



FROG GOD GAMES ADVENTURES

THE DEVIL OF MURDER CLIFFS

by Casey Christofferson



PATHFINDER
1ST EDITION
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THE DEVIL OF MURDER CLIFFS

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THE DEVIL OF MURDER CLIFFS

BY CASEY W. CHRISTOFFERSON

A 5E ADVENTURE FOR 4TH TO 7TH LEVELS

*In the pale light of the witching hour when the moon
shows off its twin horns,
Tis said that a devil rises from the deep with a murderous
taste for the soul.*

*You will know ere he stalks for the crows love to talk
About how they have picked clean your bones.*

High in the cliffs along the timber road stands the Von Klarch Inn. Half ruin, half fortress, the repurposed manor serves as a waystation for adventurers seeking fame and fortune in the mountainous north. Built nearly 500 years ago, the inn started out as the estate of the wealthy Von Klarch family, who made their fortune trading with the northern dwarves.

In the intervening years, the family line has fallen on hard times. Frequent attacks by the rising tide of gnolls, orcs, and trolls who overtook the north over the intervening centuries wreaked havoc on large parts of the estate, destroying the north wing and shrinking the Von Klarches' once substantial land holdings. Lady Elis Von Klarch now leases large tracts of timber from the family's lands to business-minded barons living closer to the civilization in order to keep her family afloat.

More recently, attacks by local bandits — allegedly captained by a man referred to as the Devil of the Murder Cliffs in reference to a local legend — have increased in frequency. These attacks threaten travelers on the road and are bad for business.

Others say a true devil released from its bondage once again stalks the region of the Murder Cliffs. Due to these troubles, the Von Klarch Inn is the only reasonably civilized place to spend the night in the bandit-infested Murder Cliffs.

ADVENTURE BACKGROUND

The Devil of Murder Cliffs is a *Pathfinder* adventure for 4–6 characters of levels 3–5, though it can easily be scaled for lower- or higher-level adventurers. The adventure assumes at least one arcane spellcaster, one divine spellcaster, and one rogue are in the party, though there is a fair amount of opportunity for other character classes, especially meat shields and sword swingers, to shine.

You can place the Von Klarch Inn in any mountainous region in your campaign, in a wilderness where beasts still roam the land. Lumberjacks cut the trees, but they are the exception within the woods. For the most part, the adventures are much more likely to encounter gnolls and other humanoids. You may begin the adventure within the wilderness region of the Murder Cliffs at a point when the characters trek far away from their town, village, or city of choice, or you may use it as a waystation for a larger adventure involving expeditions into the north.

PART 1: THE ARRIVAL

The characters arrive at the Von Klarch Inn as the local bandit warlord Krateis attacks. The staff, with the characters' help, stave off the attack, but not before Krateis and his men destroy several outbuildings and kill a good number of the valiant defenders. The management of the inn implores the characters to find Krateis — alleged to be the “Devil of the Murder Cliffs” — and smash his bandit operation once and for all. The characters are encouraged to bring Krateis in alive so he can be hung in the courtyard as a warning to all other would-be bandits and highwaymen.

PART 2: TO HUNT THE DEVIL

The second part of the adventure involves the hunt for the true Devil of the Murder Cliffs. Here the characters must search for the bandit camp of Krateis where the highwaymen hide, and may be looking for the lair of the druid Arcenaur. There are also various gnoll lairs and other hidden locations within the Murder Cliffs but exploring them may be hampered by random encounters, set encounters, and strange occurrences.

PART 3: THE DEVIL AMONG US

The third part of the adventure returns the characters to the Von Klarch Inn. The characters may be laden with the bandits' loot, and possibly the captured bandits themselves. Upon returning, the characters are invited to a feast, though not everyone at the dinner may be who they seem. They soon find themselves in the midst of many dangers as friends and foes become difficult to distinguish, even as a true fiend stalks among them! The adventure concludes when the true devil of the Murder Cliffs is revealed.



IMPORTANT CHARACTERS

Listed below are some of the important NPCs the characters encounter during the course of the adventure.

