



CAMPAIGN KITS

Fantasy Adventure Plot Points

Maidenhill

AND HER MANY SECRETS

KALYNA CONRAD AND RICK HERSHEY

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE



CAMPAIGN KIT



MAIDENHILL

And Her Many Secrets

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Introduction

In this book you will find a series of one-page adventures all based around the forestry and logging mecca of Maidenhill. These are short, encounter-based adventures, some of which relate to each other, but not all. Everything is playable as a stand-alone scenario. All of the adventures in this book are designed for a party of 4 players.

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MAIDENHILL

CN Small City

Corruption +1; **Crime** +3; **Economy** -1; **Law** -4; **Lore** +3; **Society** -4

Qualities Notorious, Prosperous, Rumormongering Citizens, Strategic Location

Danger 35

Disadvantages Hunted

Government Autocracy

Population 5,080 (Can balloon to 10,000 depending on traders and laborers passing through) (4,400 Humans, 400 Dwarves, 100 Half-orcs, 150 other)

Notable NPCs Mayor Maalten (LN male human aristocrat 5), Granny Cochenny (NG female human adept 4), Alfred Tunney (LG male human expert 5), Madam Papilia (N female human bard 3)

Base Value 5,600gp; **Purchase Limit** 52,500gp;

Spellcasting: 6th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Founded two hundred years ago as nothing more than a simple trading outpost, over the last seventy-five years Maidenhill has become the central hub for the multiple logging camps occupying the Evergreen Forest. Over

the years the settlement has grown into its own. It is now a bustling small city with the feel of a gold rush town. Walking the streets will reveal plenty of transient visitors, houses of ill-repute, bars, cheap inns, and, of course, one outfitting store and a single bank, both owned by the mayor.

This city can be placed anywhere on a forested trade route near a river. The river is a vital part of Maidenhill's success, allowing it to operate as a port for the export of both raw and milled lumber. It serves as the gateway into the logging region, and everyone headed for the camps must first pass through town. It is also the only stopping-place for a day's ride to either side, so it welcomes almost as many travellers as it does loggers—as a result there are many trinkets and wonders for sale, which would not be available in a typical city of this size. While its permanent population is about 5,000, that number can as much as double during the spring and summer months, depending on the number of travellers and logging workers passing through.



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Adventure Summaries

EMPTY STREETS (LEVEL 1)

There are rumors that people are going missing off the streets at night, never to be seen or heard from again. The PCs must discover who is behind these disappearances and why.

WHO WANTS BACON? (LEVEL 1)

The trail to the southeast logging camp is plagued by a creature who tramples anyone foolish enough to venture the path. The PCs are sent to deal with the monster.

THE UNLUCKY MILL (LEVEL 2)

The local sawmill has been closed by a rash of unfortunate accidents. The owner asks the PCs to investigate what he believes to be sabotage.

SOMETHING IN THE WATER (LEVEL 2)

When the men of Maidenhill all wake up bald, the townsfolk believe an old witch on the edge of town is to blame. The PCs must confront her to discover the truth.

MONEY TROUBLES (LEVEL 3)

The bank has been robbed! The PCs must uncover the thief and return the stolen money.

GOBLINS! GOBLINS! GOBLINS!

(LEVEL 3)

The Eastern Camp sends word that they've been infested with a tribe of goblins. They ask the mayor for help and he hires the party instead to deal with the problem.

BRING 'EM IN (LEVEL 4)

A mysterious vigilante has been attacking the supply caravans headed for the Northern Camp and leaving messages threatening to escalate the violence if the deforestation doesn't stop. The PCs are hired to escort a shipment of supplies for the loggers and deal with the vigilante.

KISS OF DEATH (LEVEL 5)

The PCs are approached by the madam of the most successful brothel in town. Two of her girls have been murdered and she begs the party to catch the perpetrator before they kill again.

THE MANSION ON THE EDGE OF

TOWN (LEVEL 6)

Once owned by the man who founded the city's lumber mill, the house is rumored to be haunted by his ghost. None of the locals will go near it, but lately people claim they have seen a ghost on the road begging for help. The PCs are sent to investigate.

BLOOD IN THE SEWERS (LEVEL 7)

The mayor implores the party to venture into the sewers and clean out the vampires who have been feeding on unwary travellers.

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EMPTY STREETS

The bustling road-side lumber town of Maidenhill comes into view just in time for dinner and a rest. It isn't long before rumors of danger after dark reach the ears of new arrivals.

Location(s): The Stag's Head public house; the mayor's mansion

Level: 1

Introduction

The city of Maidenhill has been a logging hub for as long as anyone can remember. While it has always been a rough place, those who walk the streets have rarely feared for their lives after dark. Mayor Maalten maintains an elite, well-trained city guard to prevent the darker element from preying on the laborers he knows provide most of the city's income. But something has changed in the last few weeks. People, mostly visitors and temporary workers, are disappearing into the night, never to be seen or heard from again. A deep, primal fear of the dark has gripped the city so tightly that no one is willing to investigate.

BEWARE THE DARK!

The party arrives in the city of Maidenhill shortly before nightfall after a long day's ride. Weary and hungry, they make for the first inn they see: a place called the Stag's Head. The owner of the Stag's Head, a man by the name of Bullark, welcomes them and offers them a table. When he brings their meals he asks the party for help. He explains about the nighttime disappearances and says that he and the other innkeepers are worried about what this will do to business. He offers the party 100gp each if they're willing to confront Mayor Maalten and get to the bottom of this mystery.

He says that people around town believe that Mayor Maalten has been stealing transients off the street for his own nefarious purposes. The only person brave enough to take that accusation to the Mayor's front door was a wine merchant named Jethro. When he was found dead in the town square the next day no one else could find the nerve to say a thing, but the townsfolk are tired of living in fear.

When the party chooses to accept the mission, Bullark will give them the address to Mayor Maalten's mansion and advise them not to seek it out until morning.

When the party arrives at the mayor's mansion the following morning they are stopped at the gate by two of the mayor's guards, Stu and Will, who refuse to let the party in.

The bodyguards are nervous and more willing to pick a fight than talk. It requires a DC 20 Diplomacy or Intimidate check to get past them without fighting them. The Diplomacy DC drops to 15 if the party mentions needing to meet with the mayor.

STU AND WILL (MAYOR'S GUARDS) (CR 1/2 EACH)

XP 200 each

Human Fighter 1 (See Appendix A)

hp 13 each

Once the party is past the front gates they can find their way through the mansion with a DC 15 Knowledge (local) or (architecture/engineering) check. This check is negated if they befriend Stu and Will.

When they locate the mayor's office two more guards try to stop them.

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ALLAN AND TED (MAYOR'S GUARDS) (CR 1/2 EACH)

XP 200 each

Human Fighter 1 (See Appendix A)

hp 13 each

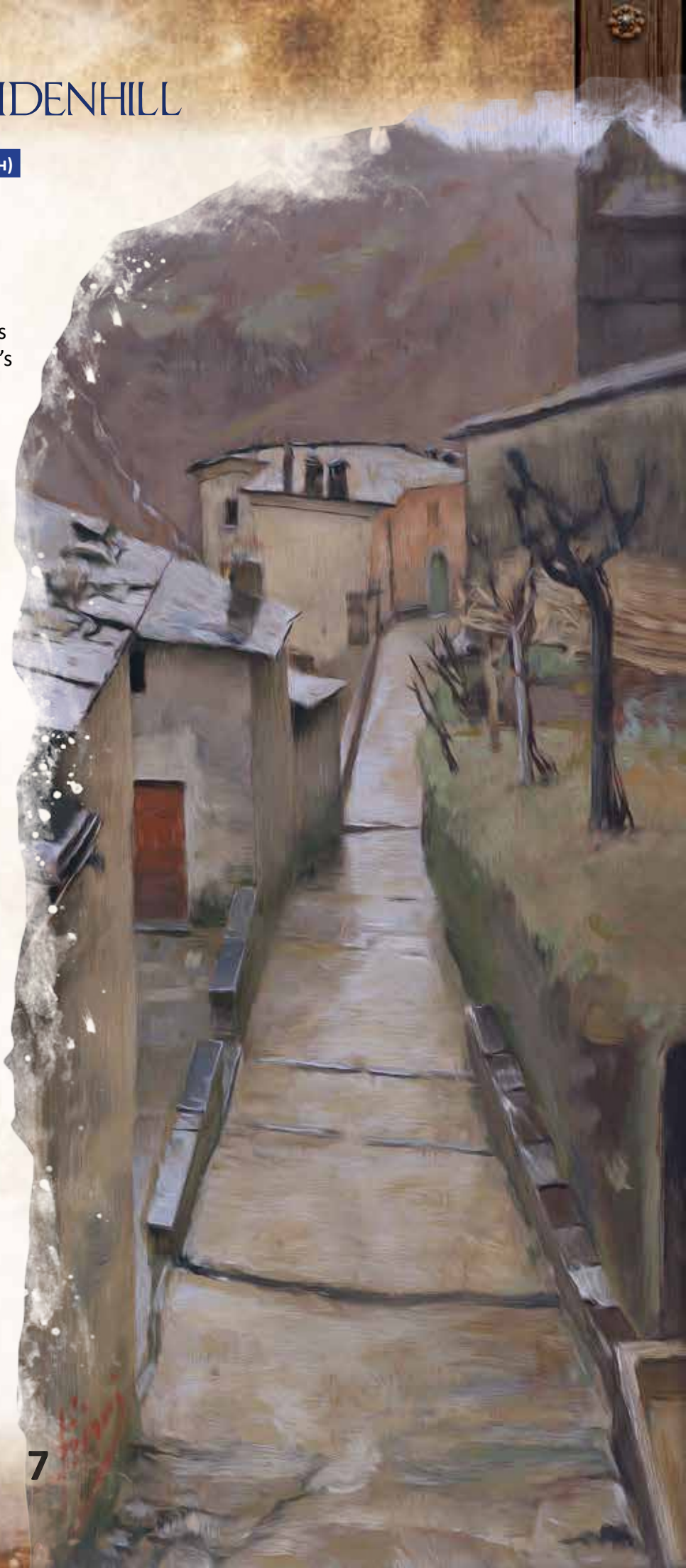
After the second encounter the party gets into the mayor's office (For Mayor Maalten's stats see Appendix B). He turns out to be just as scared as the townsfolk, but any answer he gives leaves the party with the sense that he knows more than he's letting on. Use the result of a Diplomacy check to determine how much he reveals.

