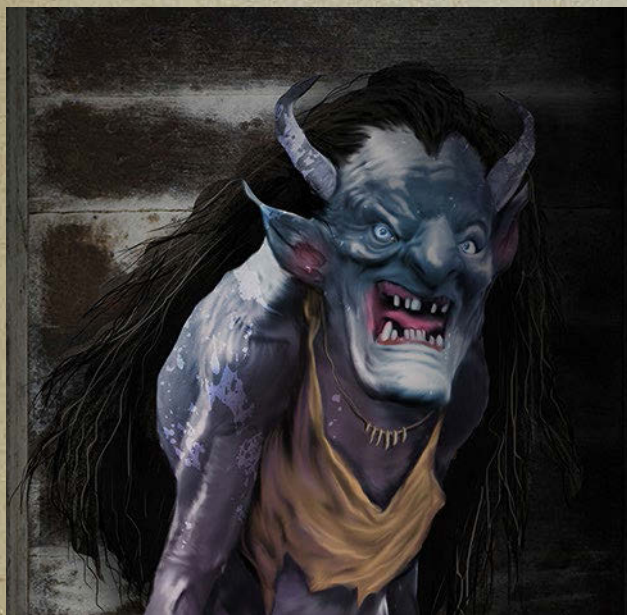
**GM NOTES - VONTAVIUS HARMZ** can be a significant help to the party. Harmz should be in a true pursuit of peace, despite his cockiness.

**H. WYTCHE COVEN** - You step into these woods and you see total carnage. You cannot help but feel relief, however, as what lies dead before you is - or was - pure evil. Lying dead within a 40-foot radius are 9 dead witches. Each of these creatures is not the benign type of witch, but rather, the wicked and despicable Annis Hag. Each of these dead creatures has at least one very well-placed arrow protruding from their corpse.

**GM NOTES** - This is one of the areas where Vontavius Harmz has wreaked havoc upon the wicked. If Harmz is with the party, please read:

Harmz smiles broadly, nods his head and arches his eyebrows as he looks at each of you.

"I told you I was good. Got all 9 of 'em before they could finish casting those Gods DAMNED spells they feel they need to do."



**I. THE MILLISCA HOUSE** - Situated snugly on a large patch of billowing grasslands is a nice, two-story house facing the west and overlooking the ocean and beach below. This house is a bit larger, and of a better overall appearance than other houses you have seen on this island. It also appears to have been a goods and trading post as the sign clearly indicates that. Written in deep red letters, and with a degree of craftsmanship and care are the words,

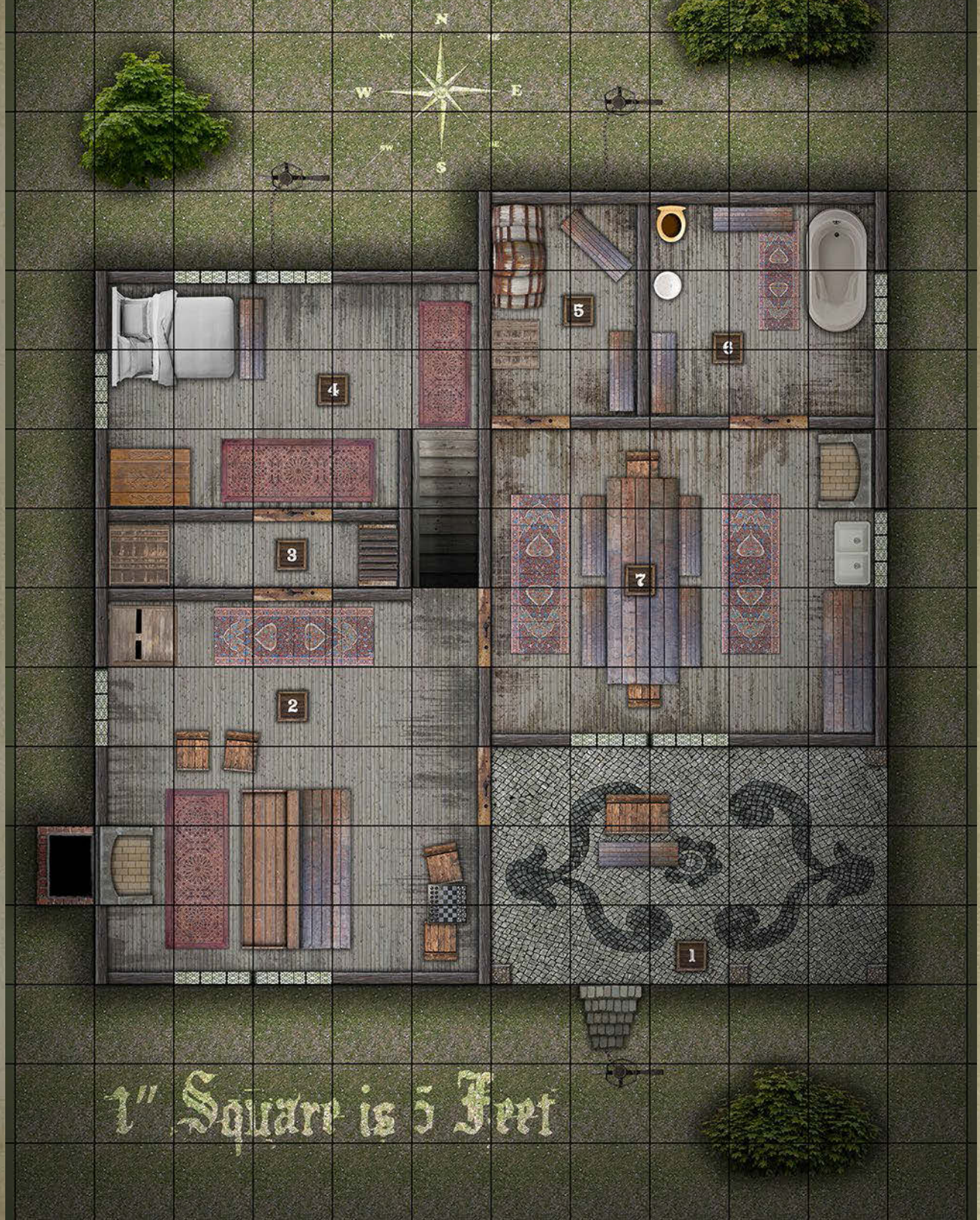
*Welcome to*  
**THE MILLISCA HOUSE**  
Goods and Trading Company

The owners that operated this home goods store must have prospered to some degree to have such a large place. It is also far away from any neighbors. You make a quick mental note that the nearest house is several hundred yards away. Nice and quiet, private and isolated. You notice an outhouse off and away to the right and part of a wooden backyard gate can be seen jutting from both sides of the home. The odd thing about the backyard is that it is some form of a tiny military cemetery. There appear to be only a dozen or so graves, and the grave stones are all marked with strange symbols and partial symbols. There are no words on the stones. The house is about 50 feet wide with stained glass bay windows taking up much of the left side of the house and an open patio to the right about 25 x 15 feet. Stairs lead up to the slightly raised patio and a large Turzee Pine tree is swaying softly in the cool oceanside breeze. The house is two stories, and the upper left half is very much like the lower level with identical stained glass double bay windows. From this angle it seems that there is only one practical way into the house. Up the stone steps, through the front patio and through a large oaken door situated in the left hand corner.



# The Millisca House

## Bottom Level





# MILLISCA HOUSE - LOWER LEVEL

**GM NOTES** - With a Perception check of DC 12, a PC will notice that a very narrow vertical hole has been carefully cut or chipped away from the stained glass window. It has been cut from the far left side of the right window.

With a Perception check of DC 25, a PC will notice that a very dim and flickering candlelight can barely be seen gleaming off of the glass of the window. Someone or something is definitely home.

With a Perception check of DC 22, a PC will notice that there is a large and cleverly concealed **BEAR TRAP** hungrily waiting for the PCs to step into. There are 2 additional bear traps in the backyard protecting the rear of the house.

**1. FRONT PATIO** - The front patio is indeed quite large at 25 x 15 feet. The floor to this open area is one extremely large mosaic depicting a simple yet elegant, dark grey design. Four pillars help to hold up the upper level, and there is a patio bench and table near the center of the patio. Behind the bench and table is another set of double bay windows. You can see almost nothing but darkness, save for the silhouette of what appears to be a large dining table and chairs. The large, oaken door is in the north west corner. You would have to be comatose to not notice that from top to bottom, the entire door has been boarded over from the inside. It looks as if the door was brutally broken into by either a large axe or heavy mace.

**2. THE DEN** - You have now entered what is obviously the den. The room is an even 25 feet square with a large bench facing west towards an ornate fireplace. Another single stained glass window is just to the right of the fireplace. A trap door is just to the right of that.

The trap door is 5 feet square and two of the horizontal slats have been pried or torn out and resemble two black eyes gazing up at you through the floor. A pair of chairs along with an oversized chessboard and table are in the south east corner. There are a couple of finely-crafted rugs, and the entire room evokes an air of quiet comfort. There is another door at the north end of the room and a third door in the north east corner. A set of stairs leads up to the upper level and it leads upward to pitch darkness.

**GM NOTES** - With a Perception check of DC 10, a PC will notice that the fireplace has very recently been used here. If not for warmth, then most likely for cooking fresh meat of some kind.

Any PCs mentioning that they head for either of the doors, staircase or trap door will be greeted by the home's new, makeshift guardian. The **Owlbear** was kept hungry by the Croothe brothers for two reasons. One, is that any intruders would be easier prey. The other reason is that a well-fed Owlbear is more docile than crazed, and not much of a guardian. Unless the PCs somehow know that there is a hungry creature in this freshly dug pit, all three Croothe Brothers will automatically be alerted to the PCs gaining entry into the home. The following are suggestions for the GM while the PCs fight the Owlbear. These are loosely broken down into melee rounds. All three brothers are upstairs. A thick, two inch candle dimly lights the room.

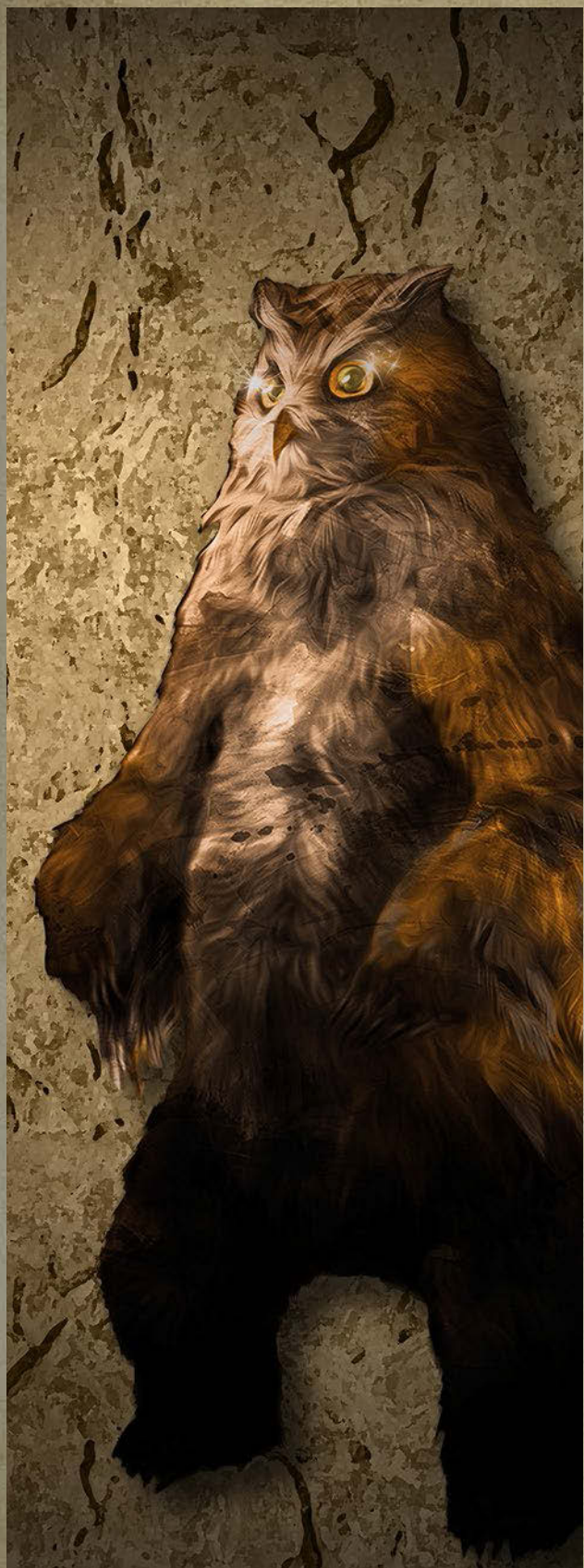
A sudden splintering of wood comes from the northwest corner of the room. Something has burst through the trap door. Something very big. It is a hungry Owlbear that has somehow successfully been chained at the neck. As it attacks, you just hope that the chain is a short one.

**OWLBEAR** CR 4 ~ AC 15 ~ HP 47 ~ XP 1,200

STR 19, DEX 12, CON 18, INT 2, WIS 12, CHA 10



# MEET THE CROOTHE BROTHERS



## SUGGESTED ACTIONS BY THE CROOTHE BROTHERS

**1-HELGARL** (middle brother with longsword) - From the REAR CHILD'S BEDROOM (**area 10**) Helgarl will immediately rush downstairs to engage with the intruders. The PCs will undoubtedly hear Helgarl yell loudly,

**“Tarquil! Baltroc! They’re here! *Time to fight!*”**

Helgarl will undoubtedly be the first of the three to engage with the party.

**2-BALTROC** (youngest, biggest archer brother) - From the FRONT CHILD'S BEDROOM (**area 8**) Baltroc leaves his sniper post here and runs through the north door, quickly through area 9 into area 10 and down the steps. Baltroc will then slowly walk down the stairs and get the best arrow shots at the most (random) victims possible.

**3-TARQUIL** (leader and eldest brother) - From the ATTIC (**area 12**) Tarquil will rush to the north door here, pass through area 11 and into area 10 and grab the smallest of four children, Emelia. He quickly cuts the master rope keeping all four children tied together and bound to a bolt in the floor. Tarquil will slowly descend the stairs to area 2 below, or anywhere that the battle has ended up. No matter what is unfolding,

The cold and deeply sinister Tarquil will whistle with one shrill note. He will then step into view with a knife (taken from the kitchen) to Emilia's throat. The girl is crying hysterically.

Tarquil's heavy mace is in a sling at his waist. At this point, and in this very delicate situation, Tarquil then calmly voices his demands.

**“My friends, is there really a need for all of this mindless violence? I do not know who you are, nor do I care to know. The only thing *I do know* is that my brothers and I are leaving this island.”**



# A GRIM NEGOTIATION

"Now, if you will all kindly step aside, and let us pass. You will find that there are three other children upstairs very much alive. So, it is your choice, really. One child in exchange for three. What will it be?"