LADY ELIS VON KLARCH

Lady Elis Von Klarch^A is the head of the Von Klarch estate. She is a spoiled only child who would much prefer a life spending money in a large city to running her family's ruined backwater estate. The widow is beautiful, though her age is catching up to her almost as quickly as her money is running out. If ruthlessness and avarice had a name, it would be Lady Elis Von Klarch.

Several years ago, Lady Elis made the acquaintance of Krateis. The mercenary commander had fallen out of favor due to his fiercely brutal tactics and tendency to deny quarter even to nobles with the ability to pay a hefty ransom.

For many years, Lady Elis and Krateis enjoyed a working relationship where he and his bandits would tip off the Von Klarches about returning adventurers laden with treasures who were perhaps too difficult or dangerous a mark for his band. The bandits would perhaps give a bit of chase to hustle the quarry back to the Von Klarch estate, and they would split the profits once the adventurers were dealt with. For other quarry, the bandits handled the situation themselves, and did their best to keep the numbers of gnolls scouting the peaks to a manageable number.

Recently, Lady Elis and Krateis have been on the outs. As Krateis' band has grown in strength and numbers, Elis has become suspicious that Krateis intends to take all the treasure and leave her to wither in destitution. Her anger has become such that she is willing to hire a rival band of mercenaries to hunt down Krateis and bring him to justice. Her ultimate hope is that she can get Krateis to see the value of their partnership, and for her newly hired mercenaries to thin the herd of bandits the chieftain has gathered to his devil's head banner.

Lady Elis is educated and trained in magic, focusing mostly on charms to get what she wants out of life. She seeks to trap the spirit of Aspdu and control the devil in order to gain power over it. She has as yet been unable to ascertain the location of Aspdu's talisman, however. Should she gain the *talisman of Aspdu*, she places it around the neck of the clone she is growing within her laboratory. She then summons Aspdu's spirit to occupy the empty vessel, then commands the pit fiend to do her bidding as the wizard king of the Murder Cliffs did in the days of old.

SVAN DORIAN

Svan Dorian^A is an ambitious man in his mid-30s with carefully coiffured black hair, a patrician's nose and sharp gray eyes. He stands about 5 feet 10 inches tall and seems powerfully built under the velvet finery of a professional butler and herald. Lady Elis brought Svan with her from the city five years ago to replace the old family butler who died shortly after the passing of her father.

Svan Dorian serves as seneschal of the estate and runs the inn's operations with Lady Elis. Svan Dorian is secretly a vicar in service of Moloch and extensively refurbished the shrine beneath the estate using Lady Elis' coin in a costly restoration.

Svan is fully knowledgeable of the various hidden pits, traps, and switches rigged throughout the estate. He hates Krateis with a burning passion. He wishes for nothing more than to get his hands on the bandit and sacrifice him to Moloch to draw out the spirit of Aspdu. But Svan knows that he can get away with this only if he can stoke Lady Elis' anger to the boiling point. Svan would replace Krateis with Dusana and Lujub as leaders of the bandit confederation. He has already converted the pair to his cause.



HEAD MATRON JELENA KUKAS

Jelena^A is a square-built woman in her 50s who runs the day-to-day operations of the estate with an iron fist, though she does not run the inn's business operations. She sees to the maids and the careful cleanup of the recently "vacated" chambers of the Inn. Several of her children work for Lady Elis Von Klarch.

CAPTAIN KRATEIS

Captain Krateis^A is a tall, powerfully built man of indeterminate age with a thick sandy beard and a mane of hair shot with red, gold, and gray. His eyes are cold blue, and his face is rough and ruddy, though it is often split with a cunning smile when not encased in his signature devil's head helm. Krateis is the sometime lover and partner in crime of Lady Elis Von Klarch, though currently their relationship is on ice.