DC 10 – The mayor is aware of the disappearances. He explains the death of Jethro as an unfortunate accident on the part of one of his guards who went too far when the man—who was drunk—accosted him.

DC 15 – Mayor Maalten knows that the only people who have disappeared are travelers. He's unwilling to investigate because the threat has not harmed his townsfolk.

DC 20 – He has been tracking accounts and will reveal that the victims are always grabbed around midnight. Every sign of a scuffle leads to a sewer entrance.

DC 25 – There is a vampire living beneath the streets of Maidenhill, but it seems to be leaving the town's locals in peace, so the mayor would rather not provoke the creature by trying to investigate further.



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WHO WANTS BACON?

It's a peaceful morning in the town of Maidenhill when the idyllic scene is broken by the shouts of terrified men coming from the southeast.

Location(s): The Stag's Head Inn, Southeast Camp Road

Level: 1

Introduction

Maidenhill is the hub for a number of logging camps who buy all their supplies through the town and send their lumber there for processing. These transactions keep the town afloat. If one of those camps were to founder, it would have a terrible effect on the town. Everyone in the town is aware of this, and as such, the welfare of the satellite logging camps is a top priority for those who live in the town.

BACON, BACON, BACON!

The party is enjoying a warm breakfast at the Stag's Head Inn when a bedraggled, blood-soaked man drags himself through the front door. He pulls in a deep breath and scans the room. Bullark, the innkeeper approaches the man and asks what's happened.

His eyes are wild as he clutches Bullark by the shirt and sputters the following: "Help... Blood... Thunder... We didn't stand a chance... It came out of nowhere..."

Bullark brings the man over to the party's table and introduces him as Sanders. He sits the man down and tells him to explain his story to the party as he fetches a tankard.

As Sanders settles into his beer he becomes more coherent, explaining that he and his friends were hired to guard a supply train headed for the southeast logging camp after two such trains had been destroyed and all of their men killed. They'd been hired by Standard Logging, the owners of the logging camp, to deal with the unknown beast whose attacks have all but closed the only access road to the camp. He tells the party that Standard Logging has put up a 500gp reward to anyone who can bring back the beast's pelt.

Sanders will take the party to Standard Logging's office. The manager will say that they're planning to attempt another delivery the following day and asks if he can hire the party to guard it.

The party rides out at first light with the caravan. About halfway down the trail the men on the caravan start to get antsy. The driver calls back, "Stay alert, boys, this is about where the last team bit the dust."

The road ahead is clear, but the dirt of the trail is rutted and churned. There are suspicious red spots mixed with the mud as well as hoof prints that are far too small for the cart horses that regularly travel this road.

A DC 12 Knowledge (nature) check will allow the PCs to identify the hoof prints as those of a wild boar.

To either side of the trail the underbrush is thick and tangled with some broken branches in various places, making the area difficult terrain. The thick foliage makes it difficult to see anything that lurks within. Creatures within 10ft of the edge of the forest gain concealment. Outside of the 10ft range it is impossible to see anything.

Almost as if on cue, a thunderous crashing comes from the forest to their right. A dark shape bursts out of the bush and slams into the side of the supply cart with enough force to lift it off two wheels. The driver and his

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outrider draw their swords, but neither looks willing to fight. In fact, the men duck behind the wagon and hunker down as the driver yells, "All right you mercenaries, this is what you were hired for. Make it happen!"

Once the creature pulls back from slamming into the wagon it becomes clear that it is indeed a wild boar. An angry wild boar. It charges the nearest party member.

The party must bring the boar hide back to the Standard Logging office in order to collect on the bounty. As a bonus, if they bring the corpse back to the inn or to the camp, Bullark or the camp cook will be happy to butcher the carcass and invite them to a feast of boar meat, as well as a pound of bacon each for their travels.

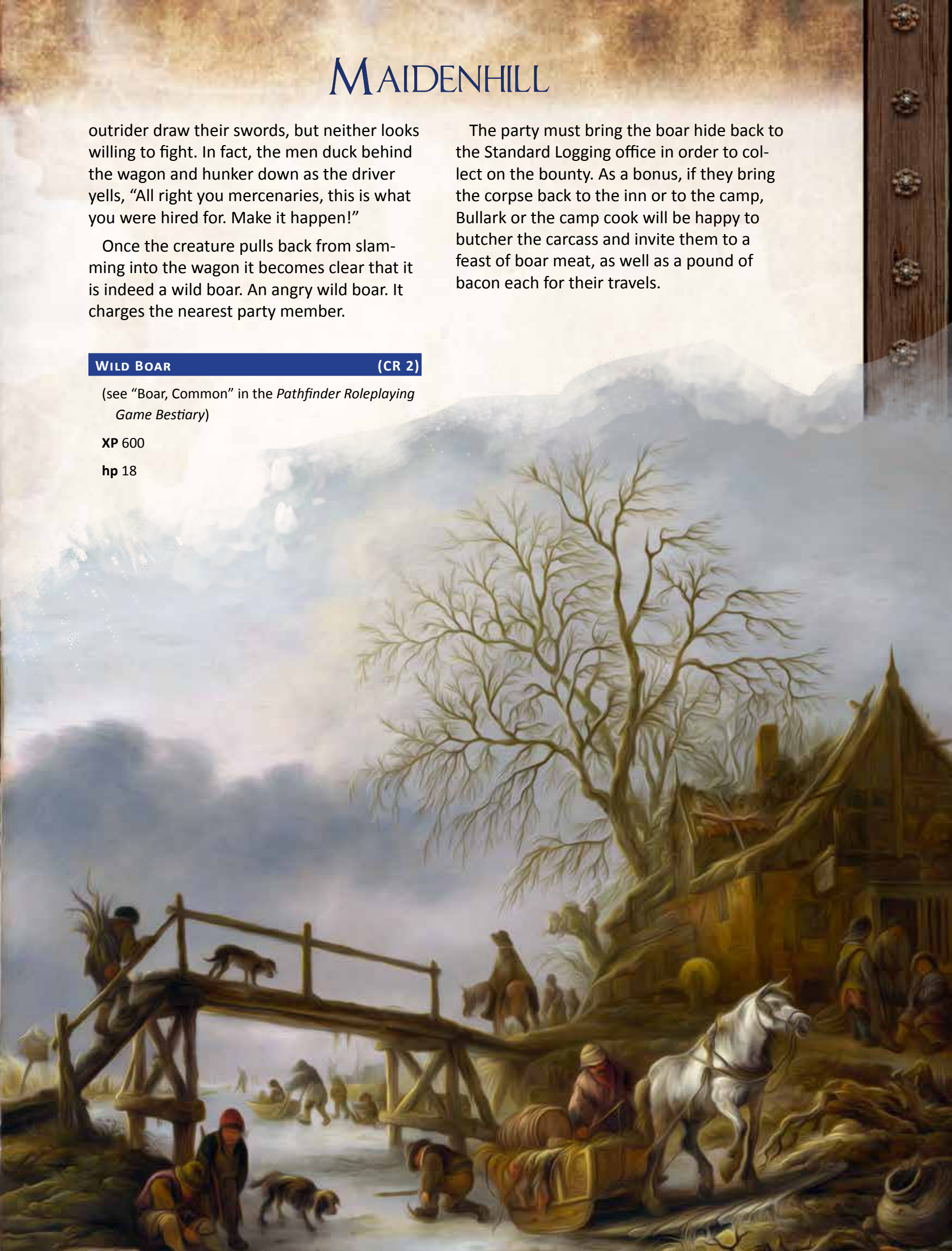
WILD BOAR

(CR 2)

(see "Boar, Common" in the *Pathfinder Roleplaying Game Bestiary*)

XP 600

hp 18



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THE UNLUCKY MILL

On a ridge by the lake on the north end of Maidenhill stands the town's only mill. Its in good shape, but it is oddly quiet. The town's taverns are full of unemployed mill workers lamenting their fate.

Location(s): town square, Tunney's mill

Level: 2

Introduction

While the town of Maidenhill depends upon the logging camps for sustenance, they, in turn, depend upon Tunney's Mill to process and export their products further downriver to various cities. Without the mill the camps, and then the town, will sink into penury and dust.

EVIL LURKS AT THE OLDE TOWNE MILL

As the PCs explore Maidenhill, a man in his late twenties approaches them. He looks tired and a little bit haunted. He offers to be the party's guide and tells them that he's out of work due to the closing of Tunney's mill. He explains that Mr. Tunney believes there is a saboteur at the mill and asks the party to meet with him.

Alfred Tunney is a man in his late thirties, son of the mill's founder and current manager. He has the bearing of an entrepreneur, but there is an air of furtive suspicion about him. He tells the party that over the last few weeks there have been a series of suspicious accidents at the mill, the last of which nearly killed one of his foremen when the man tripped and landed on the belt that fed into

the main saw. He has closed the mill until he can figure out the cause of the accidents and be sure that his employees will be safe. He asks the party to investigate his mill and see if they can find any evidence of sabotage.

INVESTIGATING THE MILL

The mill is quiet and empty when the party enters. The center of the big, open room is dominated by a circular saw with a 10ft long belt on either side. The saw is slightly crooked and not moving. It looks like it might be jammed. At the far end of the room is a square opening in the wall. It opens onto the chute that pulls logs up into the mill and onto the saw belt. Both side walls are lined with workbenches. A multitude of handsaws and other woodworking tools hang above the benches.

The party can find no immediate sign of foul play. As they begin searching the mill they have the sense that someone—or something—is watching them. As they probe deeper into the mill strange things begin to happen. The mill is small enough that all of the following events will occur within the unluck aura of the pugwampis (see below).

THE WASTE CHUTE

(CR 1)

XP 400

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

Trigger stepping on particular board; **Reset** 1 day

Effect as per "Pit Trap" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*

As the PCs are walking about the mill someone steps on a loose board near the end of the belt furthest from the chute entrance. The waste door, which was being held closed by friction, drops open between the end of the belt and the wall. If any of the party members are standing on it they must

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make a DC 12 Reflex save or Acrobatics check to leap clear of the falling floor or risk dropping into the river 10 ft below.

THE SAW

(CR 1)

XP 400

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

Trigger tripping on the lever; **Reset** 1 hour

Effect as per "Swinging Axe Trap" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*

As soon as any PC investigates the saw they trip over the lever, activating the belt as they fall onto it. When they try to get out of the way some part of their clothing gets caught, pinning them to the belt and driving them towards the saw. The lever must be pulled again to turn the saw off—assuming there is someone nearby to do it, or the PC can figure it out.