**GM NOTES** - This is a very delicate situation, and one that could obviously go in a number of different directions. This is a time when the GM can really be creative and allow for some very revealing role playing by the PCs. Will one of the sharper-eyed archers in the group take a calculated shot to Tarquil's forehead, risking the life of poor Emilia?

**THE TWISTS** - The Croothe Brothers have no less than three very big surprises for anyone daring to take them on. These insane and suicidal brethren have come up with the following plans:

1. Their beloved father is still alive and quite well, and has now taken over the duties of watching over the remaining hostages.
2. Just before taking Emilia hostage and descending the stairs, Tarquil has used the spell to summon

the foul creature known as **THE TURZEE DEVIL** in (area 8) the FRONT BEDROOM

3. The brothers have gated in the foul creature known as **THE TURZEE DEVIL** in (area 13) THE ATTIC.

**GM NOTE** - Please feel free to use one, two or all three of these options depending on how cruel you are feeling right now.

**3-STORAGE CLOSET** - This narrow 20-foot by 5-foot room has five stacks of neatly piled firewood in the east corner and a large four foot high crate in the west corner. There are two doors to the room.

**GM NOTES** - Both doors are unlocked for the brothers to move throughout the house easily. There is enough firewood to last two weeks comfortably. The crate to the west is filled with two options, per the GM's discretion:

1. This crate is filled with the remains of the two parents of the four children that lived here.





# MASTER BEDROOM

The brothers found them to be quite annoying, and as long as they had the children alive as bargaining chips, their line of thinking was safe enough to kill the parents in cold blood.

This also serves as a way to keep the Owlbear chained in area 2 THE DEN from becoming complacent. The scent of these two dead human beings keeps the Owlbear more than just a bit eager. The brothers have long histories of nearly starving the animals they've raised as kids in order to make them vicious beyond what is normal. A favorite, heartless tactic of theirs.

2. This crate is filled with a variety of goods resting upon a shabby yet functional bookcase acting as a pantry shelf: Salted pork, 3 stale loaves of bread, six blankets, two dozen candles, seven cakes of soap, knitting supplies, cleaning supplies such as a broom and dust pan and 18 small barrels of water. Hidden behind the water is a jug of rum. The glass has two handles to grab the bottle for better drinking in case one hand should slip. The rum is called **BLACK OASIS**, and is a dark rum. A DC 15 Knowledge (local) check reveals that this rum is highly prized rum often drank by pirates that sail

the seas near here. The rum is typically found in the southeast, and is worth 150 gp.

**4-MASTER BEDROOM** - The master bedroom is a 25 by 15-foot room with but one door. The room has a large double bed with a footlocker at the base. There are two stained glass windows cut into the north wall and one to the west. Two ornate rugs decorate the floor. A large dresser is in the northwest corner, and there are numerous paintings and mirrors that have all been flung onto the floor. There are shards of glass strewn all over the floor.

**GM NOTES** - The dresser holds mostly clothing, but a thorough search DC 18 Perception reveals that beneath the clothing is a 12" x 12" cutaway section of the dresser with a small knob painted black. There is a shallow depression of a half an inch cut into the wood. This secret cache is layered with coins, 144 gold pieces stacked neatly. The footlocker is unlocked, and has the following contents: blankets, two extra pillows, two lanterns, oil for lighting lanterns, a broad sword and a rapier.





# STORAGE ROOM

A PC making a DC Knowledge (arcana) check will be able to determine the nature of two magical lanterns. A most wondrous and unexpected find, these two nearly identical **LANTERNS OF REVEALING** have the power to allow the users to see all invisible creatures within 25 feet. It seems that the owners of these lanterns either had no idea what they had, or they were very active and avid ghost hunters of some sort...

**5-STORAGE** - You've entered one of the home's storage rooms. The room is 10 feet wide and 15 feet long, and there seems to be just one way into this room. Ten very large barrels are pushed into the northwest corner of the room, and directly opposite from this is an empty bookcase situated diagonally. Another bookcase filled with various items is at the east side of the room, and a 3-foot tall crate is directly in front of you. A candle resting on the crate is still burning, but getting low. It looks to have the ability to shed light for one more hour or so.

**GM NOTES** - The crate was nailed shut at one time, but has since been violently pried open.

The crate has been opened and contains the following items: 10 bolts of silk worth 75 gp each, 2 coils of 50 feet of rope with grappling hooks attached, 2 composite bows, a set of woodworking tools and 3 double-sized quivers that are now empty. The slanted bookcase was put in place here by the eldest brother, Tarquil. This was to be one of the places he would hide behind and potentially make a final stand. The 10 barrels are all labeled, and they appear to contain 3 barrels of water, 3 barrels of grain, wheat and barley, 2 barrels of fine red wine and a barrel of whiskey. The whiskey barrel is almost empty as the three brothers sniffed out this guilty pleasure the moment they entered the room for the first time. All 10 barrels have spigots with small troughs beneath them to catch any errant drops or bits of food. All barrels are of the standard size of (approximately 53 gallons) 200 liters. All barrels are just over halfway full.

The east bookcase holds the following items of note: various perfumes, incense candles, colored stones and crystals and a variety of colored liquids on the top shelf. A PC making a successful Knowledge (arcane) DC 13 check for each item of value will reveal the following bits of information:





# POTIONS & IOUN STONES

- **Potion of Neutralize Poison**
- **Potion of Purify Food and Drink**
- **Potion of Cure Serious Wounds**

Three Ioun Stones

- **AMETHYST PYRAMID** - Hide From Undead
- **CRIMSON SPHERE** - Gain +2 to Intelligence
- **LAVENDER AND GREEN ELLIPSOID** -

Absorbs Spells 8th Level or Lower

(this stone has absorbed 10 of 50 spell levels and has 40 spell levels left)

It appears that someone was into alchemy and also into other forms of arcane experimentation.

---

**6-BATHING CHAMBER** - This is a rather spacious bathing chamber complete with sink, cast iron tub and even a glazed, ceramic toilet. There are two shelves containing a variety of towels and cakes of soap. A stained glass window is in the east wall here.

---

**7-KITCHEN AND DINING ROOM** - This 25-foot by 20-foot room is obviously the kitchen

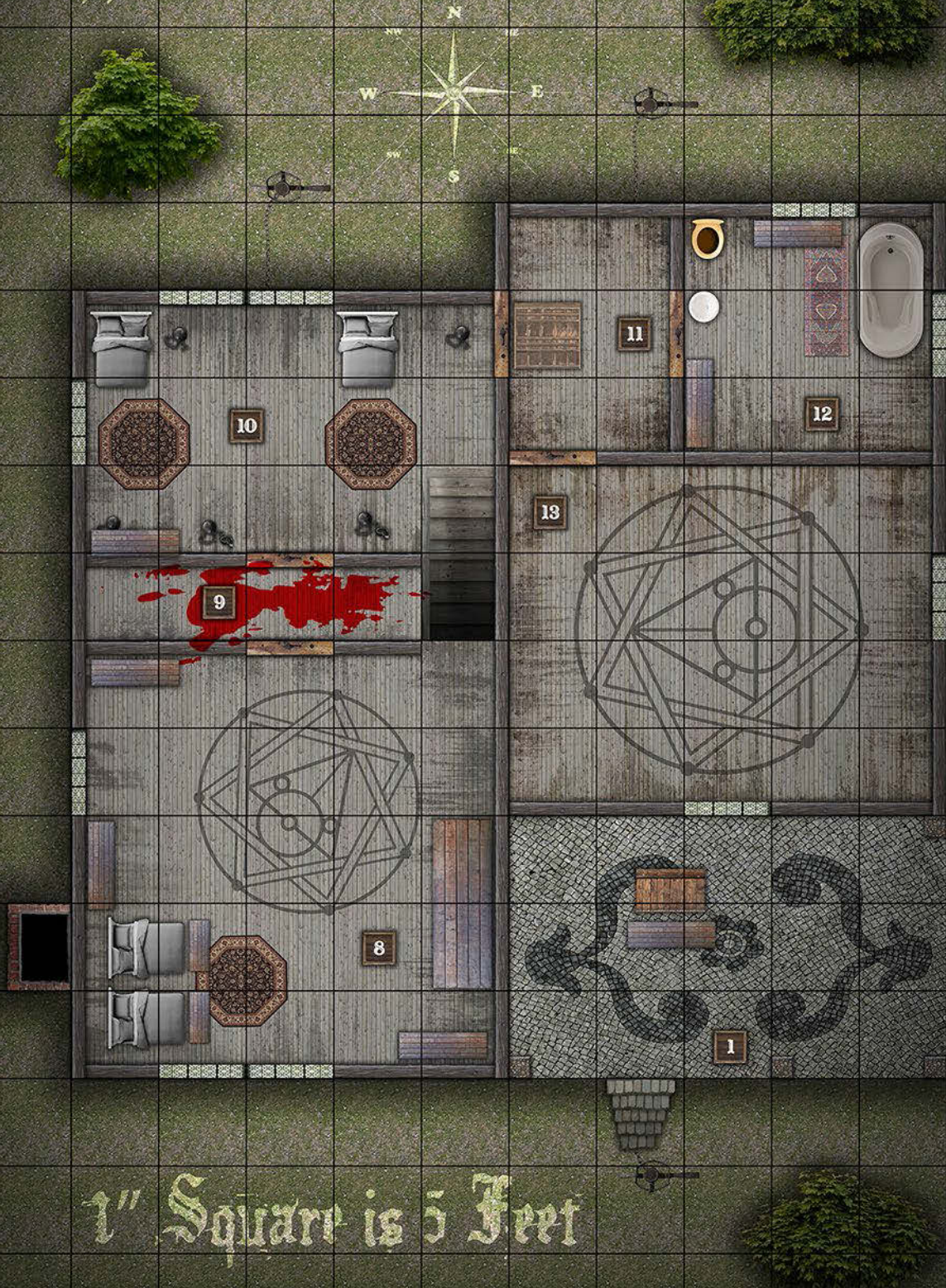
and dining room. There are two doors to the north, and one to the west. Two ornate rugs are to the sides of a distressed dining table that is large enough to comfortably fit 12 people or more. The top of the table is a mess, as if several people ate a very rushed meal and had no desire to clean up afterwards. A large, open-shelved pantry is at the east wall as well as a sink and a very large, 5-foot wide oven. There is the vague smell of freshly baked bread.





# The Millisca House

## Upper Level







Vogdan  
© 2017



# CAPTIVES OF THE CROOTHES

**8-FRONT BEDROOM** - This 25-foot square room appears to be a bedroom for children, judging by the small beds. There are two beds in this room as well as two sets of windows. One window is to the east, and there is a double bay window facing the front yard of the home. A large, six-inch wide aperture has been cut into the glass, and it is easily noticeable as the full moon shines right through it, casting an eerie glow onto a magic symbol on the floor.

This extremely ornate and detailed pentagram of sorts has been inscribed onto the floor and is about 12 feet in diameter and drawn in a dark grey chalk of some sort. The symbol utilizes two large triangles with a smaller triangle drawn evenly inside of the larger two. The smaller triangle has two circles and a vertical line which gives the faint impression of a face of some sort. The two larger triangles seem to somehow run into each other, and your eyes are having a time adjusting to the fascinating and seemingly never ending path that you find your eyes following. You literally find that you have to peel your gaze away from this fascinating symbol. The hairs on your arms and neck raise as you do this.

**9-STORAGE CLOSET** - This is an empty room separating both of the children's rooms. It is 20 feet by 5 feet and empty, save for a very large blood stain that is almost completely covering the entire floor. Judging by the unusually long smear, it looks as if someone has been *dragged* across the floor. *The blood still smells quite fresh.*

**10-REAR BEDROOM** - The children's bedroom is 25 feet by 15 feet and has 2 sets of windows. One to the north, or rear of the house, and a single stained glass window at the east side of the room. There are two beds here that have been made especially for children, and the room is very dimly lit by a single candle, and rests in the very center of the bedroom.

**GM NOTES** - A DC 18 Perception check will bring to light the fact that there are several small humanoid figures moving about in the dark. The movements are much like that of individuals that have been tied or bound. A stronger source of light shed upon the room will reveal it to be filled with





# THE FATHER SPEAKS

children. A most unexpected horror, indeed.

Laying down with legs outstretched is a man directly beneath the north window and facing you head on. The man is dressed entirely in black from head to toe, and he is obviously an older man. To your horror, the man in black is suddenly cradling a young boy in his lap. The boy has been shackled to a massive ball and chain - his mouth bound by some form of cloth. He struggles to speak, yet he can do nothing but choke on his own tears. He glares at you with a sense of sheer panic. *This infuriates you.*

Two other children, both little girls, are also bound and imprisoned by their individual ball and chains look upon you in utter horror. Their eyes bug out almost comically in sheer panic. They are about ten feet away from you, maybe a bit more. But you know that something has to be done, and put into motion *very soon*. The bastard speaks,

“Well now, you wanna tell me what you done with m’boys?!”

This man known as **VIKTOR CROOTHE**, and he is even more unstable than his three sons...


He is a hard core follower and believer of Narga, and while he would be joyful at the chance of continuing to spread his personal brand of death, he is also literally fearless of the prospect of dying. He believes that he will be instantly transported to some endless expanse of woods where he can roam free and hunt innocents deep into the night. The scariest thing that one could say about this man is that he could take it or leave it, and *he feels that he has absolutely nothing to lose.*

A PC with a DC 20 Perception check will notice that this bastard is undoubtedly related to the three evil Croothe brothers. This man is their father.

**GM NOTES** - The only way for the PCs to discover the buried treasure of Danwick Stern is to kill or capture Father Croothe and his evil sons. Each of these 4 evil ones carries very important items on their person that are vital to finding this treasure. **These items are can be found listed on page 69.**







IN THE SOLDIER'S GRAVEYARD,  
FOUR COME TOGETHER AS ONE  
YOU, MY FAVORED SLAYER,  
MIGHT VERY WELL BE THE ONE.

YOU'LL FIND THE TRUE ANSWER  
DEEP WITHIN THE HOLLOW GROUND,  
'TIS WHERE YOUR LIFELONG TREASURE  
IS SURE TO BE FOUND.

WITH THIS TREASURE YOU ARE TO BUILD  
FOR THE GREAT CAUSE,  
YOU ARE THEN TO KILL O'ER AND O'ER,  
AND FOLLOW NARGA'S LAWS

FROM THIS DAY FORTH  
YOU ARE TO FULFILL THESE GREAT DEEDS,  
AS THIS IS OUR WAY, TO SPREAD OUR  
WICKED SEEDS!