Captain Krateis was a mercenary for years serving various lords and kinglets. He developed a reputation for disobedience, something most nobles can do without. Banditry was second nature to Krateis, but during one particular raid Krateis came across a treasure that defined him for the last half decade of his career. A southern potentate asked for a helm that would strike fear into the hearts of his foes. The result was an enchanted bascinet whose tooled and inlaid facepiece resembled a fiendish countenance with a pair of spiked horns that protrude from the top of the brow. The enchantment caused the eye slits to glow an ominous red, and a thin fog escaped the helm's fanged mouth whenever the wearer spoke.

Krateis is something of a historian and a lover of fine, exotic, and ancient things. Because of this, he was quick to bring his operations north to capitalize on the legends of the Devil of the Murder Cliffs. This brought him to his on again, off again relationship with Lady Elis and continued friction with her advisor Svan Dorian.

Krateis' recent studies have raised his suspicions that more is going on at the Von Klarch estate than the obvious murder and robbery schemes he and Lady Elis Von Klarch organized. Krateis figures to eventually get to the bottom of it should his relationship with Lady Elis thaw again. If it does not, he figures to raise a force to sack the estate, and research his suspicions personally. To do this however, he needs an in for himself and his crew, and he needs Svan Dorian eliminated.

DEVIL'S HELM

Aura moderate enchantment; **CL** 6th; **Slot** head; **Price** 10,000 gp.; **Weight** 3 lbs

An enchanted bascinet whose tooled and inlaid facepiece resembled a fiendish countenance with a pair of spiked horns that protrude from the top of the brow. The enchantment causes the eye slits to glow an ominous red, and a thin fog escaped the helm's fanged mouth whenever the wearer speaks.

This helm grants its wearer a +2 profane bonus to AC. In addition, the wearer can cast *cause fear* and *fog cloud* once per day each.

Feats Craft Wondrous Item, cause fear, fog cloud, shield of faith; **Cost** 5,000 gp

OLD ORLAK

Orlak^A is a timber guide who has gotten on in years and spends less time working as a guide and more time drinking at the inn. He offers his services as a guide to merchants plying the road from the cities in the south to the mining encampments of the north.

Orlak is something of a storyteller and takes credit for all sorts of deeds in the mountains from his younger years that he probably wasn't actually a part of. If asked about the Devil of the Murder Cliffs, he may slip up and ask which one before quickly having another drink and making up some story or other about Krateis' atrocities.

Orlak has a deal worked out with Lady Von Klarch to ensure that wealthy travelers with the right sort of goods end up at the inn and out of the grasp of Krateis. Orlak sticks to the north-south roads and refuses to venture deeper into the mountain passes — for good reason. Krateis has threatened to crucify the old man if he ever catches him attempting to lead assassins to his lair. Orlak is attempting to woo Velanika into hiring him as a guide for her merchant trains, hoping to move through the mountains with armed guards to protect him. After Krateis' most recent assault on the manor, however, he refuses to take anyone until after someone deals with Krateis.

VELANIKA ROSNIN

Velanika^A is a shrewd businesswoman hailing from the southern city-states. She has a four-wagon caravan of trade goods to haul up to the silver camps of the north that is currently stuck at the inn because of the bandit attacks on travelers. She may offer the characters 50 gp per wagon to get her and her drivers to the silver camps to drop off her wares, and to haul a load of silver back unscathed. She realizes now that she is going to need more protection than her bosses in the southern cities have offered her and is willing to spend the money to get the job done. She has eight guards in her retinue currently, and they split time between guarding the wagons and sharing a pair of upstairs rooms.

Velanika wears ring mail armor and carries a longsword, a light crossbow, 20 bolts, and her ledger. Her guards wear leather armor and carry longswords.

ARCENAU THE DRUID

Arcenaur^A is commonly mistaken for the Devil of the Murder Cliffs as he silently wages war on the gnolls, highwaymen, and lumberjacks who violate his domain. He prefers frightening off the lumberjacks to outright murder, though if pressed he has no problem spilling their blood on the high-country ground.

Lady Elis would like nothing more than to see Arcenaur flayed and hurled to the ravens. She would readily implicate Arcenaur as an accomplice to the Devil of the Murder Cliffs.