Once the saw has been shut off the party will discover a pugwampi nest in the sawdust bin underneath.

PUGWAMPIS (3)

(CR 1/2 EACH)

(See "Gremlin, Pugwampi" in the *Pathfinder Roleplaying Game: Bestiary 2*)

XP 200 each

hp 6 each

Once the nest is clear, the mill is once again safe. The PCs can take this news back to Alfred Tunney. He is so grateful for the party's help that he offers them 225gp each.



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SOMETHING IN THE WATER

The party comes upon the town of Maidenhill to find it in an uproar. All of the men are gathered in the town square comparing their shiny bald heads, chatting worriedly about what could have happened overnight.

Location(s): Town of Maidenhill, Granny Cochenny's shack

Level: 2

Introduction

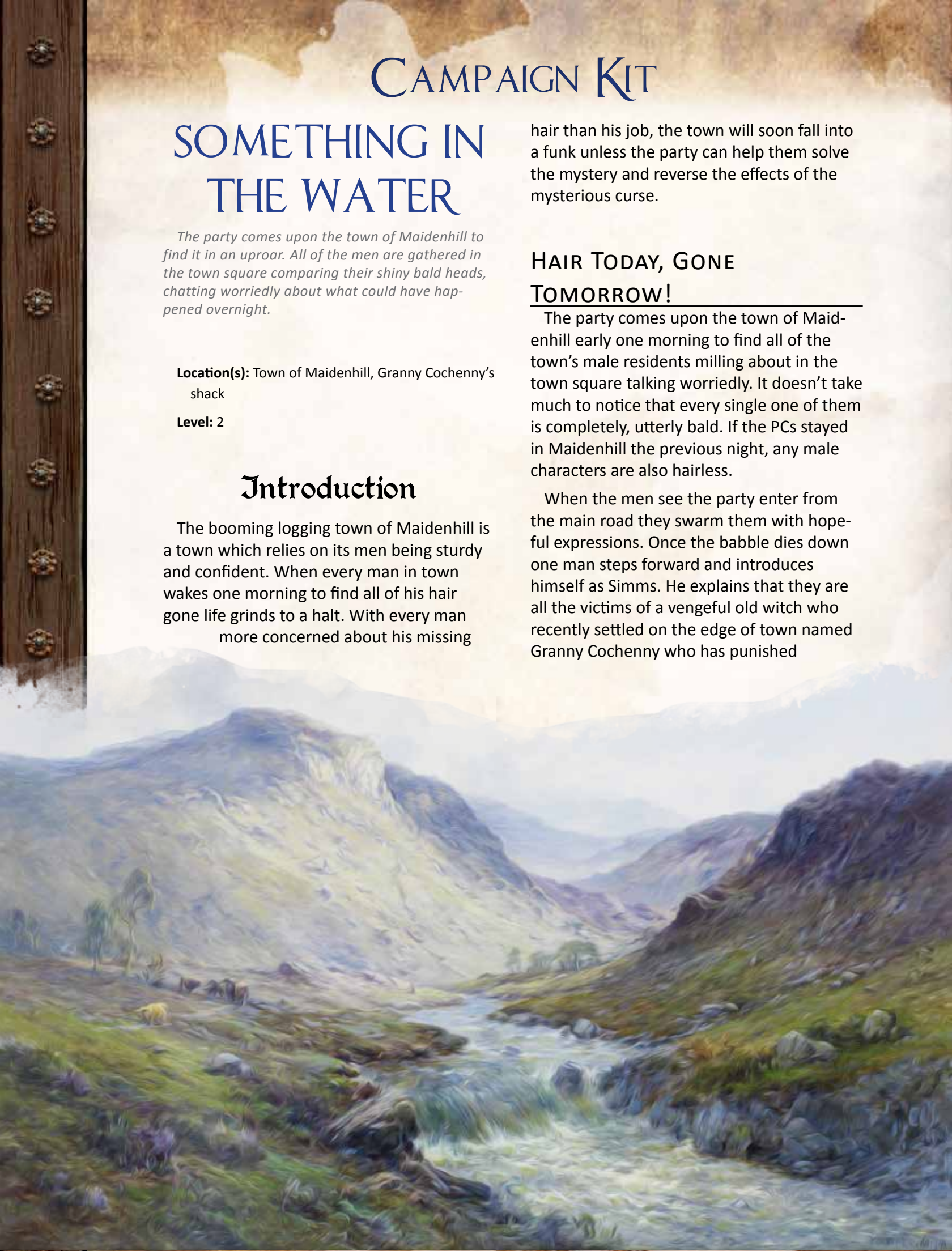
The booming logging town of Maidenhill is a town which relies on its men being sturdy and confident. When every man in town wakes one morning to find all of his hair gone life grinds to a halt. With every man more concerned about his missing

hair than his job, the town will soon fall into a funk unless the party can help them solve the mystery and reverse the effects of the mysterious curse.

HAIR TODAY, GONE TOMORROW!

The party comes upon the town of Maidenhill early one morning to find all of the town's male residents milling about in the town square talking worriedly. It doesn't take much to notice that every single one of them is completely, utterly bald. If the PCs stayed in Maidenhill the previous night, any male characters are also hairless.

When the men see the party enter from the main road they swarm them with hopeful expressions. Once the babble dies down one man steps forward and introduces himself as Simms. He explains that they are all the victims of a vengeful old witch who recently settled on the edge of town named Granny Cochenny who has punished



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them for the simple crime of asking her to leave.

The story goes that, shortly after she arrived, an elected representative approached her and asked her to clear out because the townsfolk were uncomfortable with her presence around their children. She refused to leave, cursed him, and told him never to return.

The next morning the man woke to find all of his hair had fallen out.

Scared, the men of the town elected a different man to approach the woman and ask her to leave. After the second man's attempt every man in town woke up bald. They're too scared to confront her again for fear of what she'll do next, so they engage the party to evict the old witch for them.

The witch's cottage stands just off the main road on the east side of town. It is surrounded by a lush garden growing many kinds of unusual and attractive flowers and plants. The cottage itself is a squat, one story building with one front door and a single window.

As the party comes down the path through the garden the old woman is waiting for them at the door.

She crosses her arms as they come up the path and says, "I knew you would come." She steps aside and invites them in. "Come, it's best we talk."

If the party chooses to attack, Granny Cochenny will fight to subdue them and then explain herself.

If the party chooses to talk, Granny Cochenny will tell them that she is a healer by trade. She will explain that the first man who came to see her refused to listen to reason and threatened her life. When she refused to leave, he started spreading nasty rumors that she ate unwitting children and the like, so she defended herself by slipping him an elixir of male hairlessness.

After the second man came knocking, threatening that they would get her to leave by force. She will admit that the men's baldness was her doing as she added the same elixir to the water supply in retaliation. She agrees to give out antidotes if the townsfolk will agree to let her stay on the outskirts of the town and live her life in peace. She tells the party to communicate that she is a healer and would be happy to help the town with their ailments should they need her services.

The party will need to pass a DC 20 Diplomacy check or two subsequent DC 15 diplomacy checks to convince the townsfolk of Granny Cochenny's good intentions.

In exchange for taking her message back to the townsfolk and convincing them of her goodwill she will gift the party with two random potions as well as two *potions of remove disease*.

GRANNY COCHENNY

(CR 2)

XP 600

Female Adept 3 (See Appendix C)

hp 18

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MONEY TROUBLES

Cries of alarm break the stillness of the Maidenhill night as Simon Seminole, owner of the local bank comes stumbling out into the street in his nightwear, screaming that his bank has been robbed.

Location(s): Stag's Head Inn, Seminole's bank, Elendril the apothecary's house, Doctor Mandrake's offices, Mrs. Stegman's boarding house.

Level: 3

Introduction

Money makes the world go round. And all of the money that flows through Maidenhill passes through the only bank in town: Seminole's Mercantile Exchange. All three of the major logging companies in town, and the mill, move their payroll through the Exchange. On the night before payday, when all of the money for all four companies sits in the vault a burglar breaks in, making off with all of the bank's ready cash. If the workers in the camps and at the mill don't get paid on time, work will grind to a halt.

ROBBERY!

The PCs are spending the night in the quaint logging town of Maidenhill. They are woken from their night's rest at the Stag's Head Inn by an alarm in the town square. Bullark, the owner of the Stag's Head, wakes the PCs in a panic. He explains that the bank has been robbed and begs for their help.

Once the party is ready Bullark introduces them to Simon Seminole, the owner of the bank.

Seminole explains that the payroll for the all the logging companies as well as the mill, totaling about 2,000 gp, was stolen and offers the PCs 10% of the money as well as some additional consideration if it's safely returned. When the party agrees he'll invite them down to inspect the vault.

The door has obviously been opened by force. Use a DC 12 Craft (alchemy) or Knowledge (engineering) check to determine that it was melted open with acid.

A DC 10 Perception check will reveal a ceramic vial with the letters EHRx on it near the door. (A DC 15 Knowledge (local) check will reveal that that is the insignia of Elendril, the apothecary.) Alternately, if they show the vial to Seminole he can identify the mark immediately.

A DC 10 Craft (alchemy) check will reveal that it once held a powerful acid, most likely the same one that was used on the door.

A DC 15 Perception check will also turn up a folded scrap of paper next to the spot where the chest was stored. It reads: 3 measures bicarbonate, 3 times daily. It bears the same symbol as the vial as well as a signature, which Seminole will identify as that of the local doctor, Doctor Mandrake.

If the party somehow misses all the clues, the banker will find the vial a day later and bring it to the party.

Chasing Clues

THE APOTHECARY

The apothecary is at home when the PCs come to call on him.

Elendril is stoic at first, citing his desire to protect the privacy of his clients. If the party shows him the vial he will tell them that he lost one matching that description yesterday. With a DC 20 Diplomacy check they can learn



that the only two visitors the apothecary saw yesterday were Doctor Mandrake and a stranger named Stineway. If the party also shows him the prescription note he can tell them that that prescription was given to Stineway who told him to deliver it to Mrs. Stegman's boarding house.

THE DOCTOR

Doctor Mandrake is in if the party calls. He's happy to tell them that he knows nothing of the vial, other than that it came from Elendril the apothecary, and that the prescription was given to a new arrival to town by the name of Stineway. He will also say that the Elendril is the only one in town who could fill that prescription.