DANWICK STERN



















# EXPLAINING THE TREASURE

## THE DANWICK STERN TREASURE

If/when the PCs destroy the 4 members of the Croothe family, they will most likely make the usual body search of the not so dearly departed. In doing so, they will undoubtedly find the following very important items:

**FATHER VIKTOR** - 1. INTACT Narga Symbol. (see player handout on **page 64 Top-Left**)  
2. 1 piece of the Narga Symbols broken into 4 equal pieces. (**page 64 Top**)  
3. Symbol on ragged paper. (**page 65 Top-Left**)

**TARQUIL** - 1. 1 piece of the Narga Symbols broken into 4 equal pieces. (**page 64 Top**)  
2. Symbol on ragged paper. (**page 65 Top-Right**)

**HELGARL** - 1. 1 piece of the Narga Symbols broken into 4 equal pieces. (**page 64 Top**)  
2. Symbol on ragged paper. (**page 65 Bot-Left**)

**BOLTROC** - 1. 1 piece of the Narga Symbols broken into 4 equal pieces. (**page 64 Top**)  
2. Symbol on ragged paper. (**page 65 Bot-Right**)

**ALL 4 of the symbols on page 65 are decoys.** They are used with the hopes that PCs finding these items will dig into a **TRAPPED BURIAL PLOT** and die a very horrific death.



## TRAPPED BURIAL PLOTS - BACKYARD

In the soldier's graveyard, there are 13 graves. The graves are very tightly packed together. It's almost as if this were really a graveyard meant to hold *parts of fallen soldiers*. Below are some facts regarding this graveyard. The GM may wish to alter or modify this content as he/she sees fit:

- There are 4 trapped burial plots here. These are in place to kill any treasure hunters, but to also weed out any of Narga's lesser Slayers. The 4 deadly traps are as follows:

**TRAP #1 - PUNJI STAKE PIT** - This trap was crafted by an expert in guerilla warfare. The soil here is tilled and packed in such a way that it is designed to pull anyone digging into a 10-foot drop onto spikes. **Father Viktor's Top-Left symbol.**

**TRAP #2 - ILLUSORY BOTTOM** - The bottom of the grave depicts a black casket, but it is really an illusion and also a deep pit, 100 feet down. 10d6. **Tarquil's Top-Right symbol.**

**TRAP #3 - POISON GAS** - The brown casket at the bottom of this grave has been rigged with a nasty poison gas trap. **ENTROPIC DUST.** **Helgarl's Bottom-Left symbol.**

**TRAP #4 - CONTACT POISON** - A dark green coffin has been smeared with this foul poison. This particular poison is **TEARS OF DEATH.** **Boltroc's Bottom-Right symbol.**

The diagram to the left shows 4 **RED** symbols and 4 **GREEN** symbols. **The 4 RED symbols are TRAPPED GRAVES.** **The 4 GREEN symbols hold one piece of a FOUR-PART KEY** that, when placed together, make **ONE KEY** piece, making the heavily-trapped **treasure chest found in area 13** to be able to be opened without any problems, and it disarms **ALL** traps, with harm to none.



# TARQUIL CROOTHE

**TARQUIL CROOTHE** - CR 13 - XP 25,600

Medium Human

Rogue level 13 (skill points 182) (Survivalist)

Init +6; Senses ; Perception +18

## DEFENSE

**AC 21**, Touch 17, flat footed 14 (Leather, Shield, none) (+6 Dex, +2 Natural, +2 armour, +1 feats)

**HP 117** (0d8+13d8+26+13);

Fort +6, Ref +14, Will +6

## OFFENSE

Speed 35

### Melee

Single Attack Mace, Heavy +13 (1d8+4)

### Full Attack

Mace, Heavy +13/8 (1d8+4)

Space 5ft.; Reach 5

### Special Attacks

Sneak Attack Sneak attack at an extra (D6) 7

## STATISTICS

Str 17, Dex 22, Con 15, Int 13, Wis 13, Cha 12

Base Attack 9 CMB 12 ; CMD 29

### Feats

Bleeding Attack: 1 point / d6 sneak dam. per round bleeding,

Fast Stealth: Move at full speed while sneaking,

Improved Evasion: Take 1/2 damage if fail a Reflex save,

Rogue Crawl: Can crawl at 1/2 normal speed also can take 5ft step while crawling,

Stand up: Can stand up from prone as a free action,

Trap Spotter: Immediate Perception skill check to notice trap within 10ft,

Armour Prof Light,

Dodge: Add 1 to AC,

Evasion: No damage on reflex save,

Fleet: Base speed + 5 feet,

Point Blank Shot: +1 to hit +1 dam. if within 30 ft,

Precise Shot: Can shoot into melee without -4 pen

Simple Weapon Proficiency,

Skill Focus (Stealth): +3 Stealth,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit,

Weapon Focus: +1 to attack rolls,

Weapon Focus(Ranged): +1 attack rolls

## Skills

Acrobatics 22, Appraise 21, Bluff 17, Climb 19, Diplomacy 1, Disable Device 22, Disguise 17, Escape Artist 6, Intimidate 17, Know Dungeon 5, Know Local 21, Linguistics 21, Perception 18, Sense Motive 18, Sleight of Hand 22, Stealth 28, Swim 3, Use Magic Device 17

## Languages Common

## SPECIAL ABILITIES

Endure Elements (Sp) Gains endure elements as a spell-like ability. Caster level = rogues level

Evasion Reflex save no damage instead of 1/2

Hardy (Ex) can go twice the normal number of days without water and triple without food

Improved Uncanny Dodge Can no longer be flanked

Uncanny Dodge Retains Dex bonus if flat footed

**TARQUIL CROOTHE** is the eldest of the warped Brothers Croothe, and he is their leader. He is not the strongest or the toughest, but definitely the smartest and most intimidating. He has a way of projecting what could happen to you if you do not follow his commands. He has always been able to defeat his brothers using these tactics, and it has become a part of his identity. Bald as a cue ball, Tarquil still has a way with the ladies. Not necessarily *good* ladies, or women of virtue, but ladies nonetheless.



# HELGARL CROOTHE

**HELGARL CROOTHE** - CR 15 - XP 51,200

Medium Human

Rogue level 5 (skill points 45) Scout (Poisoner )

Assassin level 10 (skill points 50) Assassin

Init +3; Senses ; Perception +14

## DEFENSE

**AC 18**, Touch 14, flat footed 14 ( Leather, Shield, none)

(+3 Dex, +2 Natural, +2 armour, +1 feats)

**hp 106** (0d8+5d8+10d8+30+5);

Fort +6, Ref +10, Will +3

## OFFENSE

Speed 40

### Melee

Single Attack Longsword +13 (1d8+4/19-20)

### Full Attack

Longsword +13/8 (1d8+4/19-20)

Space 5ft.; Reach 5

### Special Attacks

Angel of death (Su) Target crumbles to dust 1/day.

**Death Attack** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassins choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassins class level + the assassins Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victims saving throw succeeds, the attack is just a normal sneak attack. Once the assas-

sin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

DC 10 + assassin level + INT mod

Sneak Attack Sneak attack at an extra (D6) 8

Swift Death (Ex) Can make a death attack without studying foe before hand

True Death (Su) DC 15 + level to bring back alive

## STATISTICS

Str 17, Dex 17, Con 15, Int 10, Wis 8, Cha 6

Base Attack 10 CMB 13 ; CMD 27

### Feats

Fast Stealth: Move at full speed while sneaking,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit,

Armour Prof Light,

Dodge: Add 1 to AC ,

Evasion: No damage on reflex save,

Fleet: Base speed + 5 feet,

Fleet 2: Base speed + 5 feet,

Point Blank Shot: +1 to hit +1 dam. if within 30 ft,

Precise Shot: Can shoot into melee w/out -4 pen.

Rapid Shot: Gain xtra ranged attack all att. at -2,

Shot on the Run: Can split move action,

Simple Weapon Proficiency,

Stealthy: +2 Escape Artist +2 Stealth,

Weapon Focus(Ranged): +1 attack rolls

### Skills

Acrobatics 19, Appraise 5, Bluff 13, Climb 13,

Craft Alchemy 2, Diplomacy -2, Disable Device 3,

Disguise 13, Escape Artist 5, Intimidate -2, Know

Dungeon 0, Know Local 5, Linguistics 8,

Perception 14, Sense Motive 14, Sleight of Hand

11, Stealth 22, Swim 3, Use Magic Device 2



# HELGARL & BALTROC CROOTHE

**Languages** Common

## SPECIAL ABILITIES

Evasion Reflex save no damage instead of 1/2

Hidden Weapons (Ex) Add level to sleight of hand skill

Hide in Plain Sight Can Hide when observed

Improved Uncanny Dodge

Can no longer be flanked

Master Poisoner-1 (Ex) Can use Craft (alchemy) to change the type of a poison.

Master Poisoner-2 (Ex) Bonus on Craft (alchemy) skill checks when working with poison of 1/2 rogue level.

Poison Use Never accidentally poison self

Quiet Death (Ex) Can make a stealth check after assassination

Save Against Poison bonus = 5

Uncanny Dodge Retains Dex bonus if flat footed

**HELGARL CROOTHE** is the most disturbed of the miscreant Croothe family. Constantly getting into trouble since the age of six, Helgarl has always been very fond of bullying those younger and smaller than himself.

Helgarl, though human, has certain odd facial characteristics that make him look more like a rat or a snake than a decent human being. His first kill was when he was 13 years old, and two other would be bullies called him unsavory names such as, "Rat Face" and Snake Head." He beat both of the boys senseless while they slept at the same detention school that Helgarl stayed at during this time in his life.

Helgarl is mentally disturbed and rarely talks. His eyes are easy to read, however, as when he is doing something deceitful or depraved, he cannot help but smirk and look at who he is talking to in a sideways manner.

**BALTROC CROOTHE** - CR 10 - XP 9,600

Medium Human

Fighter level 11 (Archer)

Init +1; Senses ; Perception +6

## DEFENSE

AC 18, Touch 12, flat footed 16 (Breastplate, Shield, none)

(+1 Dex, +6 armour, +1 feats)

hp 120 (0d8+11d10+33+11+11);

Fort +10, Ref +4, Will +3

## OFFENSE

Speed 20

## Melee

Single Attack Dagger +16 (1d4+6/19-20)

or Longbow +14 (1d8+2 X3)

## Full Attack

Dagger +16/11/6 (1d4+6/19-20)

or Longbow +14/9/4 (1d8+2 X3) range 100

Space 5ft.; Reach 5

## Special Attacks

Expert Archer (Ex) Gains a bonus on attack and damage rolls with bows = 2

Hawkeye -1(Ex) Gain a bonus on Perception checks = + 3

Hawkeye -2(Ex) The range increment for any bow used increases by + ft = 15

Trick Shot -1 (Ex) Choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a -4 penalty to his CMB. No of Ticks = 3

Trick Shot -2 (Ex) At 11th level, he may also choose from the following combat maneuvers: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archers arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMB check (against the archers CMD -4).



# BALTROC CROOTHE CONTINUED

## STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 11, Cha 8  
Base Attack 11 CMB 15 ; CMD 27

## Feats

Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base att. penalty increase by -1 & dodge by +1 ,  
Exotic Weapon Prof,

Lunge: -2 to AC for 5ft extra reach,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Step Up: Take a 5ft step as an Immediate action when foe steps back,

Weapon Specialization: +2 to damage rolls,

Armour Prof Heavy,

Armour Prof Light,

Armour Prof Medium,

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

Combat Reflexes: DEX mod additional attacks of opportunity,

Dodge: Add 1 to AC ,

Great Cleave: Make extra attacks to adjacent foes if you hit opponents can continue until you miss or no more within reach, -2 AC until you next turn ,

Martial Weap Prof,

Shield Focus: +1 AC when using a shield,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Toughness: +3 Hit points or +1 per hit dice,

Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,

Weapon Focus: +1 to attack rolls

## Skills

Climb 7, Handle Animal -1, Intimidate 13, Know Arch & Eng 0, Know Dungeon 0, Perception 6, Ride 15, Survival 5, Swim 1

## Languages Common

## SPECIAL ABILITIES

Safe Shot (Ex) Does not provoke attacks of opportunity when making ranged attacks with a bow.

**BALTROC CROOTHE** is a very large and scary man. Unlike his other two brothers and father, Baltroc is the opposite of having a wiry and lithe body. Baltroc stands at 6' 5" and weighs 320 pounds. Baltroc is not very bright, and his response to most situations that require any intellect is to first look to his older brother. If that doesn't work, he will furrow his brow and curl his lips into a symbol of personal frustration.

Baltroc enjoys cutting himself. He enjoys "showing off" to the womenfolk he admires by putting his fists through glass windows and throwing up empty (and sometimes full) beer bottles and smashing them with his manly fists. He has countless scars all over his body from this activity, and also from cutting his arms from wrists to shoulders. These scars are rarely treated, and while he heals, the scars form large, raised and sometimes infected welts. Baltroc uses these as his personal badge of honor that only the truly disturbed truly understand.

Baltroc loves fathering children. He currently has 11 children with 3 abandoned "wives" and this is a source of amusement and another badge of manhood for Baltroc.

Outside of his brothers, Baltroc will always gravitate toward the meanest of bar crawlers that happen to have a high charisma.

Baltroc looks like the type of warrior that would carry a massive, two-handed war hammer, but instead, he has gained a certain amount of expertise with his massive longbow.