ASPDU'S EVIL SPIRIT

Aspdu is the true devil of the Murder Cliffs. Once a powerful pit fiend in service to Moloch, Aspdu was reduced in power when a wizard king of old attempted to break his contract with the devil. Aspdu's bones were melded to the mountainside and the pit fiend's evil spirit now haunts the cliffs, possessing others as he attempts to reunite with his old bones and return to Hell with the 99 souls his master tasked him to gather. Aspdu is particularly interested in capturing the soul of Lady Elis as he believes she is descended from the ancient wizard who blasted his flesh across the mountainside.

Aspdu's ghost is merely a **ghost** though it may take other forms and possess NPCs (and possibly the characters). The ghost has power only during the nights of the Devil's Moon when it can project a somewhat corporeal form, typically appearing in the guise of a handsome traveling merchant.

Aspdu's motivations are to regenerate its body and return to Hell — after it wreaks as much evil and havoc as it possibly can. It needs the *talisman of Aspdu*^B and an empty vessel to achieve its plan. Lady Elis' desire to take control of the pit fiend using the clone in her conjuring chamber may provide the pit fiend with a new body so it can return to the world.

Aspdu's Ghost CR 7

XP 3,200

hp 73 (Pathfinder Roleplaying Game Bestiary, "Ghost")

PART 1: THE ARRIVAL

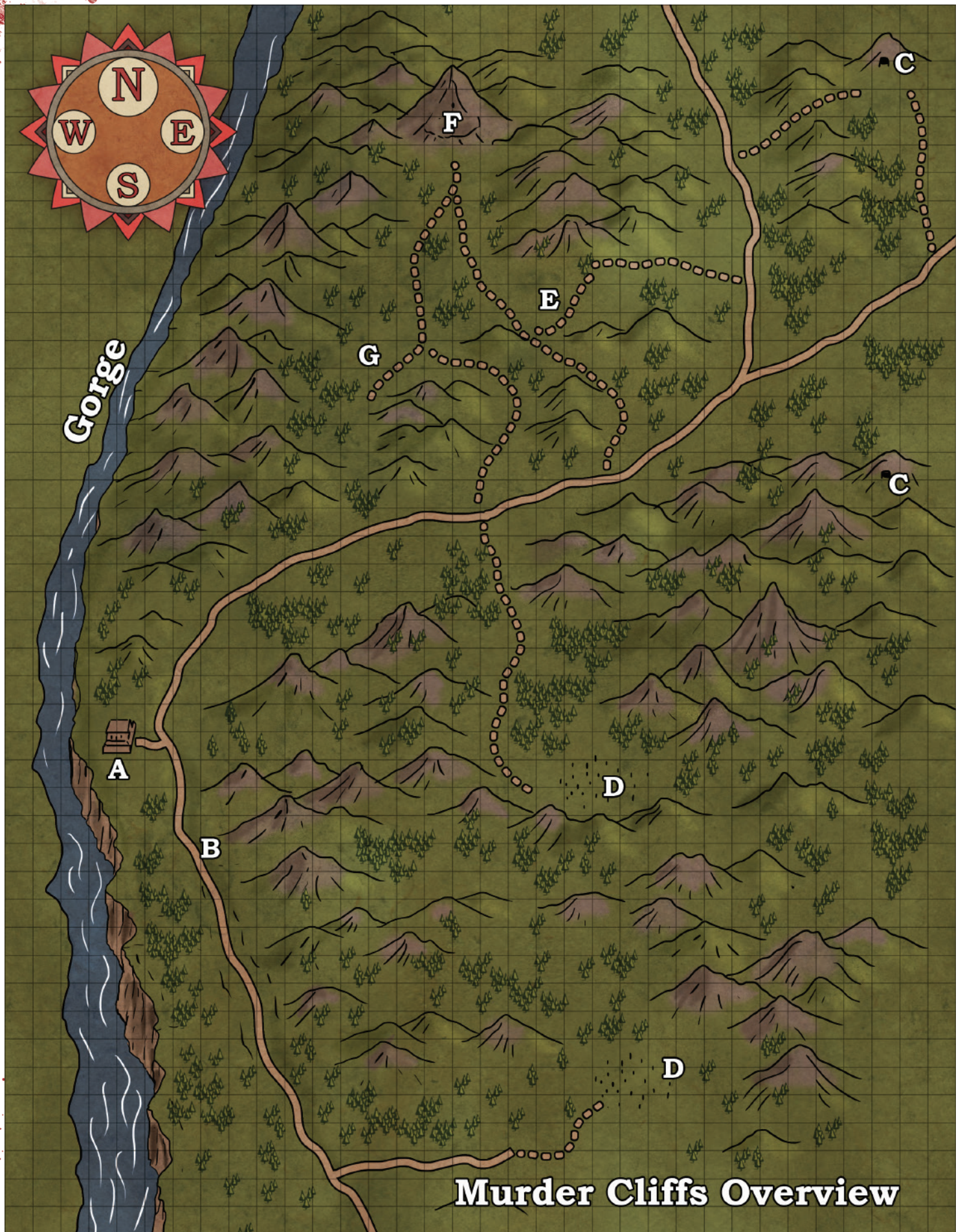
The first part of the adventure involves the characters' arrival at the Von Klarch Inn. If you need to spice up the characters' travel to the inn, use the random day and night wilderness encounter tables provided in **Part 2: To Hunt the Devil** to throw a challenge at the characters.