MRS. STEGMAN'S BOARDING HOUSE

When the party calls at the boarding house, they meet Mrs. Stegman, who is a kind, apple cheeked woman. When they share their suspicion that one of her boarders robbed the bank, she will cooperate fully, leading them to Stineway's third floor room. There is only one narrow staircase to the third floor and only two rooms under the rafters. The room opposite Stineway's is

currently empty, but both have windows looking out onto the yard two stories below.

Stineway is at home when the PCs call. Once they accuse him of the robbery he leaps to his feet and attempts to fight his way past the party

STINEWAY THE BURGLAR

(CR 3)

XP 800

Male Human Rogue 4 (see Appendix D)

hp 33

Once Stineway is defeated the PCs will find the chest under the bed. If they solve the case within a day, all the money is there. If it takes them two days, there will be 1,800gp and he will have a horse in the boarding house stable. If it takes three days or more, the chest will only have 1,500gp in it, but there will be the horse as well as a potion each of *cure light wounds*, *cat's grace*, and *invisibility*.

If the party returns the gold they'll receive the share they were promised as well as a first level potion each (player's choice) and the party will receive one random (or DM's choice) magic weapon (+1 bonus).

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GOBLINS! GOBLINS! GOBLINS!

As the men of the Eastern Logging Camp sit down to a quiet dinner their peace is broken by the screeches and cackles of a tribe of Goblins invading from the west.

Locations: the Mayor's office, the eastern logging camp

Level: 3

Introduction

The Eastern Camp is by far the largest of the logging camps surrounding Maidenhill and the lumber it brings in makes up at least a third of the town's total exports. When the camp is overrun by goblins, the men barricade themselves inside the mess hall, too afraid to venture out to work. The situation must be remedied before the next big shipment is due to leave for the mill.

A CRY FOR HELP!

The party has stopped in Maidenhill for a rest when word comes up the East Camp Road that the valuable camp has been overrun by Goblins. The Mayor's assistant, Fleming, goes from tavern to tavern looking for a group of willing adventurers to clear out the green menace. When he spots the party he wastes no time in approaching them. Fleming will shower the company with flattery and beg for their help with what he calls 'a tiny matter' at the East Camp.

Once the party accepts, they will be taken to the Mayor's office for a briefing. Mayor

Maalten (see Appendix B) will explain that the camp has a 'small goblin problem' and offer the party 1,000 gp and a free night's stay in town if they will solve his problem and return with at least one head to prove it. If asked about his town guards he will explain that they are very few and not trained warriors like the party. He does, however, offer them Fleming's help as a guide to lead them to the camp.

INTO THE FOREST

As the party approaches the East Camp the sounds of Goblin merrymaking can be heard echoing through the trees. The road is little more than two ruts leading into a clearing about the size of a small hamlet. The clearing is surrounded by a wall of trees and dense underbrush. The brush counts as difficult terrain, grants a +10 circumstance bonus to Stealth checks and provides concealment to any creature using it for cover.

The camp itself consists of a bunkhouse, a fire pit, and a mess hall, which has been barricaded from the inside. The fearful faces of the loggers can be seen peering through the mess hall windows. On the edge of the clearing is a wagon with some barrels and food packages in it and a storage shed where the lumberjacks store their saws, axes, and other tools.

The goblins have lit an enormous bonfire in the center of the clearing and are currently pulling loose boards off the buildings and wagon to add to the blaze. They've obviously located the tool shed as two of them are playing at throwing axes at a third as he tries to dodge them. The goblins are making merry and clearly don't expect any help to come from the road as they're paying it no attention whatsoever.

Sitting astride an ugly goblin dog between the mess hall and the bonfire, the chief is wearing a crude crown of feathers and wav-

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ing a handsaw in the air like a scepter, encouraging his minions to make merry.

A DC 12 Stealth check will allow the party to enter the camp, or surround them in the bushes without the goblins noticing.

Once the party makes their presence known the goblins squeal with glee and fight back.

Fleming will seek cover and observe the fight. He is in no way equipped to fight and if attacked has no defenses.

GOBLINS (12, INCLUDING THE CHIEF) (CR 1/3 EACH)

(see "Goblin" in the *Pathfinder Roleplaying Game Bestiary*)

XP 135 each

hp 6 each

GOBLIN DOG (1) (CR 1)

(see "Dog, Goblin" in the *Pathfinder Roleplaying Game Bestiary*)

XP 400

hp 9

The goblins have very little on them, only their dogslicers and whatever weapons they've stolen from the tool shed. The chief has his crown (which is pretty worthless, but very shiny) as well as an *amulet of natural armor +1*.

Once all the goblins have been defeated or driven off the men of the camp will come out of the mess hall to thank the party. They will invite the party to share in the meal that was interrupted by the invasion before returning to town.

When the party gets back to town Fleming will give Mayor Maalten a full report of their heroics and recommend them all for the town's highest honor, the medal of Maidenhill on top of their monetary reward and their free night and meals at the Stag's Head Inn.



CAMPAIGN KIT

BRING 'EM IN

The wagon creaks as the driver urges his horses slowly down the path. His eyes are in the trees as he searches for any sign of trouble. A whistling sound cuts through the air and a moment later an arrow thunks into the bench next to him. A heartbeat after that dark forms swarm out of the trees, weapons drawn, heading for him...

Locations: the North Camp Road

Level: 4

Introduction

The North logging camp has fallen on hard times. A masked, tree-hugging vigilante is waylaying and robbing any supply caravan that tries to get through to feed and pay the men at the camp. The leader, a masked man who refers to himself as Feremil, has threatened more drastic actions in the near future if the deforestation doesn't stop immediately. Frustrated, broke, and hungry, the workers of the camp are leaving in droves and it will soon be deserted, bankrupting its parent company, Hiland Logging, if the mysterious vigilante isn't stopped.

WAGONS, HO!

The party is out exploring the town of Maidenhill when they are approached by Sanfurd; the business agent of Hiland Logging. He invites them back to the company office to speak to the manager. The company manager will offer them 1200 gp to accompany a supply train up the North Camp Road. He will tell them about the masked, tree-hugging vigilantes who call themselves 'The Voices of the Trees' and their threats. He explains that the company is doomed if the next shipment of supplies and money doesn't get through. He adds that if the party

can put the vigilantes permanently out of business there is an extra 1000 gp reward for the group's leader, brought back alive.

The party sets out with a train of three wagons. All's quiet during the first hour or so of their travels. The North Camp Road is a well-rutted wagon track the underbrush here is thin, providing little to no cover. The trees that line the path are tall and sturdy, their foliage providing excellent cover for archers or scouts who wish to stay undetected.

Somewhere around the halfway mark between the town and the camp a sharp sound comes from the trees. An arrow cuts the air, striking the lead supply driver, wounding him but not killing him. A moment later masked forms are swarming out of the shadows of the forest, materializing from behind trees on both sides of the path. They attack the caravan with shouts of 'Stop the murder of the trees!' as the unseen archer peppers the caravan with arrows. The other two wagon drivers pull their leader into the shelter of one of the wagons and tend to his wound. They will not fight.

FEREMIL GREENLEAF, VIGILANTE LEADER

(CR 3)

XP 800

Male Elf Ranger 4 (see Appendix E)

hp 22

FEREMIL'S MEN (4)

(CR 1/2 EACH)

XP 200 each

Male Human Fighter 1 (see Appendix A)

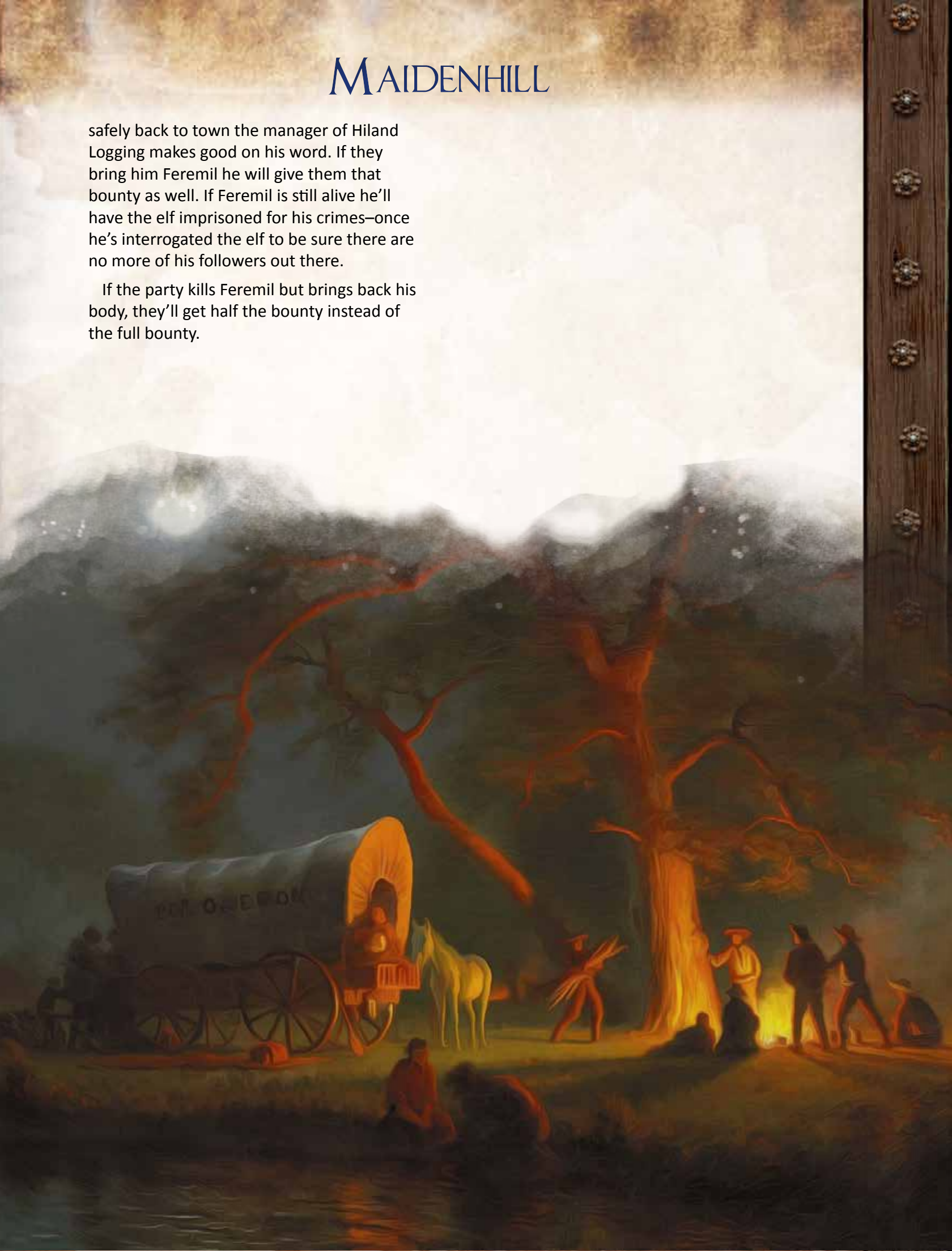
hp 12

Once Feremil and his men have been defeated the drivers will insist on getting the wagons through to the camp before returning to town. They'll beg the party to help by driving the lead wagon. Once the supplies have been unloaded and the wagons seen

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safely back to town the manager of Hiland Logging makes good on his word. If they bring him Feremil he will give them that bounty as well. If Feremil is still alive he'll have the elf imprisoned for his crimes—once he's interrogated the elf to be sure there are no more of his followers out there.