# VIKTOR CROOTHE

**VIKTOR CROOTHE** - CR 13 - XP 25,600

Medium Human

Rogue level 13 (Survivalist)

Init +6; Senses ; Perception +18

## DEFENSE

**AC 21**, Touch 17, flat footed 14 ( Leather, Shield, none) (+6 Dex, +2 Natural, +2 armour, +1 feats)

**HP 111** (0d8+13d8+26+13);

Fort +6, Ref +14, Will +6

## OFFENSE

Speed 35

### Melee

Single Attack Mace, Heavy +13 (1d8+4)

### Full Attack

Mace, Heavy +13/8 (1d8+4)

Space 5ft.; Reach 5

### Special Attacks

Sneak Attack Sneak attack at an extra (D6) 7

## STATISTICS

Str 17, Dex 22, Con 15, Int 14, Wis 13, Cha 13

Base Attack 9 CMB 12 ; CMD 29

### Feats

Bleeding Attack: 1 point / d6 sneak dam. per round bleeding,

Fast Stealth: Move at full speed while sneaking,

Improved Evasion: Take 1/2 damage if fail a Reflex save,

Rogue Crawl: Can crawl at 1/2 normal speed also can take 5ft step while crawling,

Stand up: Can stand up from prone as a free action,

Trap Spotter: Immediate Perception skill check to notice trap within 10ft,

Armour Prof Light,

Dodge: Add 1 to AC,

Evasion: No damage on reflex save,

Fleet: Base speed + 5 feet,

Point Blank Shot: +1 to hit +1 dam. if within 30 ft,

Precise Shot: Can shoot into melee without -4 pen

Simple Weapon Proficiency,

Skill Focus (Stealth): +3 Stealth,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit,

Weapon Focus: +1 to attack rolls,

Weapon Focus(Ranged): +1 attack rolls

## Skills

Acrobatics 22, Appraise 21, Bluff 17, Climb 19, Diplomacy 1, Disable Device 22, Disguise 17, Escape Artist 6, Intimidate 17, Know Dungeon 5, Know Local 21, Linguistics 21, Perception 18, Sense Motive 18, Sleight of Hand 22, Stealth 28, Swim 3, Use Magic Device 17

## Languages Common

## SPECIAL ABILITIES

Endure Elements (Sp) Gains endure elements as a spell-like ability. Caster level = rogues level

Evasion Reflex save no damage instead of 1/2

Hardy (Ex) can go twice the normal number of days without water and triple without food

Improved Uncanny Dodge Can no longer be flanked

Uncanny Dodge Retains Dex bonus if flat footed

**VIKTOR CROOTHE** is the steadfastly proud and unforgiving father of The Croothe Brothers. He has taught his offspring well. He has had numerous wives over the years, and it is a miracle that they are all still alive. Viktor has taught his spawn the skills of vengeance, pettiness, and the ability to hold a grudge forever. He has lost his share of fights and battles, yet he always ends up making his enemies and tormentors pay dearly, and almost always with their lives. *He once bit the nose and ears off of a bullying jailor that "treated Viktor unfairly."*



# THE TURZEE DEVIL

## THE TURZEE DEVIL - Ettin Fey Creature

**CR 19 XP 20,4800**

Chaotic Evil Large Humanoid Giant Subtype

Ranger level 12 Woodland Tracker (Battle Scout)

Init +8; Senses Low-light Vision, Low-light Vision;  
Perception +24

### DEFENSE

**AC 24**, Touch 13, flat footed 20

(Armored Coat, Shield, None)

(+3 Dex, +7 Natural, -1 size, +4 armour, +1 feats)

**hp 193** (10d8+12d10+66+12);

Fort +18, Ref +15, Will +11 Save Modifier

+4 bonus on saves against mind-affecting effects

Damage reduction 10/cold iron, Evasion,

Resistance to A fey creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once., Resistance to cold and electricity 10, Spell Resistance 11HD

### OFFENSE

Speed 35, fly 40ft.

#### Melee

Single Attack Sword, short +24 (1d8+6/19-20)

or Javelin +22 (1d8+6) +1 to hit and +1 damage if within 30ft

Full Attack

Sword, short +24/19/14/9 (1d8+6/19-20)

Bite +24 (1d8+6)

Crush +24 (1d8+3)

or Javelin +22/17/12/7 (1d8+6) range 30 +1 to hit and +1 damage if within 30ft

Space 5ft.; Reach 10

#### Special Attacks

Favored Enemy (+2 attack pathfinder only)

+2 damage. Number of Favored enemies = 1

Favored Enemy -2 +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Favored Enemy

#### Spell-like Abilities

Spell-like Abilities Dancing lights 3/day,

1/day faerie fire

Spell-like Abilities (CHR) 1st DC(11) entangle

Spell-like Abilities (CHR) 2nd DC(12)

1/day glitterdust

Spell-like Abilities (CHR) 3rd DC(13)

1/day Deep slumber

Spell-like Abilities (CHR) 4th DC(14)

1/day Major image

Spell-like Abilities (CHR) 5th DC(15)

1/day Confusion

Spell-like Abilities (CHR) 5th DC(15)

1/day Feeblemind

Spell-like Abilities (CHR) 6th DC(16)

1/day Mislead

Spell-like Abilities (CHR) 7th DC(17)

1/day Project image

Spell-like Abilities (CHR) 8th DC(18)

1/day Irresistible dance

Spell-like Abilities (CHR) 8th DC(18)

1/day Scintillating pattern

#### Ranger Spells

CL 12 Concentration 14

**Level 1** (3) DC 13

Abundant Ammunition X 3

**Level 2** (3) DC 14

Accelerate Poison X 3

**Level 3** (1) DC 15

Aerial Tracks

#### STATISTICS

Str 23, Dex 19, Con 17, Int 13, Wis 14, Cha 11

Base Attack 19 CMB 26 ; CMD 41

#### Feats

Improved Precise shot: Targets do not gain AC from cover,

Pinpoint Targeting: As a standard action make a single attack, target loses armor, shield and natural bonus. Can not move if you use this feat,  
Point Blank Shot: +1 to hit +1 damage if within 30 ft,

Armour Prof Light,

Armour Prof Medium,

Cleave: Get extra attack if hit monster to



# TURZEE DEVIL CONTINUED

adjacent foe, -2 AC until your next turn ,  
Deadly Aim: -1 to hit with ranged attacks  
+2 damage per every +4 base attack,  
Dodge: Add 1 to AC ,  
Endurance: +4 on checks to resist  
non-lethal damage,  
Evasion: No damage on reflex save,  
Fleet: Base speed + 5 feet,  
Improved Initiative: +4 Initiative checks,  
Improved Overrun: +2 to Overrun CM and CMD;  
no attacks of opportunity,  
Improved Two-Weapon Fighting: Get a second off  
hand attack at -5,  
Iron Will: +2 on will saves,  
Martial Weap Prof,  
Mounted Combat: Negate hit on mount with ride  
check DC opponents attack roll,  
Power Attack: You can choose to take a -1 penalty  
on all melee attacks and combat maneuver checks  
to gain a +2 bonus on all melee damage rolls.  
Every +4 base attack penalty increases by  
-1 and damage by +2,  
Precise Shot: Can shoot into melee without  
-4 penalty,  
Shield Proficiency: Can use shields,  
Simple Weapon Proficiency,  
Skill Focus (Stealth): +3 Stealth,  
Superior Two-Weapon Fighting: Monsters with  
multiple heads get no penalty for second attack  
**Skills** Acrobatics 7, Bluff 5, Climb 9, Fly 7, Handle  
Animal 8, Heal 12, Intimidate 5, Know Dungeon  
6, Know Geography 20, Know Nature 19, Percep-  
tion 24, Ride 14, Stealth 22, Survival 20, Swim 12

**Languages** Common, Giant, Goblin, Orc

## SPECIAL ABILITIES

Other Superior two weapon fighting  
Trackless Step (Ex)  
Vanish (Su) 3 rounds/day  
Advantageous Terrain-1 (Ex) Spend up to 3 rounds  
studying an area of favorite terrain: 1st Round: Al-  
lies gain +2 initiative  
Advantageous Terrain-2(Ex) 2nd Round:

Allies within line of sight gain a +2 on Perception,  
Stealth, and Survival

Advantageous Terrain-3(Ex) 3rd Round:

movement is not hampered by difficult terrain

and can take 10 on Climb, Jump and Swim

Camouflage Can hide in any sort of terrain

Evasion Reflex save no damage instead of 1/2

Favored Terrain +2 bonus on init, know geog,

Perception, Stealth, Survival in selected terrain 2

Hunters Bond Either animal companion or bond  
with party that allows 1/2 favorite enemy bonus  
to be added to party for WIS bonus number of  
rounds, this takes a move action.

Infiltration (Ex) 1/day choose a single terrain and  
treat as favored terrain for 1 hour per ranger level

Quarry 1/day as a standard action 1 target +2

attack, criticals confirmed and can take 10 on track  
Swift Tracker Can follow tracks at normal  
speed no penalty

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

Wild Empathy, Woodland Stride

Giant Subtype: A giant is a humanoid creature of  
great strength, usually of at least Large size.

Giants have a number of racial Hit Dice and never  
substitute such Hit Dice for class levels like some  
humanoids. Giants have low-light vision, and treat  
Intimidate and Perception as class skills.

Low-light Vision: A creature with low-light  
vision can see twice as far as a human in starlight,  
moonlight, torchlight, and similar conditions of  
dim light. It retains the ability to distinguish color  
and detail under these conditions.

Evasion: With a successful Reflex save  
take no damage

Low-light Vision: A creature with low-light  
vision can see twice as far as a human in starlight,  
moonlight, torchlight, and similar conditions of  
dim light. It retains the ability to distinguish color  
and detail under these conditions.

---

**THE TURZEE DEVIL** can be met in **area 13**, the  
attic. **A player handout is available on page 61.**



# WHAT'S IN THE ATTIC?

**11. STORAGE ROOM** - This 10 by 15-foot room is completely empty, save for a large crate pushed against the door to the west. A door to the east is also here and is not blocked by anything.

---

**GM NOTES** - The crate is light enough to move easily by an adult of teen years and older, but nearly impossible to move for that of a child of eight years old or younger. A search of the crate reveals the contents: Several solid wood chairs, several heavy stone flower pots and garden gnome sculptures, and a table that appears to have been broken to bits for some unknown reason.

---

**12-BATHING CHAMBER** - This is a 15-foot square bathing chamber with toilet, sink, bath tub, two shelves and two windows. One window is at the north side, and one is to the east.

---

**13-THE ATTIC** - This 25 by 20-foot room is almost completely dark. The only light that can be seen is from that of the full moon that is shining through the south window facing the front yard. The corners of the room are indescribably dark, almost unnaturally so. It is almost as if a translucent, ceiling-high veil has been draped over each of the four corners. There is a gigantic magic circle or pentagram etched upon the floor of this attic. The symbol takes up almost the entire floor, and is made up of a circle with a series of triangles nested within. These two larger triangles create some kind of optical illusory effect. The triangles somehow seem to meld into one another, and you cannot tell where or how the triangles are separate from each other. It is mesmerizing almost to the point of paralyzing you against your will. You find yourself wishing you had extra time to just stare at this symbol. A noise startles you from your reverie.

*A noise that is most unnatural.*

"I see you've *found* me."

This "voice" somehow sounds like several voices intermingled as one, both pulling in air as it speaks, and pushing air out at the same time. It is a harsh and sharp, rough sound, very much like someone's voice has been dragged over broken glass. You've never heard such a sound, and it chills you to the point where you feel a brief paralyzation upon hearing this. It speaks again, and the voice has somehow shifted from one corner of the room to the next.

"I see that you've come to my island, my lovely *playground*, my personal *hideaway*."

There is a heavy, *ominous* presence and energy to the entire room. It is almost as if this room is this unseen creature's entire universe. That somehow, this attic is a battleground where you are absolutely nothing but this creature's prey. You can't tell if the voice is coming from inside of your head or...

"You should not have come here. I live for the *hunt* and I have only *just begun*. I will make an example of you *yet!*"

The voice sounds like it is coming from *all* four corners of the room this time. A part of you wants to flee, but a part of you wants to fight!

A creature bursts forth from the black southeast corner of the room. A split second passes, yet it somehow seems to take the better part of an hour. You see the creature, and it chills you cold. An armored humanoid with 2 heads is deftly wielding 2 short swords. 2 serpents slither forth from where the thing's chest should be. A shriek nearly deafens you, *and the battle is on!*



# THE TREASURE CHEST

**GM NOTES - This is THE TURZEE DEVIL.** If the PCs can defeat this most dangerous foe, they may claim **the treasure chest** that is in the corner from where The Turzee Devil came. This chest has the following traps and wards placed upon it:

**Insanity Mist Gas, Poisoned Quill Trap, Fireburst Trap, Acid Arrow Trap, Sound Burst Trap.**

**TREASURES:** 2,020pp, 4,454gp, 5,000sp, 880cp  
**Chime of Opening, Ring of Shooting Stars, Ring of Protection +2, Rod of Escape, Dagger of Venom, Boulderhead Mace, +2 Short Sword.**  
5 Rubies (800gp each), 6 Emeralds (600gp each), 4 Opals (450gp each), 4 Sapphires (400gp each).  
20 plaques of silver (300gp each), Diamond 999gp.

**THIS ENDS THE MILLISCA HOUSE PORTION OF THIS ADVENTURE.** This adventure will now resume at area J on the GM's wilderness map.

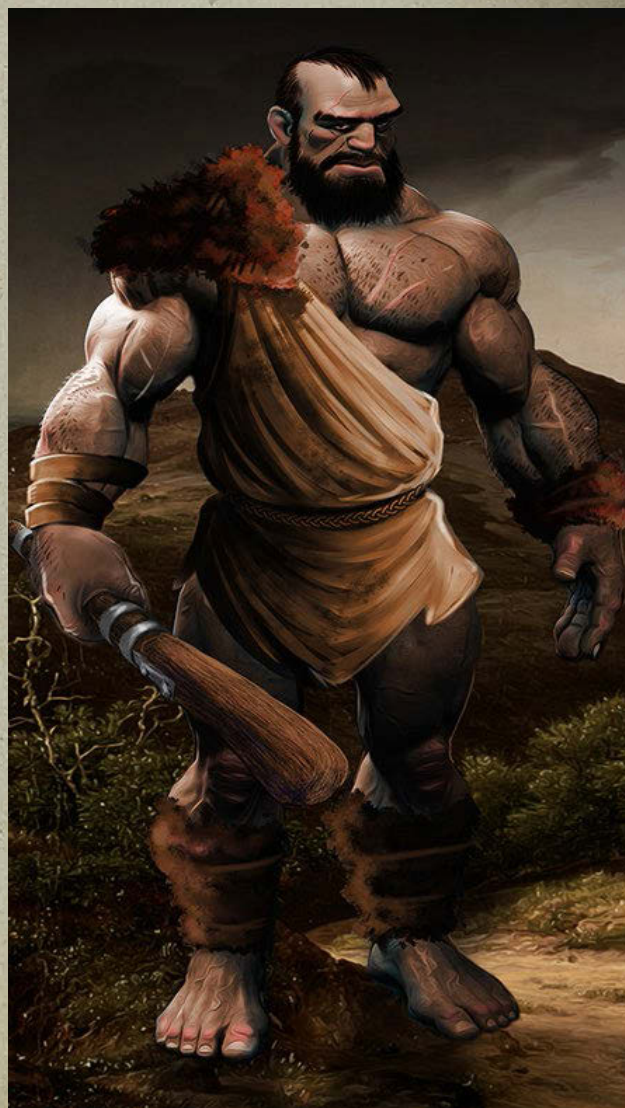
**J-EAST BRIDGE -** This bridge is very similar to the one that you used to gain access to Turzee Island. It is just as wide and just as long, and it extends from the southeast part of the island for well over 1,200 feet. A massive boulder blockade has been erected at the very end of this bridge.

**K-FISHING POND -** This pond is about 200 feet by 400 feet in size. From this vantage point, you can see that there has been a half dozen makeshift fishing docks that have been constructed surrounding the entire pond. They are all of different size and construction, hinting that they were created by a half dozen different parties. Gnats gather and float over the surface of the water. Occasional subtle movements and ripples can be seen swirling in the water but there is nothing to indicate that this is nothing more than a normal fishing pond.