Once they arrive at the inn, the characters discover Krateis' bandits attacking the building. The raiders assault the outer perimeter of the grounds near the breastworks on horseback with bows and arrows. A rider with an ominous horned helm and glowing red eyes sits astride a horse observing the attack.

A lady in an upper-story window howls with rage at the horsemen, shaking her fist while guardsmen standing at the breastworks to the north of the inn trade shots with the riders. The rider in the distance laughs, and as he does, smoke pours from the mouth slit of his helm, surrounding him in a hellish glow.

The raiders are 4 human **bandits** mounted on **horses** and the man in the helm is **Captain Krateis**^A. The defenders are 3 human **foot soldiers**. The lady in the window is of course **Lady Elis**^A.

As the characters come within earshot of the conflict, the lady in the tower window yells down to them, offering 10 gp for each bandit that they take out. Assuming the characters are newly arrived to the fight, the riders target them as well.



Murder Cliffs Overview

Bandit (4) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit”)

Light Riding Horse (4) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, “Horse, Light”)

Foot Soldier (3) CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game GameMastery Guide, “Foot Soldier”)

The bandits use hit-and-run tactics as they ride past the characters, firing and then moving on. The bandits avoid direct melee if possible, and retreat after they take 50% damage or if any of their number are killed. Krateis departs as soon as his bandits engage the characters.

After the battle, Lady Elis Von Klarch and her seneschal **Svan Dorian**^A greet the characters. Lady Elis reveals the name of her nemesis to be Captain Krateis, a bandit leader also known as the Devil of the Murder Cliffs.

She further explains that Krateis is in league with bands of gnolls and a twisted druid known as Arcenaur. Together, this league of villains has set out to ruin her business, and has brought silver and lumber trade throughout the mountains to a standstill.

She asks the characters to hunt these foes down and break their hold on the mountain passes. In return, she offers them 10 sp per confirmed gnoll or bandit slain. She further offers the characters 300 gp for bringing Krateis in dead or alive (although she prefers alive), and an additional 100 gp for Arcenaur. The bandits, she insists, must be taught a hard lesson. If asked what she means, she points to a tree in the yard that would easily support a rope and 300 pounds or more of weight.

Characters may note that the lady’s dress seems a bit threadbare with a DC 10 Perception check or a DC 20 Appraise check. It was obviously very expensive at one time but seems about a decade out of date. Otherwise, it quickly becomes apparent that everything about the inn seems just a bit shabby and run down. It could be surmised that Lady Von Klarch is short on money. It is also apparent that although several rooms are available at the inn, very few of them are in fact currently rented. If asked about customers and the rundown quality of the inn, Lady Elis feigns embarrassment and says the bandit “situation” has strapped her inn financially.