If the party kills Feremil but brings back his body, they'll get half the bounty instead of the full bounty.



CAMPAIGN KIT

KISS OF DEATH

"Little kinky wantin' yer... company in the alley like this." The girl purrs, lifting her skirts to show off her pale leg.

The hooded stranger smiles as a flash of sliver splits the darkness, slitting the girl's throat before she can even scream.

Locations: the Painted Butterfly brothel, the streets of Maidenhill, the local church

Level: 5

Introduction

As any good leader of a frontier town knows, allowing a few ladies to practice the oldest profession—aka prostitution—within their town boundaries is not only simple, it's also essential to the well being of the town. Any place where so many rough men gather is bound to be a more violent place if they can't seek the softer comforts of a woman from time to time. Maidenhill is no exception to this. Mayor Maalten not only allows prostitution, he has a partial share in the town's brothel, known as the Painted Butterfly. Everyone in the town knows that if Madam Papillia and her girls were to close up shop it wouldn't be long before anarchy descended on Maidenhill.

THE REQUEST OF A LADY OF THE NIGHT

The PCs find themselves in the town of Maidenhill just as a terrible storm descends. The rains are so heavy that travel out of the town is impossible until the storm blows over, so the party takes refuge in a local watering hole to wait it out.

No sooner have they taken a seat at a table than a tall, elegant woman in a fancy velvet

dress approaches them and takes a seat without asking. She introduces herself as Lady Papillia, owner and Madam of the local brothel, the Painted Butterfly. She invites the PCs to come have a warm cup of tea with some of her girls, and perhaps more, for a fair price, of course.

If the party declines, she will skip right to the reason for her approach and tell them that two of her girls have been murdered in the streets in the last week and she is seeking a group of outsiders to discover the murderer before he or she strikes again.

If the party accepts her invitation she will wait until they are all comfortably settled at the brothel to explain the above.

Once the party accepts her case, they can start by interviewing the three girls at the brothel who claim to have seen something: Flossie, Sandi, and Stylla.

FLOSSIE

She will tell the party that she was friends with one of the girls who was murdered (Seline). She will share that the night Seline was killed she had been visited by only one male guest, a tall man in a black cloak who had declined to spend any time in the parlour and insisted on heading directly upstairs. After an hour, Flossie recalls hearing two sets of footsteps leave Seline's room just before midnight. Seline was found dead the following morning in the alley next to the brothel.

SANDI

Sandi was out walking the street the previous night when the second girl, Emina, was killed. She will tell the party that she recalls seeing a tall, black-cloaked figure stalking around the brothel sometime around midnight.

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STYLLA

She heard a strangled sound last night outside her window as the town clock struck midnight. When she looked out she saw a tall, black-cloaked figure fleeing in the direction of the town square, leaving Emina's body behind. By the time she made it to the front door she saw the cloaked form duck down Cloister Alley.

STAKEOUT!

If the party stakes out the brothel they will once again see the cloaked figure moving around the brothel right around midnight. If they follow him or chase him, he will lead them back to the town church, but will disappear before they see him go in. If they return to the brothel and tell Lady Papillia what they have found she will look surprised and show them a sheaf of threatening letters signed *A Concerned Citizen of the Church* and send them back to the church to investigate further.

A VISIT TO CHURCH

When the party enters the church, be it that night or the next morning, they are greeted by a short, soft-spoken deacon who will introduce himself as Deacon Somersby. He will happily agree to take the party to meet Pastor Keene.

Pastor Keene is a tall, gaunt man with a puckered face. When the subject of the dead prostitutes is broached he will pull a dagger and take Deacon Somersby hostage while sermonizing about the evils of devil women parading themselves around for the pleasure of morally bankrupt men. He is mentally unstable and completely convinced of his rightness. He will fight to the death.

PASTOR KEENE

(CR 4)

XP 1,200

Male Cleric 5 (See Appendix F)

hp 36

Deacon Somersby will be so shocked by Pastor Keene's shift in personality that he will be most grateful to the party when he is rescued that he will offer the party one *portion of cure moderate wounds* each.

Once Lady Papillia is informed of their success, she will give them 1,000 gp and a *cloak of resistance +2* that was gifted to her by a patron of the brothel.



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THE MANSION ON THE EDGE OF TOWN

The moon ducks behind a passing cloud as the party passes by an old, decrepit gate. Beyond lies a tumbledown mansion that obviously hasn't seen a visitor in years. An ethereal form appears in the road before them, hands extended. "Pleeease..." It begs.

Location: the old Tunney house, Tunney's mill

Level: 6

Introduction

When Alfred Tunney's father founded the mill many people envied him. Some even tried to build their own mills, but Tunney crushed every form of competition. His main competition was another miller called Kiles. One night Kiles' mill burned to the ground with Kiles inside. The city guard labeled it an accident, but Kiles' son believed it was murder. He took his men to Tunney's house the following night, intending to kill his whole family and burn down the house. They murdered Tunney and his wife in their bed and started a fire to cover the murders. But they didn't expect the son, Alfred, to be as proficient with a blade as he was. Alfred killed Kiles and his men in self-defense, put out the fire, and left the house, never to return. He took over his father's mill and bought a house in town. It is common knowledge in Maidenhill that the old Tunney house is haunted, so no locals will venture into it. Until recently the ghosts of the old Tunney house existed in relative peace, keeping to themselves. Recently an orc named Grod-naught, a semi-famous highwayman, has

taken up residence in the abandoned house with the haul from his latest robbery. His presence has forced the ghost of Tunney Sr out onto the road into town in front of his gates, begging passers-by for their help.

WAYLAIED ON THE ROAD

It is early morning as the party is passing a rundown old mansion on the outskirts of Maidenhill. As they pass the house the translucent figure of an elderly man appears in the road before them, blocking their path. He extends his hands in supplication, a desperate look on his face.

"Please." The ghost begs. "Please give me back my peace and clear the evil from my house."

If the party chooses to go into town and inquire after the house, they will be directed to Alfred Tunney at Tunney's Mill, who will happily share the story of his father's house. He will be surprised and concerned by the fact that his father's ghost has been appearing to travellers on the road. He obviously still cares for his parents, and he will offer the party their pick of anything they find in the house, as well as 500gp each if they will agree to venture in and put his father's spirit to rest.

If the party chooses to enter the house immediately, see below.

A HOUSE OF UNQUIET SPIRITS

The once grand iron gate is set into a wall of crumbling grey stone. The gates swing open with suspicious ease when pushed on. The garden beyond is a mess of gnarled trees, overgrown plants, and crumbling stone. The plants seem to be leaning away from the house, as though trying to escape whatever lies inside.

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The house is a wide, rectangular thing with a grand set of double doors front and center. It is two stories tall with dormer windows in the roof suggesting servant's quarters. Each floor is marked by an orderly row of mulioned windows. The façade is white marble and red brick swarmed over with dead vines.

If the party has spoken to Alfred Tunney, he will have given them the key to the front doors. If not, the doors are locked and rusted. It will take a DC 20 Disable Device check, followed by a DC 15 Strength check to get them open.

The entry hall beyond the front doors was once rich and elegant, but now the grand staircase is rotting, the velvet drapes are moldering, and the plaster on the ceiling has fallen down in several places. There is suspiciously little dust on the floor for a house that hasn't been inhabited for years. Under the stairs is a small door, which opens onto a staircase leading down to the cellars.

THE CELLARS

In the cellars the party will find a room stocked with bottles of wine. A DC 12 Perception check will reveal 3 bottles worth 100 gp each. There is also a cold room full of rotting food and a large space filled with old furniture covered in dust cloths. A DC 15 Perception check will turn up a gold-framed mirror worth 250 gp and a case full of genuine silver cutlery worth 200 gp.

As they search the furniture an angry howl rises up from amidst the dust cloths and broken bits of wood along with a translucent figure.

WRAITH

(CR 5)

(see "Wraith" in the *Pathfinder Roleplaying Game Bestiary*)

XP 1,600

hp 47

THE FIRST FLOOR

A hallway leads both right and left off of the main entryway. Three doors open off of each side. On the right, in order from the entryway: small parlor, library, office. To the left: billiards room, sitting room, dining room (with an exit to the kitchens).

THE LIBRARY

This is where Alfred Tunney made his final stand, killing Kiles and one of his helpers. Kiles' anger still infuses the room to the point where the PCs can almost hear him screaming his rage. A ghostly young man rises out of a bloodstain on the carpet. His eyes are glowing dots of pure rage. He lets loose an inarticulate scream of anguish and attacks.

KILES' FURY

(CR 5)

XP 1,600

CE haunt (see "Haunts" in Chapter 8 of the *Pathfinder Roleplaying Game: GameMastery Guide*)
(8ft by 8ft library)

Caster Level 5

Notice DC12 Perception check to see a shimmer in the bloodstain on the carpet

hp 10; Trigger Crossing the threshold of the room;
Reset 1 hour

Effect When the haunt is triggered a ghostly male form rises out of a bloodstain on the carpet and screams, lunging towards the party member who triggered it. This person is the subject of a *phantasmal killer* spell (DC 16)

Destruction Bloodstain must be scrubbed clean and the area consecrated as per *consecrate* spell.