**GM NOTES -** The following encounter can be determined as the GM sees fit. A DIRE CROC lurks in this body of water. It has sensed the odd disturbances that have taken place on Turzee Island and it does not come to dry land nearly as much as it used to. The only way this beast will go out of its way to attack would be if the PCs were foolish enough to go swimming or something similar. At the same token, if the PCs are somehow having too easy of a time with this adventure, the GM may very well opt for the Dire Crocodile to sneak close to shore and make a surprise attack.

**DIRE CROC** CR 9 - AC 21 - HP 144 - XP 6,400

STR 37, DEX 10, CON 25, INT 1, WIS 14, CHA 2





## 2 DRUNKEN HILL GIANTS

**L-HILLS AND CLIFFS** - You make your way to the southwest part of the island. Hills and mountains take up an area roughly 500 feet square. You are almost thankful that the usual absence from any ambient wilderness sounds has finally come to life. The crickets here are most active, as well as the massive marsh flies that float lazily around your heads. You decide to move along this area a bit slower, as some of the encounters you've experienced have made you more than just a bit weary. As you make your way through the rocky hills, you come to a patch that has allowed some trees to grow in abundance. You continue to explore the hilly area and you pick up on a muffled conversation, *seemingly between two very large people...*

**GM NOTES** - These hills have become the home to two Hill Giant brothers that were run off from their home just north of here. **VERNE and LORNE** used to live in a shack on the island where the Marsh Giant now resides. Verne and Lorne used to run an extremely lucrative hunting venture where they would track and hunt wild creatures of their client's choosing. The brothers would then provide the carcasses to the amateur hunters, desperate to show a trophy to their "friends" and peers. The hill giants loved to bargain, and their creativity knew no bounds. Their fees ranged from trading goods such as likker and animals to an occasional wife being bumped off that a disgruntled hunter would like to have no more part of.

These days, the two brothers are trying to salvage what was left of their business. They are looking for ways to spread the good word that their new base of operations is in the hills where they belong. Currently, the brothers have recently procured two wannabe hunters looking for the recently slain body of an adult Hydra. Due to the mass evacuation of the island, the brothers have not seen their black market hunters as of yet, and are currently

waiting for them. The hunters aren't coming, but that doesn't stop the brothers from ranting and raving and cursing them while they wait in vain. The two hill giants have a Peryton carcass that is now collecting flies. They are sharing swigs from a massive ceramic jug of **DEAD CROW** whiskey. By human standards it's pretty much close to being horse plop, but the giants seem to love it.

Verne and Lorne are currently looking to build a new home, so their home now consists of the bare earth where they typically find themselves resting on after drinking all night. At this particular point in time, the two hill giants are tossing up fist-sized rocks and smacking them with their great clubs. They are also arguing over which of the two wannabe hunters is cuter. The pair have a small rock pile of 8 boulders to use in missile combat situations, and each has a sack of their own. The bags contain the following:

**Verne's Bag** - Salted animal jerky of some kind, a large bedroll, another jug of **DEAD CROW** whiskey, 11 plugs of moist chewing tobacco and a dead dwarf that they plan on cooking for supper soon.

**Lorne's Bag** - This bag holds a smaller bag containing a dozen bass taken from the pond from area K. There is little doubt that Lorne is exceptional at fishing. Another smaller bag holds a dozen, fist-sized plugs of moist chewing tobacco that have been used by the hunters to pay for their yearned for dead Hydra. There is also another jug of **DEAD CROW** whiskey and a shabby bedroll.

The current topic of conversation unfolds like this,

**"Brother Lorne, I'm tellin' you that the short, bearded one is done durn cuter."**

**"Hells with that, brother Verne! The one with the handlebar mustache is best in my pinion."**



# HILL GIANT BATTLE

After a *very* long pause, the giant who seems to be known as Verne chimes in with a solution.

“Well... Why not we have both of them boys? We already got our payment, and it looks like people coming to this island is pretty much a dead issue. Haw-Haw!”

“Verne, truer words habba *never* been spoken! Let’s git what we can, then get the hells up on outta here an’ find us *a new home!*”

“New home, new clients. Better days are comin’, brother Lorne.”

“Hell, I done hear ya, brother Verne.”

**GM NOTES** - The PCs can choose to ignore these 2 brutes, or to fight them. They are quite drunk, so it would take a PC speaking to another PC or something similar to alert the giants to the PCs. If the PCs do decide to engage these 2 drunk giants, the following unfolds.

The 2 groggy Hill Giants are alerted to your presence, much to their dismay. They each grab a large and gnarled club and attack, uttering threats and promises.

## LORNE

“You done **BUST** into my drinkin’ party all *uninvited*? The **HELLS** you say! Ah’m gonna, Gonna, **GONNA!**”

## VERNE

“Ommo! Ommo! Ommo!”

“Ommina! Omminal Omminal”

(I am going to! I am going to! I am going to!)

(I am going to! I am going to! I am going to!)

**HILL GIANT** CR 7 ~ AC 21 ~ HP 85 ~ XP 3,200

STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 7

**GM NOTES** - Hill Giants Lorne and Verne have the following treasures in 2 more (hidden) filthy gin-soaked sacks. DC 18 Perception check will allow the adventurers to find these extra sacks.

**LORNE’S SACK:** Fishing hooks, lines and fish. A tin of moist chewing tobacco, a fifth of “KORN LIKKER” and 15gp, 11sp and 23cp. 3 throwing boulders and a greasy deck of oversized cards.

**VERNE’S SACK:** A nude, slumbering merchant named STEW. He has been fed Hill Giant Korn Likker, and is on his last legs. He is oiled up and just wants to go home. A plug of smoking pipe tobacco wrapped in canvas, 13gp, 9sp and 22cp. A moldy cheese, **WAR HAMMER +2** and 2 large throwing boulders that have been painted white.

**M-LAMBETH LAKE** - Judging by your map, this large body of water is known as Lambeth Lake. It is completely surrounded by the pine barrens. The moonlight plays upon the surface of the water in an almost hypnotic way. There are no sounds of animals around, and the water remains placid and unbroken.

**N-ABANDONED LOGGING CAMP** - A large area wrapped around Lambeth Lake is made up of nothing but cut down trees. Nothing but stumps remain from this logging camp’s work. Trees that have been cut down are nowhere to be seen. Like much of this island, there is very little that you can hear, except for the strong wind that blows from the east in random and very unnatural gusts.

**GM NOTES** - These 2 areas might be a good time for a pair of **WANDERING MONSTER** checks, if the GM feels it appropriate to do so.



# THE WYTCHEs OF TURZEE ISLAND

**O-MARSHES OF TURZEE** - Patches of grass, rushes and reeds dot this marshland. The marsh seems to take up the entire southwest edge of the island and runs almost 1,000 feet in length. There are no trees in this area, and the marshland seems to fade off and become part of the ocean without so much as a beach to separate the two. An occasional turtle or large snail is seen every now and then, and the water is roughly knee-deep for an average-sized man.

*A panicked puppy barking breaks the stillness of the night.*

**GM NOTES** - The Wytches of Turzee Island have made themselves much more present since the total chaos has chosen to choke the goodness out of the once peaceful isle. These particular “wytches” are in fact **GREEN HAGs**. There are 6 of them, and they are well aware that their sisters from area H have been slain by the Ranger Vontavius Harmz. If Vontavius is with the party, the wytches will barter with the party for the adventurers to turn the Ranger over to them. They will honor their bargain, but it will not go well for Vontavius. He will be tortured for weeks, before they boil him alive. If the PCs choose to go this route, despite his usual good nature, Vontavius might indeed choose to curse the party for leaving him.

“You! You LOT there! I have more than a few bones to pick with you, but my sisters and I will consider letting you go if you allow us one small favour... We want that **BASTARD**, and we want him **RIGHT NOW**.”

If Vontavius is not with the party, the witches will attack anyone investigating the sounds of the “drowning puppy” the witches mimic, and they will make every attempt to surround the PCs.

**GREEN HAG** CR 5 ~ AC 19 ~ HP 58 ~ XP 1,600

STR 19, DEX 12, CON 12, INT 15, WIS 13, CHA 14

These **GREEN HAGs** had a once promising partnership with the **ANNIS HAGs** that Harmz has slain. As much as the party searches, they never find any worthwhile treasures of any kind.

**P-THE CABIN IN THE PINES** - The pine trees here are loosely-packed together, and there is a decent amount of space between each tree. The pine barrens are quieter than any woods that you can remember traveling through, yet an occasional hoot of an owl can be heard. There is a slight elevation in these woods that allows you to notice that the woods wrap around a rather large body of water. The map that you have shows the abandoned logging camp marked in bright red. You wonder what the real truth is behind the mass evacuation that has caused almost everyone to leave the island. Loggers are not typically a cowardly lot, and not one of them remaining behind seems to disturb you greatly. As you continue to explore the woods, you decide to search the southernmost tip of these woods. In doing so, you come to a rather large cabin in the woods. The quality of the cabin, judging from the outside, is exceptional. And someone *appears* to be home. Smoke lazily finds its way up and through the chimneys and into the moonlit night sky above. The cabin is 50 feet wide by 80 feet long and an ample porch stretches around the perimeter of the home. The cabin is just one story, but of sturdy build and quality. From this perspective, you see that the structure has two chimneys that are at least 30 feet apart, and both have fires going. Both of these chimneys are on the eastern side of the cabin and the chimney closer to the north seems to be burning something that should not be set aflame. The smoke is much darker than normal, *and it smells horrible*.







# THE CABIN IN THE PINES

The smoke coming from here smells odd, and you cannot put your finger on it, but this isn't the typical woodsy, smoky smell you remember from other earlier adventures in your lifetime.

## NORTH

Viewing the north side of the cabin, you notice that there are two very large bay windows here.

**1-NORTHERN PATIO** - This is an enclosed and spacious patio measuring 15 feet by 10 feet, and it is complete with a large table, a double bench and a pair of ornate stained glass windows facing north. Despite the designs worked into the glass, you can still see through it quite clearly. There is a door leading west and one leading east, and one in the south wall leading back into the cabin.

**GM NOTES** - These 2 side doors lead to the outside walkways. They are closed and locked.

**2-MASTER BEDROOM** - This room would be considered to be a large bedroom by almost anyone's standards. It is 25 feet square, and it is very well-furnished with a bed larger than a king-sized bed. Two rugs of high quality are to either side of this bed, and there is an even more impressive octagonal rug at the foot of the bed. Two chairs and a grey wolf skin are at the south east corner, where a fireplace 5 feet wide is burning. The fireplace has a pull-down iron window of sorts that is more like a mesh grille, made to either keep *something in* or *something out*. In front of the fireplace, a *massive* man stands. He is nearly 7 feet tall and solid of build. His broad shoulders are strangely out of proportion, and his clothing is dark but of poor make. His patchwork outfit is poorly-stitched together. The man's back is to you but he is just 10 feet away. He has very long black hair that is extremely unkempt that flows down to his chest.

He is slowly but steadily stoking something inside of the oven. Even from this angle, you can see that this being is thrashing about violently as the large man continues to poke and prod. In the next instant, and much to your horror, you see two human feet, tightly bound to each other, they kick furiously, yet futilely against the wall of this oven. At the same time, that odd smell that you noticed outside? It is of cooking meat. A meat you are not familiar with. *Someone is being cooked alive!*

## GM NOTES - CREMATOR, IRON GOLEM

The massive man in this area is tending to his daily duties. The chore he is carrying out at this present point in time is that of disposing of any evidence in as brutal and cruel a way as possible. A man is inside of this oven and he has been bound in rope and blackened chains wrapped about his arms and legs. His mouth has been wrapped tightly shut by several overlapping yards of raw canvas. The poor man can be saved, but only if the party reacts *instantly* and gets the **CREMATOR** out of the way, slides the man from out of the oven, and performs some miraculous healing spells upon him. The oven has taken 25 hit points away from this man, and he has but 5 hit points left. His pain can only be described as nearly unfathomable. If (GM's discretion) he can be saved, he can be a small trove of information for the party. He is a resident of Turzee Island and certainly knows as much as anyone that is still foolish enough to have not evacuated. His name is **Murtaugh**, and even with complete healing, he will sleep for quite some time due to the shock of the ordeal that he has gone through. He could be able to fight as a 3rd level fighter and he prefers a sword. He also knows the following:

"CREMATOR is an evil IRON GOLEM that disposes of victims via this crematorium furnace. The Teldins are black summoners of Narga! Whatever you do, *do NOT trust them!*"





Thuydan

© 2017



# CHILDREN'S BEDROOM

**IRON GOLEM** CR 13 ~ AC 28 ~ HP 129 ~ XP 25,600

STR 32, DEX 9, CON —, INT —, WIS 11, CHA 1

**3-STORAGE ROOM** - The storage room here is 15 feet square and holds two, 12-foot long tables and a couple of chairs. There are single doors to the north and south, and an obvious trap door that is partially covered by the large table is to the east. The trap door is 5 feet square, and there are many items of note on the tabletops here.

**West Table** - 3 wrist chains for imprisonment.

**East Table** - A variety of jars labeled BLOOD and TEARS. *They are filled.*

The trap door has a sturdy ladder that has been bolted to the east wall and leads down into darkness to **area 13**, another storage room.

**4-STAIRCASE** - This is a completely empty 15-foot by 10-foot landing with a set of stairs leading down into pitch darkness.

**5-ENTRY** - The entry is fairly unremarkable for an entry room, save for the size of it. It is 10 feet wide by 20 feet long and there is a wooden work shelf against the west wall, and one to the east. A large ceramic washbasin is in the northeast corner. There are doors leading in all 4 directions.

**GM NOTES** - A PC making a DC 13 Perception check will find the following items of note amongst other more ordinary things resting on the shelves of the west work shelf:

1. A set of keys that can open all manacles and locks that can be found throughout the cabin.
2. A pair of blowguns with 24 blowgun darts.
3. 4 bear traps.

**6-BATHROOM** - You open the door to what is obviously a bathroom. The bathroom is immaculate compared to the majority of other water closets and latrines you have seen so far in your travels. It is rather large as well, and measures 10 feet wide by 20 feet in length. There is a rug, sink, toilet, dresser and white ceramic tub. There is also a mirror nailed to the west wall. The mirror seems more than just slightly out of place. It is extremely large and ornate with wide, arching black wood cradling a pristine, spotless mirror. The mirror is full length, and the surface glass measures 3 feet by 7 feet in height. There are doors directly opposite to each other. One to the west, and one to the east.

**7-CHILDREN'S BEDROOM** - Before entering this area, you hear the distinctive and unmistakable sound of sweeping. Someone is sweeping on the other side of this door. The sweeping sounds as if it is being done on a hard and gritty surface, and it seems to somehow sound louder than normal.