The characters’ actions at this point flavor their interactions with the Von Klarches for the first part of the adventure, and specifically the sort of deal offered to them by Lady Elis Von Klarch. Characters have the opportunity to briefly interact with various members of the Von Klarch retinue, their men-at-arms, and the workers before setting out on the next leg of their journey. The workers at the estate are detailed in the descriptions of the Von Klarch Inn.

The encounters with the staff are friendly, and the Von Klarch clan seems very concerned about solving the bandit and gnoll problem that they face. The characters are properly wined, dined, fed, and given fine rooms facing the mountains (not those facing the gorge). The rooms are not trapped in any way. Make the characters feel safe and introduce some of the other travelers visiting the region. The overall atmosphere should be one of casual comfort.

It is during this time that the characters may first encounter Aspdu’s ghost and the NPC the ghost currently possesses during this lunar phase (see the **Ghost of a Devil** sidebar). The possessed individual has its own motivations and seeks to convince the characters to find the *talisman of Aspdu*^B. It explains cryptically that finding the talisman may be the key to ending all the troubles facing the inn. If the characters become too insistent while questioning the possessed NPC, Aspdu abandons the body, leaving the characters to deal with a suddenly confused NPC who has no knowledge of any talisman.

Once the characters leave the inn in search of Krateis and his bandits

(and possibly the talisman), proceed to **Part 2: To Hunt the Devil**.

Note: Characters can be notoriously nosy. They may in some way figure out that the inn is not on the level early on. This is fine, just remember the old saying about curiosity and cats. Proceed to **Part 3: The Devil Among Us**.

GHOST OF A DEVIL

Listed here are Aspdu’s actions and activities based on whom he possesses. The only beings the ghost of Aspdu does not attempt to possess are Krateis and Lady Elis. You may decide whom the ghost possesses or may roll 1d6 and select from below.

1. Arcenaur: If Aspdu possesses Arcenaur, he uses the druid’s powers to harass the denizens of the inn as he seeks access to the empty vessel hidden inside. If the characters attempt to capture or kill Arcenaur while Aspdu is possessing him, he puts up a meager defense and almost immediately surrenders.

2. Velanika Rosnin: If Aspdu possesses Velanika, he uses her to get the characters to help him find the talisman. Once within a few miles of the talisman, Velanika disappears as Aspdu leads her to collect the item. She is later found in the custody of Arcenaur or Krateis.

3. Orlak: If Aspdu possesses Orlak, he offers to guide the characters through the mountains. He instead leads them to within a few miles of the Devil’s Dolmen then disappears while he goes to collect the talisman. He abandons the characters, only to arrive later claiming to have escaped from the bandits.

4. Aspdu’s Ghost: Aspdu’s ghost approaches a solitary character with the intent of possessing him or her and heading to the site of the talisman. Once the ghost acquires the talisman, it returns to the inn immediately to acquire the empty vessel.

5. Svan Dorian: If Aspdu possesses Svan Dorian, the chamberlain of the house insists on joining the characters in their hunt for the Devil of the Murder Cliffs. He leads the party toward the Devil’s Dolmen instead, with the intent of collecting the talisman. Like the others, he slips away only to return with a made-up story of becoming lost.

6. Dusana or Lujub: Aspdu may possess one of the twins. This scenario works best if Krateis captures the characters. The ghost possesses one of the twins and helps the characters to escape, but leads them in the direction of the Devil’s Dolmen where it seeks the talisman.

Whichever choice you make, options are available for using Aspdu’s evil spirit to move the adventure along. Just remember that Aspdu desperately wants to retrieve the talisman from the Devil’s Dolmen then return to the inn to find the vacant clone growing in Lady Elis’ chambers. Aspdu will do almost anything to find and retrieve the talisman, even tricking the characters into accomplishing the deed for him.