THE OFFICE

The PCs open the office door to find Tunney senior sitting behind a large mahogany desk, his ghostly hands running over the papers on his desk. He doesn't notice the party, but if they try to get his attention he'll

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look at them and beg them again to put his house at peace.

THE DINING ROOM

The room looks untouched by the ravages of time. As the PCs enter the room a loud crash comes from the kitchen, followed by high-pitched giggling. Six little forms with three glowing eyes each and long, greasy hair scurry out of the kitchen to investigate (and attack) the newcomers.

NUGLUB GREMLIN (6) (CR 2 EACH)

(see "Gremlin, Nuglub" in the *Pathfinder Roleplaying Game: Bestiary 2*)

XP 600 each

hp 19 each

THE SECOND FLOOR

The staircase ends in a flat landing with two short halls leading off to the right and left. To the right there are two doors that open off the hall and one door at the end, which is obviously the master bedroom. To the left the hall has four doors and ends in a window.

THE MASTER BEDROOM

The walls of this room are charred, the drapes hang in rags, the bed is nothing more than a pile of wood, ashes, and bones

As soon as any of the party members cross the threshold of the door a woman's ragged scream circles the room, growing in strength until it coalesces at the foot of the bed into a ghostly woman in a nightdress. She raises a hand and points at the party. "Get out."

The floor heaves and buckles, bursting into flames.

MRS TUNNEY'S LAMENT

(CR 3)

XP 800

NE haunt (see "Haunts" in Chapter 8 of the *Pathfinder Roleplaying Game: GameMastery Guide*) (10ft by 10ft master bedroom)

Caster Level 3

Notice a DC10 Perception check will show an instability in the floor

hp 6; Trigger crossing the threshold of the room;
Reset 1 day

Effect When this haunt is triggered the floor heaves and turns into a carpet of fire as a ghostly woman points at the offending creatures and tells them to get out. Each creature within line of sight of the haunt is the target of a *fear* spell (Save DC 16).

Destruction Mrs Tunney's bones must be removed from the bed and laid to rest in consecrated ground.

ALFRED'S OLD BEDROOM

Down the left hand hallway, the last door on the left was Alfred's room, this is where Kiles' deputy thought to slit Alfred's throat while he slept. Instead it was the deputy who got his throat slit. The rage at his moment of death has stuck with the remains of the body. As the party enters the room a skeleton pulls itself up off the floor and comes at them.

SKELETON

(CR 1/3)

(see "Medium Skeleton" in the *Pathfinder Roleplaying Game Bestiary*)

XP 135

hp 4

THE ATTIC

Through a paneled door and up a narrow staircase the party will find the attic and the

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servant's quarters. The open concept bunk-room is home to a big Orc with one missing eye. He smiles and rises as the PCs enter. "Welcome to me home. Time ta die."

GRODNAUGHT THE ORC

(CR 5)

XP 1,600

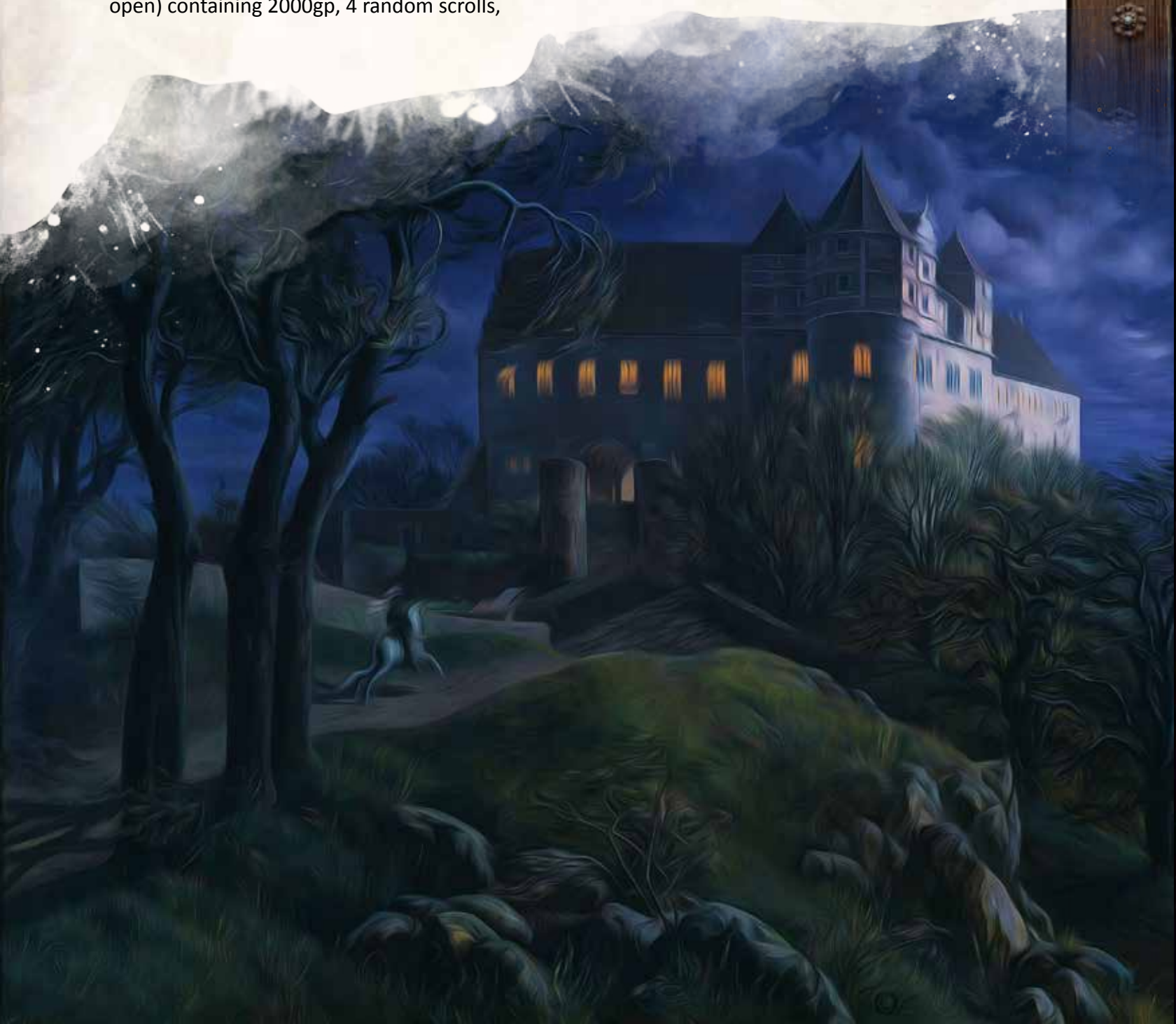
Male Orc Fighter 6 (See Appendix G)

hp 61

Grodnaught's treasure consists of a locked iron chest (DC 30 Disable Device to open) containing 2000gp, 4 random scrolls,

a flawed ruby (1000gp), five pink pearls (500gp), a ring of protection +1, an amulet of natural armor +1, and six random potions.

Once Grodnaught is defeated, the ghost of Tunney senior will appear to the party. He is smiling. "Thank you for clearing this evil from my house. Now those of us who make our rest here can once again be at peace." He fades from view and a sense of quiet settles over the house.



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BLOOD IN THE SEWERS

At night the citizens of Maidenhill huddle in their homes, close to the fire, whispering about the terror that stalks their streets in the darkness, praying it won't come for one of them.

Locations: Mayor's office, Maidenhill sewers

Level: 7

Introduction

The lumber town of Maidenhill harbors a dark secret that keeps its citizens terrified of the dark. Visitors and vagrants have been disappearing off the streets, never to be seen or heard from again. For a long time the citizens were able to ignore the disappearances, as they were limited to two or three a week—nothing out of the ordinary for a frontier town—but lately the disappearances have been increasing in number to almost one or two a night. And the victims are no longer nameless travellers, but locals too.

DON'T GO OUT AT NIGHT

The party arrives in the quiet logging town of Maidenhill just before dark. The streets are strangely empty. As they pass through the town square the door to one of the inns swings open. A hearty man waves the party down.

"You'll be wanting to get off the streets, friends. The town's not safe for travellers after dark... better come inside."

The inn is bright and warm. It's full but not packed. The man introduces himself as Bullark, the owner of the inn. He offers them a table and rooms for the night. While they eat he explains about the disappearances and a

haunted look steals into his eyes. He asks if they would be willing to look into the matter in the morning. He gives them a writ from the mayor's office decreeing that anyone brave enough to look into the matter could expect a handsome reward.

The following morning Bullark will be happy to point the party towards the mayor's office.

Mayor Maalten will welcome the party into his office once he discovers they're offering to investigate the disappearances. He will explain that they've been going on for a long time, but lately the number of victims has been escalating. He confesses that he's known about the disappearances since they began. A year prior a vampire appeared in town and began feeding on Mayor Maalten's citizens. Knowing that even his elite guards couldn't take down a vampire, the mayor had made a deal with the creature. In exchange for the safety of the locals, Mayor Maalten agreed to allow the vampire to live in the town's sewers and prey on a few travellers without any repercussions.

But lately the vampire has become greedy and the mayor is too terrified to confront him. He begs the party to go down into the sewers and confront the creature. He will offer them a few items he's collected over the years in the hopes that they will help the party with their quest.

He will give them:

A vial of holy water each

Three stakes

Two silver daggers

A vial of oil of magic weapon

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DOWN WE GO!

The party will be shown to the main sewer entrance and given a map leading them to the central hub beneath the town square where Mayor Maalten says he has permitted the vampires to live. The sewer tunnels are crude, carved out of the dirt beneath Maidenhill, supported by regular arches of grey stone overhead and lined with a channel of grey stone underfoot full of shallow, slimy water. There are no lights in the tunnels and they're barely wide enough for the group to walk single file.

As the party approaches the area under the town square the tunnel grows slowly wider. Up ahead they can hear the sound of voices rasping in conversation. The sounds are occasionally punctuated by a heavy thud and splash and the sound of movement through water. The tunnel curves to the right ahead and opens wider. Around the bend the walls flare out into a large cavern. The ceiling arches eight feet overhead. The peak of the dome is lined with stone in a pattern, which mimics the shape of the central fountain of the square above, the lower halves of the curving walls of this chamber are supported by a sturdy dark brick wall.