Upon opening the door to enter this room, you notice that the sounds seem to be unlikely that of a broom. The floor to this 15-foot by 20-foot room is completely covered with a very large and ornate rug. No broom would ever make a sound like that upon a rug. More importantly, there is no one in the room. It appears to be quite empty. There are 5 child-sized beds in the room. All of the beds are made up well, and look to be of excellent condition. The sheets have been turned down as well, offering an even more inviting view, despite the tiny size. Each of the 5 beds has a doll of sorts resting atop each bed. All of the dolls are not the small ones that children hold and play with. These dolls are life-sized, and that of the size of small children. All dolls are made from wood, and have different likenesses upon each head and face, with differing



# KITCHEN AND DINING ROOM

hair, hair color and length. The hair does not seem to be made from threads of wool or yarn, but that of human hair. All of the dolls are oddly lifelike, and all of the dolls are smiling. An uncontrollable thought crosses your mind. All 5 of these dolls look as if they are ready to jump forth off of their beds and run about and play.

There is a door leading north and others heading west and to the south. A single window looks outside and to the east. A small desk is next to one of the beds and a large armoire has been pushed against the south wall. A small army of crudely-carved wooden soldiers are in a mass in the front of one of the beds on the floor.

**GM NOTES** - The armoire has a wardrobe collection for several children. The wardrobe includes different clothing styles, shoes and hats. A PC making a DC Perception check of 6 will discover that there are 5 brooms pushed to one corner of the closet. **2 BROOMS OF FLYING** are among them.

**8-KITCHEN AND DINING ROOM** - The kitchen area is extremely well-lit with two torches on each wall. This 25-foot square kitchen also serves as the dining area with a 12-foot long table, benches and chairs. There is a cooking island next to the oven that is against the west wall, and a double sink is in the northwest corner. There is a door leading east, as well as two doors on either side of the room, heading north and double doors leading south.

**GM NOTES** - In one of the kitchen drawers is a **BLOODTHIRST DAGGER** (+2 wounding) that the Drables use for some random sacrifices. It even has a name. The dagger is called **CHANCELLOR**, and this very name has been engraved upon the back of the blade.

This is the Drable's favored, universal weapon.

**9-DEN** - The den is very expansive for a cabin. It's 25 feet square, and is comfortably furnished. There is a large 10-foot long bench that is big enough for an entire family to enjoy, with a short bookcase just behind that. The bench faces east and is directly opposite to a large fireplace. There are numerous rugs, trophies and pieces of wall art that line the walls to this room, and the trophies consist of the usual bear skin rug and a pair of massive elk antlers. Numerous stuffed animals and birds are mounted firmly to the wall, and a chess table and chairs is in the north east corner. The room is well-lit, with around a half dozen torches, and there is a lightly-stained glass double window overlooking the south part of the island. A door leads east, and another door leads north. There is an obvious trap door cut into the floor in the southwest corner and two of the wooden slats have been ripped out. The door gives the vague impression of resembling a person *or thing* watching what goes on within this den.

**GM NOTES** - This trap door leads to a sturdy ladder bolted firmly to the south wall. It leads down to area 17.

**10-SOUTH PATIO** - This 10-foot square patio has a double-wide chair and table facing the southernmost part of the entire island. You can see the end of the pine forest from here, just under 200 feet away. You can see the waterline of the ocean as well. All of this is viewed through meticulously-crafted stained glass windows, lightly framed within wrought iron filigree. The walls on either side of the patio are a mix of stone that lends a warm and handsome feel to this particular part of the cabin.

**THIS ENDS THE CABIN IN THE PINES  
UPPER LEVEL. ENTER THE LOWER  
LEVELS, AT YOUR OWN RISK!**











# THE UNDERGROUND

## THE UNDERGROUND

This entire underground level has become the devilish playground for the 2 maniacs that reside here. One of their favorite activities has been to capture someone lost in the woods, or even away from their homes, and set them free to run throughout the entire bottom level, also known as The Underground. There is a passageway that winds around the entire bottom level, and there are 2 rather sturdy portcullises that are used to dash the hopes of any would be survivors.

There is a very powerful artifact that can be found in area 14. This artifact is known as **THE BLACK QUARTZ WYTCH BOARD**. It is a wytch board that has the power to summon or gate in almost any fiendish species in existence. The GM should study the possibilities in depth, and formulate a plan that will work in your particular campaign. The options are endless, and one has the power to summon a wide variety of evil beings that are completely independent to one another, and yet, may have no relation to one another. These beings can be used in a variety of ways. Some of the ways include the fiends granting boons, offering secret knowledge, providing the summoners with a rare magic item for a brief time or even longer. Or, it can simply be used to terrorize the party members and make them second guess what exactly is going on. This artifact has an entire supplement based on this information. It is called, **THE BOARD IN THE WOOD SHED**, and can be played by players of any level. The options are almost endless, and the GM can really get imaginative and creative with the almost endless possibilities. For purposes of this adventure, however, the base adventure calls for the PCs to accidentally or deliberately activate the board, and to allow for no less than 4 creatures to cross dimensions and enter this one, *to create havoc and chaos to the GM's liking!*

This is a chance to truly create a series of memorable and potentially dangerous encounters. For a host of ideas, please check out **THE BOARD IN THE WOOD SHED**. This is a form-fill PDF where you can make notes and add ideas and plan for several great and possibly recurring encounters.

**11-ROOM OF THE DARK SLASHER** - You access the door which opens to an irregularly shaped chamber. You noticed a rough and worn bridge or scaffolding that winds its way around the room, connecting two, 10-foot square dais structures. The two structures are at opposite ends of the room and each has a complex magic symbol written in dark grey upon it. There is a disturbing blood smear that runs across this magic square in the northwest corner. It runs diagonally across a bridge spanning muck and mud instead of a floor. The blood smear is at least 15 feet long, and the unsettling aspects of this smear are that it seems to show that there were some fierce but hopeless struggles. The blood here is also fresh and wet. To your relief, you notice that there are five doors that appear to lead out and away from this room. You cannot help but wonder what is down within the mud. More importantly, how deep is it?

**GM NOTES** - A PC making a DC 15 Survival check will notice that the slimy, muddy substance looks (and is) exactly like QUICKSAND. *Who would make a room whose floor is composed entirely of quicksand?* This island is dotted with quicksand, and the basic rules on how to deal with them are up to the GM.

Of the 2 magic symbols, one of them is the "master" symbol, and the other is a gateway to summon a fiend. The magic symbol that is repeated 4 times is simply one of Narga's symbols for summoning these creatures. *The 4 different symbols that are on grey stone is where the 4 fiends come through.*







# DARK SLASHER STAT BLOCK

**DARK SLASHER** - CR 14 - XP 38,400

Slayer level 8 CE Dark Folk Subtype

Init +11; Senses See in Darkness, Darkvision 60; Perception +19

Aura Sacrilegious Aura (Su) 30ft radius as desiccate spell, +1 to hit +1 damage +1 saves, Sacrilegious Aura (Su) any positive channeling needs

Concentration check DC 10 + HD

## DEFENSE

**AC 22**, Touch 16, flat footed 16 (Leather, Shield, none)

(+6 Dex, +4 Natural, +2 armour)

**hp 139** (6d8+8d10+42+8+14);

Fort +11, Ref +17, Will +7

Light Blindness (Ex) blinded for 1 round if exposed to bright light, such as sunlight or the daylightspell. Such creatures are dazzled as long as they remain in areas of bright light., Damage reduction 10/magic, Immunity to cold, electricity, and any additional type noted by its ruinous revivification, Resistance to positive channeling +4, Spell Resistance CR + 11

## OFFENSE

Speed 30

### Melee

Single Attack Greatsword +19 (2d6+7/19-20)

or Dagger thrown +19 (1d4+7 /19-20 X2)

Full Attack

Greatsword +17/12/7 (2d6+7/19-20)

Pitchfork +17/12 (1d8+7)

Pitchfork +14 (1d8+7)

or Dagger thrown +19 (1d4+7 /19-20 X2)

range 10

Space 5ft.; Reach 5

### Special Attacks

Death Throws DC (20)

Poison Use (Ex) Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.,

Sneak Attack +3d6,

Channel Destruction (Su) +4d6 damage,

Channel Destruction (Su) energy type determined by the ruinous revivification special quality.,

Devastating Blast (Su) DC(20) 3/day 30ft cone

10d6 damage,

Undead Mastery (Su) DC(17) 50ft range Will DC to save. can control 5HD per 1HD

Sneak Attack Sneak attack at an extra (D6) 2

Studied Target (Ex) -1

Studied Target (Ex) -2

## Spell-like Abilities

Spell-like Abilities CL 6th At wil deeper darkness, detect magic, fog cloud

## STATISTICS

Str 24, Dex 24, Con 0, Int 13, Wis 12, Cha 17

Base Attack 12 CMB 19 ; CMD 36

## Feats

Bleeding Attack, Fast Stealth (Ex), Improved Two-Weapon Fighting, Quick Draw, Alertness: +2 Perception +2 Sense motive,

Armour Prof Light, Armour Prof Medium,

Double Slice, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weap Prof, Mounted Combat, Ride-by Attack,

Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics 19, Bluff 13, Climb 22, Craft 5, Disguise 14, Heal 10, Intimidate 14, Know Arch & Eng 5, Know Dungeon 1, Know Geography 1, Know Local 12, Perception 19, Profession 1, Ride 18, Sense Motive 14, Sleight of Hand 7, Stealth 18, Survival 1, Swim 7

**Languages** Common, Dark Folk, Undercommon

## SPECIAL ABILITIES

See all of the other Dark Folk Special Abilities, plus Immunity to all death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).



# HARIONAGO & 6 BAGS OF HEADS

**12-ROOM OF THE HARIONAGO** - This 25 foot square room has some items of note in it, but the room is relatively sparse, with a 5-foot square magic square written on the floor in the northeast corner and a magic symbol drawn on the gritty floor, which measures 10 feet across. A large desk is slanted in a way to suggest that someone would be performing some rudimentary rite or spell focused directly onto this very magic square. A ladder bolted to the north wall leads upward, and a large batch of fresh firewood, kindling and lantern oil as a possible accelerant has been stored here as well. A four-holed pit, 4 x 8 feet is cut into the floor in the northwest corner of this room and there is fresh blood smeared upon the surface of this pit. The pit has 4 windows that have been broken out of the framework surrounding it. You cannot tell if this was by design, but the lingering remnants of the glass seem as if they would act as teeth to injure and cut someone trying to climb up out of the pit. You hear a low and ominous moan come from the pit. *It is a mixture of a chant, and a cackle.*

**GM NOTES** - This room has been created to summon the **HARIONAGO** named **YAN DUTO**. The fiendish Drables have taken a particular fondness to this beast, as they find that the boons that she provides them are quite enjoyable and creative. The moaning comes from a man that has been forced into a watery pit lined with glass shards. His name is David and he has 1 hit point left. He is bleeding from scores of cuts all over his body. The Harionago, like all 4 of the fiends in this cabin, is automatically summoned whenever a living being passes the threshold and enters this chamber. The magic words for negating this are: **DOM YEHKI OOKOYO**. It is impossible for the party to know of these crazy magic words. And that is the point.

**HARIONAGO** CR 11 ~ AC 25 ~ HP 147 ~ XP 12,800

STR 19, DEX 20, CON —, INT 15, WIS 17, CHA 22

**13-STORAGE ROOM** - This 15-foot by 25-foot storage room smells of freshly-cut pine trees. The aroma is most pleasant, even in this creepy cabin. There is a door in the north wall, and one heading south. A set of double doors leads to the east, and a staircase leads upstairs. A ladder bolted securely to the wall leads upward and is situated between stacks of neatly-stacked firewood and a 5-foot square crate. Another crate is pushed into the northwest corner, and there is a massive stack of 15 barrels with spigots and labels defining their contents.

An older couple looks up at you, and features expressions of disbelief and disappointment. The pair have greying hair and are small and non-threatening in their appearance. They are allocating several packages wrapped in some form of thick, brown parchment. Written in dozens of different handwriting styles, it is plain to see. The same sentence is written over and over.

## WHAT YOU SEE IS WHAT YOU GET!

It is impossible not to notice a fear-filled eyeball peering out from one of the packages. The elderly couple sneer, seemingly at the exact same time, and in the exact same way. They begin muttering what sounds like hate-filled promises and oaths. But these are no mere words of slander. *These seemingly helpless folk are preparing to cast wickedly dark spells upon you.*

**GM NOTES** - If the PCs investigate the various packages, they will find a total of 9 severed heads wrapped in 6 separate packages. Each of the heads has a note attached to it. Each note is a letter to the Dark God NARGA. These notes describe who was beheaded, and how and why. Perhaps the most disturbing aspect of this atrocity is that *each of the letters appears to have been written and signed in the handwriting of a child...*



WHAT YOU SEE IS WHAT YOU GET

WHAT YOU SEE

WHAT YOU GET

WHAT YOU  
SEE IS WHAT  
YOU GET

WHAT YOU  
SEE IS  
WHAT YOU GET

WHAT YOU  
SEE IS WHAT  
YOU GET

WHAT YOU  
SEE IS WHAT  
YOU GET



# THE BOARD IN THE WOOD SHED

**14-BOARD IN THE WOOD SHED** - The room you have gained access to is not huge. It is a mere 20 feet square, but something about the chamber has a deep *vastness* to it. The first thing you notice is a massive crate bound in locked chains. The crate is about 8 feet square, and there are slats that have been torn out at eye level. You see nothing but blackness inside the crate. Nothing moves, and no sounds can be heard. There are, however, numerous magical symbols decorating the entire crate. The room does give off the distinct stench of sulphur and brimstone. It seems to be coming from the crate.

There are 4 chairs situated around a 10-foot by 3-foot work table. On the table are 3 items. There is an open book that appears to have been printed, and not written by hand. Another book, which is closed and bound in a strange, deep brown leather. Finally, an ornate board that measures about 18 inches by 12 inches in size. The board is made from a rich wood that is bound on all 4 corners with brightly polished brass. There are 4 magic symbols at each of the 4 cardinal directions and a very odd sentence has been spelled out in the Common tongue.

*SPHINX OF BLACK QUARTZ  
JUDGE MY CROW*

At the top of the board to the left and right are the words YES and NO. The item gives off an unmistakable aura of powerful magic.

There is a bookshelf pushed against the west wall, a sink, and a work table to the north. Another open book is on this work table.