VON KLARCH ESTATE

Use the following descriptions for the Von Klarch Inn and its surrounding grounds. Characters may not get much of a chance to fully explore the grounds initially if they soon set off in search of Krateis, but Lady Elis will have special rooms waiting for them once they return with all their treasure. **Part 3: The Devil Among Us** takes place back at the inn once the characters deal with the bandits, or guess that something is wrong at the Von Klarch Estate.

A. GROUNDS

The Von Klarch Estate grounds are found just around a bend in the winding mountain roads that pass closest to the cliffs overlooking the river 300 feet below. The grounds consist of broken pieces of an original fortress wall, with the majority of the ruins, including the main structure, spread along the northern end of the land.

The southern and eastern section of the estate are guarded by natural rock walls, with the pass to the east overlooked by the vestibule tower and a mountain trail that turns off to the north.

The grounds are typically guarded by 4 **guards**. The sentries are the first line of defense for the inn, and focus their attention along the northern section of the grounds, nearest to the ruins and at the eastern pathway where they stop visitors and direct them to the proper entry.

Guard (4) CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

B. RUINS

The northern end of the grounds consists of the ruins of the original curtain wall and the remnants of a northern watchtower destroyed during one of the many attacks on the manor by raiding gnolls and highwaymen. The ruins consist of stones of sizes ranging from 4 feet to 5 feet each. Smaller stones have been gathered and stacked to form a breastwork that is used by the defenders to slow attacks against the inn.

C. BREASTWORKS

The breastworks are 5 feet tall and 3 feet wide, and afford firing positions for guardians of the inn against attackers.

D. MOUNTAIN GATE

The mountain gate is a wrought-iron gate attached to the breastworks that has seen better days. One of the inn's **foot soldiers** usually mans the gate, which is locked and unlocked as visitors to the inn make their way to and from the northern reaches of the Murder Cliffs.

Foot Soldier CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game GameMastery Guide, "Foot Soldier")

E. VELANIKA'S WAGONS

Four trade wagons laden with trade goods are circled here along the southern grounds of the inn. The wagons belong to a merchant named Velanika Rosnin who is attempting to travel to the silver camps in the north. Each wagon contains 500 gp worth of trade goods ranging from rope, dried food, blankets, tents, tent stakes, tools, lamp oil, and the like. The exact nature of the supplies is left to you. The 4 **wagon drivers** and 8 **guards** protect the wagons.

Wagon Driver (4) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game GameMastery Guide, "Vagabond")

Guard (8) CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

THE VON KLARCH INN

The inn proper is made up of the remnants of the great Von Klarch Estate. The three-story building is made of a combination of marble and limestone, with a granite foundation and cornerstones.

STANDARD FEATURES

Interior Windows: Ground-floor windows are barred to prevent assault by bandits and raiders, and are shuttered and curtained from the inside. Upper-story windows are shuttered against the weather and curtained on the inside to keep down drafts.

Moving the bars enough to enter can be accomplished with a successful DC 18 Strength check.

Secret Doors: The Von Klarch Inn is filled with secret doors and passageways built to share common closets, and narrow shafts next to fireplaces so they are hidden by the manor's many chimneys. Most lead to pit traps that deposit victims onto spikes located in the dungeon and caves below the estate. Unless noted otherwise, the secret doors can be found with a successful DC 18 Perception check.

Pit Traps: The spiked pit traps hidden in the closets and bathrooms do 1d6 falling damage for each story that they are found on. For example, falling down one of the pit traps on the third floor causes 3d6 falling damage plus the character lands on 1d4 spikes that deal an additional 1d4+2 piercing damage each. The traps can be triggered from outside the room by turning the doorknob counterclockwise twice, or can be triggered by "accidentally" standing atop one of the covered trapdoor chutes. Consequently, the traps can be locked in place by turning the handle clockwise twice from outside the room before the door closes. The Von Klarches seldom set the traps until they are certain their visitors are laden with coin for them to steal!