Bodies in various states of decay litter the corners of the room, both in and out of the shallow, black water. Two hunched, brown-clad figures dart around the room, moving from one pile of bodies to another. As the party watches they gather a body into their arms, bend their heads, and suck whatever they can out of it. They won't notice the party until they move into the chamber from the hall. When the PCs reveal their presence the creatures will turn on the party without hesitation.

VAMPIRE SPAWN (2)

(CR 4 EACH)

(see "Vampire Spawn" in the *Pathfinder Roleplaying Game Bestiary*)

XP 1,200 each

hp 26 each

Once the vampire spawn are defeated, a DC 20 Perception check to search the room will reveal 5 *potions of cure light wounds* and 3 rubies (100 gp each) among the corpses. As the party searches the cavern it will become apparent that the room they're in appears to have no other openings other than the one they entered by. A DC 18 Perception check will reveal a man-sized door built into the brick wall opposite from the tunnel.

DOOR FIRE TRAP

(CR 2)

XP 600

Type magic; **Perception** DC 22; **Disable Device** DC 26

Trigger contact with door; **Reset** manual

Effect spell effect as per "Burning Hands Trap" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*

Once the trap has been tripped or disabled a careful inspection of the door will reveal a pressure plate just to the left. The door will swing inward, revealing a moderate sized room beyond. The walls to the right and left are lined with wooden workbenches piled high with books, papers, and vials, both full and empty. An ornate coffin stands open against the wall opposite the door. There are candles littering every surface, giving the room a warm glow.

A thin, gaunt man in a purple velvet suit turns from a microscope on one of the workbenches as the party enters.

He smiles. "Well, hello there. How kind of Maalten to send my snacks to me and save

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me the trouble of hunting this night.” He peers back out into the bigger room. “Oh, what a shame, I was fond of those spawn.” The man takes a bow. “My name is Silas. What may I call you?”

SILAS PENNINGTON

(CR 8)

XP 6400

Male Vampire Alchemist 7 (See Appendix H)

hp 63

If the party chooses to talk with the vampire, he will use all of his powers of persuasion to convince them that he is just a quiet scholar who wants to live his life in peace. He will agree to move along and find a new home in exchange for their letting him go. If the party agrees to let him go, he will pack up his things in his coffin and offer the party 2,500 gp. He will also offer each member of the party an item of equal value and meaning.

If the party chooses to fight, he will put up some defensive spells and fight until he dies or is able to flee. If he is killed, the party will have access to his possessions as detailed in his character sheet. If they search his room they’ll find a formula book (prepared spells plus *crafter’s fortune*, *detect secret doors*, *identify*, *reduce person*, *alter self*, *blur*, *displacement*, *tongues*), a microscope, 3 silver candlesticks (50 gp each).

In either case, when the party takes the news of Silas’ departure or death to Mayor Maalten he will give them a 1500 gp reward, conditional upon his guards confirming the story. He will also let them keep any of the items he offered them at the start of the quest. As a mark of his deep gratitude, he’ll offer the party positions as elite members of his town guard if they’re interested in sticking around.

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APPENDIX-A

MAYOR'S GUARD

CR 1/2

XP 200

Male human fighter 1

LG Medium humanoid (human)

Init +5; Senses Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 13 (1d10+3)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee halberd +5 (1d10+4/x3)

STATISTICS

Str 16, Dex 13, Con 15, Int 8, Wis 10, Cha 12

Base Atk +1; CMB +4; CMD 16

Feats Dodge, Improved Initiative, Weapon Focus (halberd)

Skills Acrobatics +1, Intimidate +5

Languages Common

Gear studded leather, halberd, 5 gp

FEREMIL'S MAN

CR 1/2

XP 200

Human fighter 1

NG Medium humanoid (human)

Init +7; Senses Perception +2

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, Ref +3, Will +1

OFFENSE

Speed 30 ft.

Melee shortsword +4 (1d6+2/19-20) or

Dagger +3 (1d4+2)

STATISTICS

Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +3; CMD 16

Feats Improved Initiative, Stealthy, Weapon Focus (shortsword)

Skills Acrobatics +3, Escape Artist +4, Perception +2, Stealth +5

Languages Common

Gear studded leather, dagger, shortsword, 2 gp

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APPENDIX-B

APPENDIX-C

MAYOR MAALTEN

CR 3

XP 800

Male human aristocrat 5

LN Medium humanoid (human)

Init +3; Senses Perception +12

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)

hp 22 (5d8)

Fort +1, Ref +0, Will +8

OFFENSE

Speed 30 ft.

Melee +1 rapier +3 (1d6/18-20) or
dagger +2 (1d4-1/19-20)

STATISTICS

Str 8, Dex 9, Con 10, Int 13, Wis 14, Cha 12

Base Atk +3; CMB +2; CMD 11

Feats Alertness, Deceitful, Improved Initiative, Iron Will

Skills Appraise +7, Bluff +11, Diplomacy +9, Disguise +7, Escape Artist +1, Intimidate +7, Linguistics +8, Perception +12, Sense Motive +12, Survival +7

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

Gear +1 mithral chain shirt, +1 rapier, dagger

GRANNY COCHENNY

CR 2

XP 600

Female human adept 4

NG Medium humanoid (human)

Init +4; Senses Perception +7

DEFENSE

AC 10, touch 10, flat-footed 10

hp 18 (4d6+4)

Fort +2, Ref +1, Will +8

OFFENSE

Speed 30 ft.

Adept Spells Prepared (CL 4th; concentration +8)

2nd—*delay poison*

1st—*command* (DC 15), *cure light wounds*, *endure elements*

0 (at will)—*create water*, *purify food and drink* (DC 14), *stabilize*

STATISTICS

Str 8, Dex 10, Con 13, Int 12, Wis 18, Cha 14

Base Atk +2; CMB +1; CMD 11

Feats Brew Potion, Improved Initiative, Persuasive

Skills Craft (alchemy) +7, Diplomacy +8, Handle Animal +7, Heal +11, Intimidate +4, Perception +7, Sense Motive +5, Spellcraft +5, Survival +9

Languages Common, Elven

Gear 100 gp

MAIDENHILL

APPENDIX-D

APPENDIX-E

STINEWAY THE BURGLAR

CR 3

XP 800

Human rogue 4

NE Medium humanoid (human)

Init +7; Senses Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 33 (4d8+12)

Fort +3, Ref +7, Will +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +6 (1d6+3/18-20) or
dagger +5 (1d4+2/19-20)

Special Attacks sneak attack +2d6 +2 bleed

STATISTICS

Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 18

Feats Acrobatic, Agile Maneuvers, Improved Initiative

Skills Acrobatics +11, Appraise +7, Bluff +6, Climb +6, Disable Device +13, Disguise +4, Escape Artist +8, Fly +4, Intimidate +5, Perception +8, Ride +3, Sleight of Hand +6, Stealth +7, Survival +2, Swim +5

Languages Common

SQ rogue talents (bleeding attack +2, rogue crawl), trapfinding +2

Gear +1 chain shirt, +1 rapier, dagger, dagger, masterwork thieves' tools, 200 gp

FEREMIL GREENLEAF

CR 3

XP 800

Male elf ranger 4

CG Medium humanoid (elf)

Init +4; Senses low-light vision; Perception +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 22 (4d10-4)

Fort +3, Ref +8, Will +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee scimitar +6 (1d6+2/18-20)

Ranged +2 composite longbow +10 (1d8+4/x3)

Special Attacks combat style (archery), favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*endure elements*

STATISTICS

Str 14, Dex 18, Con 8, Int 10, Wis 12, Cha 13

Base Atk +4; CMB +6; CMD 20

Feats Endurance, Point-blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +8, Climb +9, Disguise +3, Escape Artist +6, Heal +6, Intimidate +6, Perception +10, Stealth +11, Survival +8; Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven

SQ elven magic, favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +5

Gear +1 mithral chain shirt, +2 composite longbow (+2 Str), scimitar, 150 gp

CAMPAIGN KIT

APPENDIX-F

Stealth +6

Languages Common

Gear padded armor, +1 dagger, dagger, ring of protection +2

PASTOR KEENE

CR 4

XP 1,200

Male human cleric of Zon-Kuthon 5

LE Medium humanoid (human)

Init +5; Senses Perception +7

DEFENSE

AC 15, touch 14, flat-footed 13 (+1 armor, +2 deflection, +1 Dex, +1 dodge)

hp 36 (5d8+10)

Fort +6, Ref +2, Will +5

OFFENSE

Speed 30 ft.

Melee +1 dagger +9 (1d4+5/19-20)

Special Attacks channel negative energy 2/day (DC 11, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +6)

4/day—*bleeding touch* (2 rounds), *touch of evil* (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +6)

2nd—*bear's endurance*, *darkness*, *death knell*[D] (DC 13)

1st—*bane* (DC 12), *cause fear*[D] (DC 12), *cause fear* (DC 12), *comprehend languages*, *doom* (DC 12)

0 (at will)—*bleed* (DC 11), *read magic*, *resistance*, *resistance*

D Domain spell; Domains Death, Evil

STATISTICS

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +7; CMD 21

Feats Alertness, Dodge, Improved Initiative, Weapon Focus (dagger)

Skills Acrobatics +3, Disguise +2, Escape Artist +4, Intimidate +2, Perception +7, Sense Motive +3,

MAIDENHILL

APPENDIX- G

APPENDIX- H

GRODNAUGHT THE ORC

CR 5

XP 1,600

Male orc fighter 6 (Pathfinder RPG Advanced Race Guide 138)

NE Medium humanoid (orc)

Init +6; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 61 (6d10+24)

Fort +7, Ref +4, Will +2 (+2 vs. fear)

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee handaxe +12/+7 (1d6+5/x3)

Special Attacks weapon training (axes +1)

STATISTICS

Str 18, Dex 14, Con 15, Int 8, Wis 10, Cha 6

Base Atk +6; CMB +10; CMD 23

Feats Blind-fight, Dodge, Endurance, Improved Initiative, Stealthy, Toughness, Weapon Focus (handaxe)

Skills Acrobatics +3, Climb +8, Escape Artist +4, Intimidate +3, Perception +2, Stealth +4

Languages Common, Orc

SQ armor training 1

Gear studded leather, 2 handaxes

SILAS PENNINGTON

CR 8

XP 4,800

Male human vampire alchemist 7 (Pathfinder RPG Advanced Player's Guide, Pathfinder RPG Bestiary)

NE Medium undead (humanoid, human)