**GM NOTES** - A successful DC 18 check made (Arcana) will make it understood that *these symbols are the kinds used to summon monsters.*

The room is devoid of any actual encounters, but if the PCs find it irresistible to play with the WYTCH BOARD on top of the table, they are most welcome to do so. In fact, there is even a book right next to it on HOW TO USE THIS WYTCH BOARD. This book is not available in this adventure, to save a considerable amount of space and page count. The GM can make up their own common sense and more widely known rules on playing with Ouija Boards, or there is a digital 50+ page version that you can download here. Entirely optional.

[http://www.drivethrurpg.com/product/220316/The-Board-In-The-Wood-Shed?src=hottest\\_filtered](http://www.drivethrurpg.com/product/220316/The-Board-In-The-Wood-Shed?src=hottest_filtered)

The Wytch Board is an item that is so open to creative interpretation, it is entirely the GM's discretion as to its powers, what and whom it can summon, etc. One suggestion is for the PCs to accidentally summon a creature of the GM's choice, transported directly and "safely" into the crate, and all of this can be done if a PC were to utter a simple magic phrase, which is boldly written in the open book on the same table. That phrase is:

**"VON-ETH-PRAY-MUS  
DEE-ARK-RAVINIUS!"**

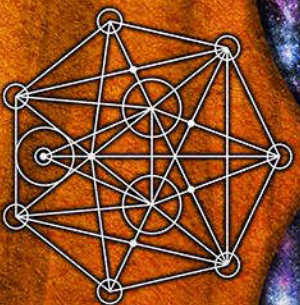
If a PC reads aloud this statement: **VON-ETH-PRAY-MUS-DEE-ARK-RAVINIUS** a monster, fiend or demon will be summoned into the crate, and will be physically strong enough to break through the wood and chains soon enough.





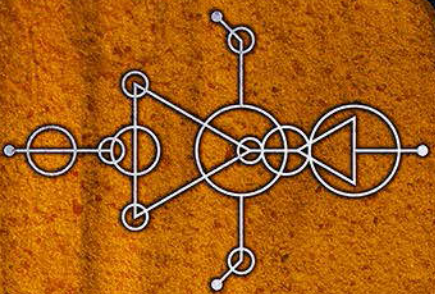
HELLO

YES



NO

GOODBYE



SPHINX OF

BLACK QUARTZ

JUDGE MY CROW

0123456789?!





My name is Teldin Drable. This entry explains a bit of the madness of not just my wife Rose, but of myself as well.

My wife and I were thriving general store owners here on Turzee Island. Several years ago, it was learned that my wife Rose was to bring our first child into this world. Most tragically and unexpectedly, our first son was born sickly, and despite our greatest efforts, he had tragically passed on into the next life. Completely beside ourselves, we were still blessed to have the support of the entire island. Good people, near and far began to frequent our store instead of the many other more popular and well-stocked stores throughout the island. Business for us was booming. Through this tragedy, my wife and I had become friends with many of the more powerful members of Turzee Island. These new and impressive friends were things that Rose and I were quite foreign to. Naturally, despite this tragedy, we were granted unforeseen blessings almost overnight. Business for us boomed even louder when we were to learn that one of our beloved friends was struck down with an unforeseen illness. The honorable Lord Ascot, mortician and funeral parlor director had turned his clientele over to us in the even of his passing. In honor of his request, and for sharing strong bonds of friendship with us, we indeed agreed to his kind and generous offer. Yes, business most certainly was booming.

A year had passed, and life couldn't be better - or so we thought. You see, my wife Rose was once more expecting to give birth to our second child, and this time, no matter what, we were bound and determined to see this through and bring this new life into our lives safe and sound. Much to our utter shock and horror, and despite our greatest efforts, this new one did not linger for long in this mortal world. Our second child had perished within two weeks... Again, an unknown and deforming physical ailment that had unfairly taken hold of us and our good intentions.



Over time, Rose and I had begun to grow apart, despite our continually growing success in business. Scared at the prospect of losing my wife due to these bitter circumstances, I convinced Rose to face our fears one last time. We had made the fateful decision to try for child but one final time! It took time, battling coldness, bitterness and fear, but we stuck with things and we were rewarded. Once again, and perhaps for the last time, Rose was once again to give birth! While thrilled, there was still the all-consuming fear that grasped us daily. At this point I was ready to do ANYTHING to preserve the life of a new one. I was literally willing to do ANYTHING to give life and be with child. It was then that I had decided to entrust Rose with my closest friends while I quested for any and all kinds of knowledge and magic, both light and dark, to see this through. We deserved at least that. I had promised Rose I would come back with an answer. A sure answer that would guarantee our desires. I was bound and determined to do ANYTHING to have what we righteously deserved after living such kind and giving lives! I left on a typical fall day and swore I would return in one month - no more and no less.

After leaving Turzee Island on my quest, I had many failures and many close calls bringing me close to danger or death. Somehow, despite being alone and without owning any skills in combat, I had always been saved, somehow or some way. One day in a town north of here called Demryl, I came upon a cleric. He was a bit of an odd man and not one of the white robes, but after telling my story, he seemed to grow delighted in what I had to convey to him. He told me that he recognized me as a highly educated man and a man that clearly would do anything for my wife. Knowing this, he asked me if I was willing to do anything to have a long and healthy family line, especially with my wife! Eagerly, I nearly grappled the man to bruising to ensure him of a distinct and most assured YES!



It was then that this man, this man whose name I do not seem to remember even to this very day, this man in black offered me two things. Two powerfully magic artifacts that could do just what I wished, just what my wife and I desired. The man gave me both items - a board and a book - and promised the secrets lodged within the depths of the book would bring about my desires. The man, he gave me these two relics at a wonderful price! A mere thirty pieces of silver, and all of my problems were soon to be over!

I thanked the man profusely and swore to him I would follow the directions to the letter and exactly as he had described. We parted ways and I then proceeded back to my home to tell Rose of the miraculous good fortune!

Grateful to be greeted by my wife and friends, I immediately got to work. Upon reading the book, it soon became apparent that what the cleric had given me was what is referred to as a Wytch Board, and that in order to save myself, my wife and my future child, I would have to perform certain complex Wytch Board rituals found within the book. It spoke of offering a variety of sacrifices to four beings, and in return for these services, these beings would in turn offer the Rose and I MANY things in return. The thing I cared most for was my wife, so a greater study of the book soon began!

The book revealed to me that it must be used by any and all that were like-minded such as myself. The book also promised great things if you were to practice the rituals often to ensure ultimate success. Soon, Rose and I had livened our lives with this newfound magical novelty. Over weeks, we learned to speak with great spirits from different realms. They offered their heartfelt condolences and promises of future help and powers. Every night, after manning our store and mortuary and crematory services, we were eager to unfold the latest secrets to be found within both the book and the board.



Then, the day finally came. One month after immersing ourselves with the board, our guide, The Dark Man RABZICUS informed us of his coming, what would be needed, and what would be given. With eager anticipation, Rose and I could hardly contain ourselves! That night, after our longest and most draining session to date, he came. He finally came! Rabzicus, The Dark Man! Oh, the things he shared with us that night still excite me to this very day, as even after all these years, we still have so much work to do!!!

After His promises, the promises of The Dark Man, he recited the plan as Rose eagerly transcribed. It was true, the price was great, but what we were promised in return was far greater than anything we had ever received before. That and the newly charged love between myself and Rose! For this, for these things we agreed to give to The Dark Man, but I had but one bold request, and that was to prove his power to us. If he could do that and show that this dark being had True Power, then Rose and I Had agreed to give ourselves WHOLEHEARTEDLY - MIND, BODY AND SOUL TO THIS our Board Keeper and to an even greater force soon to be named!

That night, Rose and I fell asleep together in each other's arms for the first time - in a longer time than I care to admit, but it was after all, what I had truly wanted and wanted more than anything. The true and eternal love of my wife Rose. I never slept more soundly. The very next morning, half expecting this plan to start to unfold, these promises of great things to be but a dream, we assured each other that yes, *yes* it was indeed very real indeed! Inexplicably, and without precisely knowing the exact reason why, Rose and I got dressed and made our way to our front door. And there it was. **There it was AS PROMISED. The proof that The Dark Man assured us of.**

*You see, The Dark Man had left us a bit of a souvenir...*



The only way to convey our realization that ALL of our hopes would indeed come true and so many more to soon come!

JOY! The fruits of our labor have finally arrived! The DARK MAN left us a gift! A part of one of my enemies! A petty thief that stole from my general store! The dark one brought a gift for me. A most prized gift indeed! Laying upon our doorstep was a severed arm. The entire right arm of Seph Krebs the thief! The one that stole from me! But it got so much better, and here is when we knew. Here is the exact moment that Rose and I KNOW of The Dark Man's True Power! How did we know it was Seph Krebs' arm? Included with this gift was an UNDOUBTABLE bonus, for on the ring finger of this vile thief's hand was a ring. THE very ring that this vermin had stolen from me one year ago to this very day! Oh, thank you, Dark Stranger! And thank you for so many more gifts to come! *Thank you eternally, NARGA, THE DARK GOD OF MURDER AND DEATH!*

**Teldin and Rose Drable**



# THE DIMENSIONAL SHAMBLER

**15-THE DIMENSIONAL SHAMBLER** - This 15 x 20-foot room has a stone magic square and dark grey chalk drawing of another symbol drawn onto the floor. A bear trap is bolted to the northwest corner of the room, and it is activated and ready to spring. A shelf holding a variety of objects is against the south wall, and there is a narrow pit covered with blood cut into the floor in the southwest corner. The smooth grey slab in the northeast corner begins to glow a sickly grey color. The magic symbol etched onto the slab's surface also begins to glow and shimmer. The outer lines begin to *vibrate* and pulse. The light intensifies, and a 7-foot tall, spindly form begins to materialize upon the stone slab. The form begins to take on more and more of a physical form, and seconds later, an otherworldly being with craggy, charred skin stands before you. The creature has taken notice of you instantly, and it begins to rend its claws in anticipation for battle, *or for a hearty meal*.

**GM NOTES** - The Drables summon the wicked **DIMENSIONAL SHAMBLER** into this room. They save this activity for when they are in their most foul moods. They are scared of the Shambler's alien and unpredictable nature. There is a dead body of a man in the 10 foot deep pit. He has been torn apart, limb from limb. Like the other 4 rooms of summoning, this room has been "trapped" to automatically summon the Dimensional Shambler that despises the fact that he is bound to visit this area. If given the chance, this being would tear the Drables into numerous pieces and cast the parts across multiple dimensions. This Dimensional Shambler has refused to provide any information at all to the Drables, yet something must have worked. The creature seems to enjoy the offerings that are left for the Shambler to enjoy.

**DIMENSIONAL SHAMBLER** CR 8 ~ AC 21 ~ HP 94 ~ XP 4,800

STR 21, DEX 16, CON 20, INT 7, WIS 14, CHA 13

**16-ROOM OF THE BODAK** - The door opens to a 25-foot square room that has a stone slab in the southwest corner, and a large drawing of a different magic symbol etched onto the floor is in the center of the room. There are two doors leading to the north, a door to the east, and a set of double doors to the south. A large desk is slanted, seemingly to face the magic square in the corner. A double pit has been furnished with iron bars and framed in white stone is at the west side of the chamber. The pit is completely covered in fresh blood. The stone slab flashes, and almost instantly, a tall, grey creature with smooth skin appears. It moves to attack.

**GM NOTES** - The Drables summon this Bodak when they want to see some semblance of delight at the gifts they leave for this rage-filled creature. The magic words to prevent this creature from automatically being summoned or materializing is **MATHRUK-FORBARRA-KUTH!**

The slanted table towards the north side of the chamber has a few items of note resting upon its surface. An open drawstring pouch with 1pp, 1gp, 1sp and 1cp. An open book hand-written by some seemingly deranged ex-general that presided over wars from times past. The book has explicit descriptions of gruesome combat tactics and the unnecessary spilling of blood that the general enjoyed so much. The illustrations are even more horrific as they are rendered in such a way that you cannot tell if they were exaggerated or real. Then, there is a very unsettling sight. A helmet, leather tunic and breeches with boots that have been arranged in a spread eagle manner, as if in some kind of effigy or tribute. There are 2 dead bodies in the 10-foot deep pit.

**BODAK** CR 8 ~ AC 21 ~ HP 88 ~ XP 4,800

STR 13, DEX 15, CON —, INT 6, WIS 13, CHA 16











# THE HYDRODAEMON

## 17-ROOM OF THE HYDRODAEMON -

A stale and acidic stench of the bog pervades your nostrils. The room is 25 feet square, and a tilted desk facing a stone magic square is in the south east corner of the room. A single door is at the center of each of the four walls, and a magic symbol has been drawn on the floor. A pool or tub is situated in the northeast corner of the room. The pool is 7 feet by 10, and is filled with a gruesome sludge. The consistency of the muck is that of very watery mud. The liquid is an olive drab green in color, and is the source of the foul odor you noticed upon entering the chamber. As you look closer, you realize that the heads of a man and woman can clearly be seen. Their heads are just barely above water, and are bound tightly in the watery tank. Their mouths are gagged, and they appear to be bound tight. The magic symbol on the floor begins to glow a bright, yellowish-green. The magical light flickers and magic sparks fly up as cinders from a green flame. An image begins to take shape in the very center of the magic symbol. This form flickers and pulsates. Seconds later, an enormous and rather obese toad-like humanoid appears directly in front of you. Its eyes fixed on what must be its sacrificial tub. It then hesitates at it notices you. It snarls, enraged at the obvious intruders that you are. Its mouth widens into a cavernous pit as a filthy glob of black spittle begins to form.

This is the chamber designated as the temporary home of a particularly foul **HYDRODAEMON** that goes by the name of **SLEVOOSTHLAH**. Slevoosthlah can be summoned simply by entering this chamber without saying the magic words that prevent him from doing so. Such is the power of the Wytch Board. The magic words are:

**HYDRODAEMON** CR 8 ~ AC 20 ~ HP 95 ~ XP 4,800

STR 18, DEX 15, CON 18, INT 9, WIS 11, CHA 14

**"FLAUGH-EHM-RAYNAH-SHTHOOLOO!"**

Both Teldin and Rose have settled on these magic words, as they realize that while their minds are still sharp much of the time, they do realize that more and more, their memories are slowly fading. Such is the curse of worshipping Narga!

**19-NORTHWEST SLAVE PEN -** The door opens to a pitch black room. Sounds of sheer panic come from the corner to your right. As soon as light is shed upon the room, it becomes quite apparent that this is a slave pen or make-shift prison of some sort. Two large ball and chain shackles lie on the filthy floor directly in front of you and off to the other corner to the left. A pale and emaciated woman with bruises about her body is huddled in terror in the west side of the chamber. She has a large ball and chain attached to one of her legs, and by the looks of the woman, it seems like she could not lift this heavy ball to save her life.

**GM NOTES -** This poor woman is named **Emma**. She has been terrorized and knocked around, but she is a true fighter, and will gladly share the following information that she has gained through her harrowing ordeal:

**"There are 4 rooms. Just by entering them, will wake the demons onto the magic symbols."**

**"The Drables are insane! I escaped a group of crazed looters and killers to end up here? This place is far worse. They speak directly to Narga!"**

**"My family is quite well to do and will surely pay you if you help me!"**

If the PCs can get Emma to safety, her family pays each of the PCs an additional 1,000gp apiece.



There's a tale about Mister Black,  
He's said to carry a head in his sack,

He comes late at night, all you need do is call,  
His name's Mister Black, the most evil of all,

If you've been out late, perhaps you've already met,  
For what you see here is what you will get.  
What you see here is what you will get!

You've come to this island to meet Mister Black,  
He's seen at night gathering heads for his sack,

Now that you're here, you're here to surely stay,  
For to pay Mister Black - with your soul you will pay,

If you've been out late, perhaps you've already met,  
For what you see here is what you will get.  
What you see here is what you will get!

I'd like for you to meet my friend Mister Black,  
He got me to bring mummy and daddy's head for his sack,

He asks that there's no need to scream or pout,  
After all, you'll know there's only one way out.

If you've been out late, perhaps you've already met,  
For what you see here is what you will get.  
What you see here is what you will get!



# SOLE SURVIVOR EMMA

If given a weapon, Emma offers to stay and fight any way she can. She asks the party for a favor:

“Give me a weapon. I want to be the one to slash those bastards to pieces!”

This sentence chills you deeply, and you pause for a moment at such an intent, especially from someone so seemingly weak and frail.

**20-NORTH EAST SLAVE PEN** - This pitch dark room appears to be a slave pen of sorts. It is 15 feet wide, but merely 5 feet in depth. The pen smells faintly of death, and you can't help but think of the slave pens found on slave ships from various stories you have heard of. Two unoccupied ball and chains remain on the dirty floor. A disturbing note has been written on an oversized brown parchment. The vellum is much larger than usual, and is the kind that comes in large rolls for the manufacture of magical scrolls. Written upon the paper is what appears to be some form of children's poem, quite horribly morphed into something much darker.

Directly beneath this paper are two glass jars. Each has a parchment tied to it, and one is labeled BLOOD, and the other is labeled TEARS. Though stained, thankfully both jars are empty.

**Q-SOUTHEAST BRIDGE TO HOME** - You reach the southeast bridge. It extends for quite some time, but at the end, you definitely see the shore that is past the boulder barricade.

**GM NOTES** - If the PCs are departing from this adventure and leaving the island for good, then they have done well in surviving this adventure. If Vontavius Harmz is with them, he has some words

for the party.

“I'd like to thank *all* of you for helping me get off of that Devil's island *alive*. I'm sure I could have handled it *alone*, but the help was much appreciated. More so than normal.”

Vontavius then cracks a playful smile.

“Here, I'd like to give you a little something. Just a small gift that us Rangers like to share between each other and those of like minds.”

With that, Harmz presses a small, rawhide bag into the party leader's hands. Harmz smiles again, and nods in his most charming way, and offers one final parting statement,

“If you are ever around these parts again, you'll be able to find me. We'll go out and chop up some witches and hags or something. But one thing is for sure, we'll definitely stay off of that Gods-cursed island!”

You watch the flamboyant Ranger walk to his horse and ride off. You open the small bag and see the contents it holds.

**HORN OF THE RANGER'S CALL** - A small animal horn that, when blown, will alert the Ranger (or Druid, etc.) that gifted this to the PC of this special call. “The Call”, as it is often called, has a range of five miles. The horn acts as a regular horn to alert others, but it is completely silent when it is blown within a 5 mile radius of the Ranger/Druid that passed the horn on. It is a true honor and privilege to receive a gift of this nature. It is one of the most prized and highly-sought items that one traveling with a protector of the woods could ever hope to receive. If the GM wishes, they could allow this magic item to also communicate with animals.



# THE DRABLES STAT BLOCK

**THE DRABLES** - Human CR 7 - XP 3,200

Witch level 8

Init 0; Senses

## DEFENSE

**AC 10**, Touch 10, flat footed 10

(No Armour, Shield, none)

**hp 62** (0d8+8d6+24+8);

Fort +5, Ref +2, Will +8

## OFFENSE

Speed 30

### Melee

Single Attack Sickle +7 (1d6+3)

Full Attack

Sickle +7 (1d6+3)

Space 5ft.; Reach 5

Special Attacks

### Witch Spells

CL 8 Concentration 12

**Level 0** (4) DC 14

Bleed, Daze, Putrefy Food and Drink, Read Magic

**Level 1** (6) DC 15

Burning Hands, Chill Touch, Divine Favor,

Summon Minor Monster, Summon Monster,

Unseen Servant

**Level 2** (5) DC 16

Bulls Strength, Mad Hallucination, Summon

Cacodaemon,

Summon Monster II, Summon Swarm

**Level 3** (5) DC 17

Fly, Magic Weapon, Greater, Summon Monster

III, Vampiric Touch, Vision of Hell

**Level 4** (4) DC 18

Divine Power, Summon Cacodaemon, Greater,

Summon Genie, Lesser, Summon Monster IV

## STATISTICS

Str 8, Dex 11, Con 11, Int 19, Wis 14, Cha 13

Base Attack 4 CMB 3 ; CMD 13

## Feats

Hex - Cackle (Su):

Hex - Cauldron (Ex):

Hex - Coven (Ex):

Hex - Disguise (Su):

Hex - Flight (Su):

Brew Potion,

Combat Casting: +4 Concentration checks for  
Defensive casting,

Greater Spell Focus: +1 DC against spells  
of one class,

Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1  
school of magic,

Spell Penetration: +2 caster level checks to  
defeat spell resistance

**Skills** Craft Alchemy 19, Fly 7, Heal 13,  
Intimidate 8, Know Arcana 15, Know Nature 15,  
Know the Planes 12, Spellcraft 15,  
Use Magic Device 7

## Languages Common

## SPECIAL ABILITIES

Familiar - Alertness (Ex)

Familiar - Deliver Touch Spells (Su)

Familiar - Empathic Link (Su)

Familiar - Improved Evasion (Ex)

Familiar - Intelligence = 9

Familiar - Natural Armor Adj = + 4

Familiar - Share Spells

Familiar - Speak with Animals of Its Kind (Ex)

Familiar - Speak with Master (Ex)

Familiar - Store Spells

Witchs Familiar -1 (Ex)

Witchs Familiar -2 (Ex)

**THE DRABLES** are both in their sixties. They appear to be in their sixties and appear to age physically, but they have not only retained the strength and constitution of youth, but have been granted temporary gifts for these to be augmented. They have RAT familiars named ZIM and ZAM.



# CONCLUSION

This concludes the **dark slasher** adventure, **THE PINE BARRENS**. GMs are encouraged to use their own creativity and resourcefulness if the PCs become overmatched. The same thing applies for if the PCs find this adventure somehow “too easy.” Some suggestions that you can do to make things more difficult for the PCs is to roll more often with wandering monsters. Double or triple the #(s) of appearing, adjusting their spells and tactics to be more lethal, etc.

There are a few random items of note that the GM may choose to use:

**DARK BY DEZIGN** creators and authors feel that there is a very good balance of challenging creatures that can be found within this book. That said, no party is exactly the same. Some groups of adventurers are very strong, and some are not quite as strong. There is no real way to appease everyone, no matter how much play testing is involved.

If some of the encounters may seem too difficult, the stats can be slightly modified, the tactics can be not as lethal, etc.

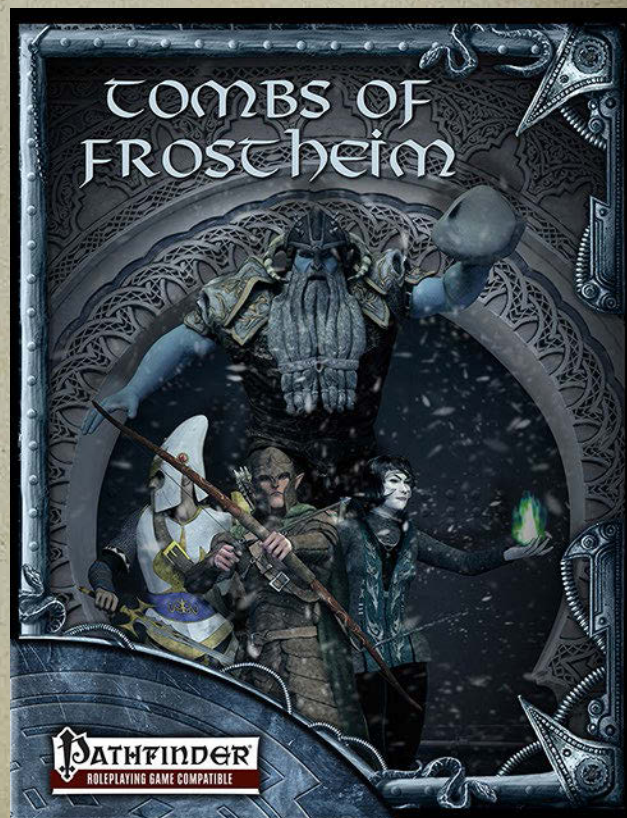
If some of the encounters are too easy, you can easily adjust the tactics of these monsters and other evil beings. Many of the spell casters have some lethal spells they can use on the party if things are going too pedestrian for them.

The goal of this adventure is for it to be as fun and memorable for both the players and the GM as well. **DARK BY DEZIGN** sincerely wishes that you and your group of monster hunters have a really wonderful gaming experience. You can find **DARK BY DESIGN** on Kickstarter, DTRPG and other places like Instagram and Pinterest.



**THE PINE BARRENS** can be played entirely on its own, or as a part of a 7-part **PATHFINDER** adventure series. The next book in this series is **TOMBS OF FROSTHEIM**, and is for 4-7 player characters of levels 9-10. **HELVATH VORPNIR** had been imprisoned in **FROSTHEIM GATE** awaiting torture and execution for his misdeeds. A famous big game hunter has offered the party a veritable small fortune for his capture and safe return. This Frost Giant prison lair is the home of **JARL GRIMTHROK OAKEN ROCK** and is known to be the home of elite frost giant prison lords, not to mention the hordes of Yeti, Remorhaz and the White Dragon known as **Scythe**. This and other titles by **DARK BY DEZIGN** can be found here at DTRPG!

[http://www.drivethrurpg.com/browse/pub/9996/DARK-BY-DEZIGN?term=Dark+By+D&test\\_epoch=0](http://www.drivethrurpg.com/browse/pub/9996/DARK-BY-DEZIGN?term=Dark+By+D&test_epoch=0)





# CHAOS SLAYERS STAT BLOCK

## CHAOS SLAYERS

Human "Fey Possessed Creature"

CR 2 - XP 600

Slayer level 2

Init +4; Senses Low-light Vision; Perception +6

## DEFENSE

**AC 15**, Touch 14, flat footed 11 (Leather, Shield, none) +2 deflection bonus to AC against good creatures (+4 Dex, +1 Natural, +4 deflection)

**hp 27** (0d8+2d10+10+2);

Fort +12, Ref +11, Will +9 ; +2 resistance bonus on saves vs good creatures, Save Modifier +4 bonus on saves against mind-affecting effects

Damage reduction 5/cold iron, Resistance to cold and electricity 10, Spell Resistance 11 HD

## OFFENSE

Speed 30, fly 45ft.

### Melee

Single Attack Pitchfork +7 (1d8+5)

or Blowgun +6 (1d2)

Full Attack

Pitchfork +5 (1d8+5)

Sickle +5 (1d6+2)

or Blowgun +6 (1d2) range 20

Space 5ft.; Reach 5

Special Attacks

Studied Target (Ex) -1

Studied Target (Ex) -2

Spell-like Abilities

Spell-like Abilities Dancing lights 3/day,

1/day faerie fire

## STATISTICS

Str 12 + 8 = 20, Dex 19, Con 13 + 8 = 21,

Int 15 + 4 = 19, Wis 8, Cha 13

Base Attack 2 CMB 7 ; CMD 25

## Feats

Fast Stealth (Ex)

Alertness: +2 Perception +2 Sense motive,

Armour Prof Light,

Armour Prof Medium,

Iron Will: +2 on will saves,

Martial Weap Prof,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Two-Weapon Fighting: Get extra attack at -2 to all attacks

**Skills** Acrobatics 9, Bluff 6, Climb 10, Craft 4, Disguise 6, Fly 4, Heal 4, Intimidate 1, Know Arch & Eng 4, Know Dungeon 4, Know Geography 4, Know Local 9, Perception 6, Profession -1, Ride 4, Sense Motive 6, Stealth 9, Survival -1, Swim 5

**Languages** Common

## SPECIAL ABILITIES

Slayer Talents

Track (Ex)

Low-light Vision:

Buffing spells pre-cast:

Cloak of Chaos caster level 3

Foxs Cunning caster level 3

Foxs Cunning, Mass caster level 3

Magic Circle against Good caster level 3

Protection from Good caster level 3

Rage caster level 3

Rage Power (Ex) caster level 3

Rage Power Greater (Ex) caster level 3

Unholy Aura caster level 3

**CHAOS SLAYERS** are deranged maniacs that were at one point merely disillusioned or very unhappy older kids. Usually teenagers and young men and women in their early twenties can potentially succumb to Narga's Dark Promise. The Dark God of War and Death is trying to create a horde of rage-filled warriors trying to outdo each other in ever-escalating levels of carnage. Chaos Slayers are encouraged to sever the heads of their perceived enemies and package them and send them to a CHAOS SLAYER LORD to horde and present to Narga in exchange for potential special abilities. Chaos Slayers are promised to unleash their anger on a never ending supply of innocents.



# CREDITS

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent \*\*such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and

distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

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

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

**Pathfinder Roleplaying Game Core Rulebook.** © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder RPG GameMastery Guide.** © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K. Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Pathfinder Roleplaying Game Bestiary.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2.** © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stevens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3.** © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4.** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Horror Adventures** © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

**Pathfinder Roleplaying Game: Ultimate Equipment (OGL)** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

**Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

**Pathfinder Roleplaying Game Advanced Class Guide** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**The Pine Barrens** © 2018, Dark By Design; Author: Matthew A. Bogdan





# THE PINE BARRENS

A large **REWARD** is being offered for the capture or proven slaying of three escaped criminals that have sought refuge in the Pine Barrens on remote Turzee Island. A wide variety of other unexplained disappearances and deaths have also been reported, and it seems that a small army of “**SLASHERS**” are taking credit for the island’s sudden overtaking.

*Can the party delve deep into the Pine Barrens and other dangerous areas of The Island of Turzee and find the cause of this evil, kill or capture the ruthless and vile **CROOTHE** brothers, find a buried treasure trove and escape alive?*