Init +8; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 27, touch 15, flat-footed 22 (+6 armor, +4 Dex, +1 dodge, +6 natural)

hp 63 (7d8+28); fast healing 5

Fort +8, Ref +11, Will +5; +4 bonus vs. poison, +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10, poison resistance

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +2 cold iron dagger +10 (1d4+5/19-20) or slam +3 (1d4+1)

Ranged acid bomb +10 (4d6+4 Acid) or bomb +10 (4d6+4 Fire) or concussive bomb +10 (4d4+4 Sonic)

Special Attacks blood drain, bomb 11/day (4d6+4 fire, DC 17), children of the night, create spawn, dominate (DC 16), energy drain (2 levels, DC 16)

Alchemist Extracts Prepared (CL 7th; concentration +11)

3rd—*fly, haste*

2nd—*barkskin* (2), *detect thoughts* (DC 16), *see invisibility*

1st—*comprehend languages, disguise self, enlarge person* (DC 15), *expeditious retreat, shield*

CAMPAIGN KIT

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 18, **Wis** 17, **Cha** 16

Base Atk +5; **CMB** +8; **CMD** 23

Feats Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wondrous Item, Deceitful, Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Throw Anything, Toughness

Skills Acrobatics +1, Appraise +11, Bluff +16, Craft (alchemy) +14, Diplomacy +10, Disable Device +8, Disguise +5, Escape Artist +4, Fly +7, Intimidate +8, Linguistics +7, Perception +23, Sense Motive +16, Sleight of Hand +9, Spellcraft +14, Stealth +15, Use Magic Device +11; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Celestial, Common, Daemonic, Draconic, Dwarven, Elven, Gnome, Halfling

SQ alchemy (alchemy crafting +7), change shape, discoveries (acid bomb, concussive bomb, grease bomb), gaseous form, mutagen (+4/-2, +2 natural armor, 70 minutes), poison use, shadowless, spider climb, swift alchemy

Gear +2 mithral chain shirt, +2 cold iron dagger, masterwork thieves' tools, 1,000 gp

SPECIAL ABILITIES

Acid Bomb (Su) When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Blood Drain (1d4 Con, gain 5 hp) (Ex) When Silas establishes or maintains a pin, blood drain deals Con damage and grants him hp.

Children of the Night (1/day) (Su) Call forth rats, bats or wolves as a standard action.

Concussive Bomb (Su) When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they make a DC 17 Fortitude save.

Dominate (DC 16) (Su) As a standard action, can use *dominate person* on foe in 30 ft.

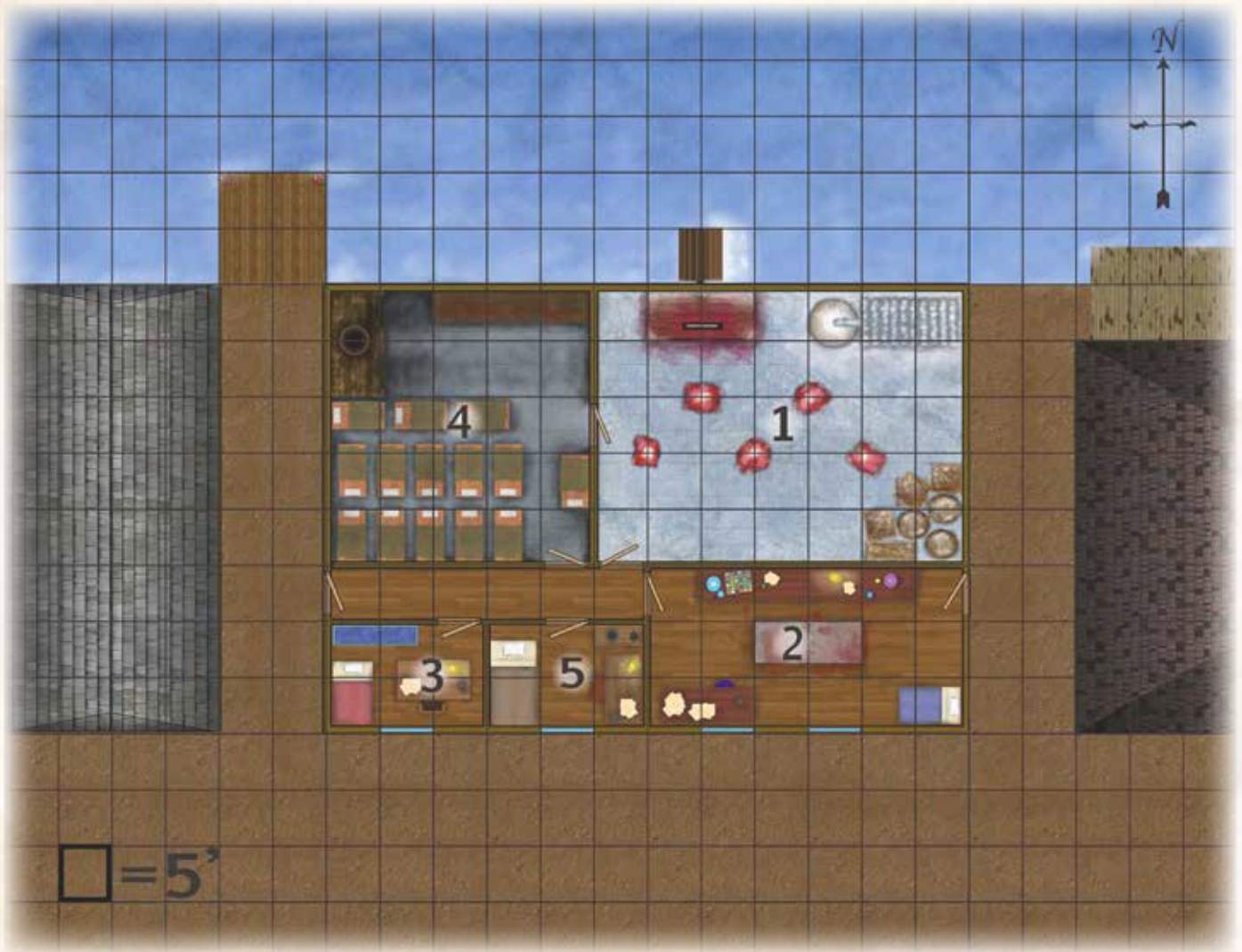
Energy Drain (2 levels, DC 16) (Ex) Foes hit by the listed attack take negative levels; Silas gains 5 temporary hp for each level drained.

Grease Bomb (Su) Bomb's splash radius is covered in *grease* for 1 rd/level.

MAIDENHILL



CAMPAIGN KIT



MAIDENHILL



CAMPAIGN KIT

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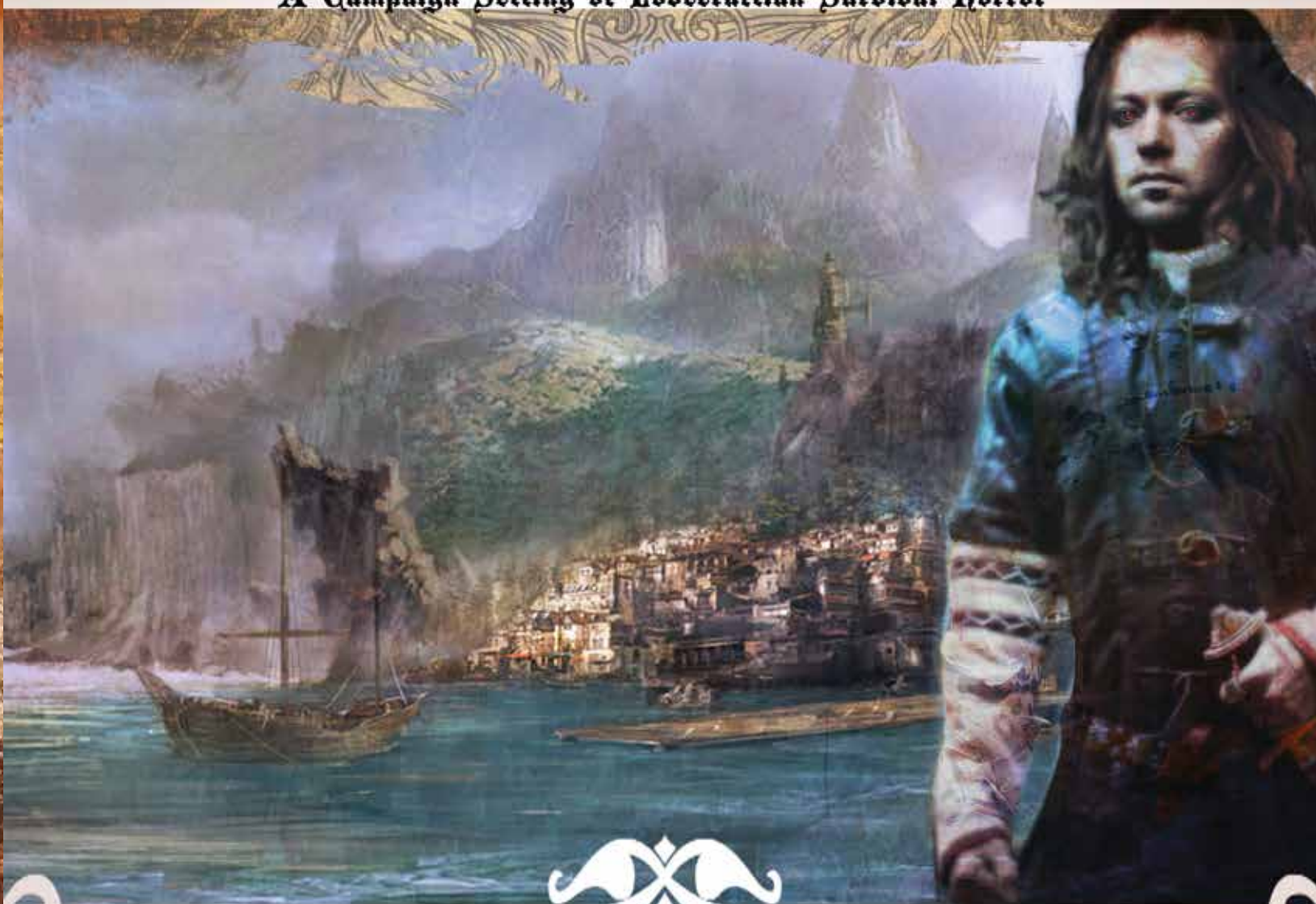
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Maidenhill

AND HER MANY SECRETS

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