Spiked Pit Trap CR 2

XP 600

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

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Pass-Through Pits: As indicated on the map, some of the pits from the second story pass through sections of the inn on the ground floor. These areas are bricked in and look like additional chimney spaces. A character investigating the inn who succeeds on a DC 17 Knowledge (engineering) check might note the excess chimneys and the lack of fireplaces, which might lead characters to believe that there are hearths of some sort in a sub level of the inn such as a cellar or basement.

1. PORCH AND VESTIBULE

A worn stone porch leads to scarred oaken double doors that open onto a vestibule that has seen better days. In older times, the vestibule served as visitors' "introduction" to the family estate. The marble facades that decorate this room are now cracked, revealing the native limestone of the building's exterior.

Currently, a house **porter** stands at the porch, offering aid and assistance to visitors and a truncheon to trespassers without the coin to rent a room for the night. The porter keeps an eye out for visitors who may need a groom for their horses or a bellhop to carry luggage to the guestrooms. If the grounds are in imminent danger, he bars the doors to the vestibule and the grand hall beyond. Once barred, the door can be broken through with a successful DC 25 Strength check.

Porter CR 1/3
XP 135

hp 8 (Pathfinder Roleplaying Game GameMastery Guide, "Foot Soldier")

2. GRAND HALL

The vestibule opens into the grand hall, a great T-shaped hall paneled in polished hardwood and marble. The great hall is a far cry cleaner and far statelier to the eye than the vestibule outside and shows that a considerable amount of work goes into keeping it that way. To the right is a broad enclosed desk where guests can check in, as well as a bellhop station.

Beyond the entry, the hall turns north and south with entrances to the ballroom, grand dining room, terrace bar, hunters' lounge, lavatories, servants' quarters, and the vast kitchens. Staircases at the north and south of the hall lead to the upper stories and the guest rooms found there. The rooms once served the noble family, but now serve the inn's guests.

Paintings and sculptures in the grand hall represent various members of the Von Klarch family over the last 300 years. Bare spots on the wall mark where other more valuable paintings once hung, but they have been sold off in recent years to settle family debts.

3. CHECK-IN DESK AND OFFICE

Characters entering the inn for the first time are greeted by **Taniya**, a youngish local girl who asks if they need lodging and indicates the prices for a night, a week, a month, or a yearly stay. Her mother is Head Matron Jelena Kukas, who manages the staff for Svan Dorian. Taniya is bored with her job to say the least and spends most of her time frustrating Gravnic. She flirts with new arrivals, believing this drives Gravnic crazy. She reminds characters to ring the bell in their room should they need anything from her at all.

The ledger indicates a variety of travelers coming from the south and heading north, though it rarely lists return visits. This information could be gathered with a successful DC 14 Perception check from a character studying the ledger.

Taniya CR 1/2
XP 200

hp 7 (Pathfinder Roleplaying Game GameMastery Guide, "Barmaid")

4. BELLHOP STATION

Also at the desk is the bellhop station where **Gravnic** waits to haul bags when not busying himself with polishing doorknobs, brass, or whatever else he can do to stay busy. Gravnic is very strong and asks few questions. For this reason, Lady Von Klarch and Svan Dorian put his brawn to use in the "other" family business whenever necessary.

A secret door in the back of the bellhop station leads to an access hallway.

Gravnic CR 1
XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, "Street Thug")

5. ACCESS HALLWAY

A hidden hallway is located between the supply closet and the bellhop station. A stairway descends to the caves and dungeon below the inn, ending right next to the hidden jail (**Area 43**). Secret doors lead to the bellhop station, the supply closet, and a secret entrance from the main hall that is hidden behind a portrait of Markus Von Klarch.

6. SUPPLY CLOSET

The supply closet is filled with mops, brooms, soap, vinegar, brass polish, and other cleaning supplies used by the staff to keep the estate clean. A secret door hidden behind a rack of fresh linens leads to the access hallway.

7. HUNTERS' LOUNGE

This room is filled with hunting memorabilia. Its doors are flanked with stuffed black bears that have been dressed in hunter's caps and armed with bows. The lounge is small and cozy, with seating for perhaps 10. It is open by reservation only. Guests sit in the lounge and smoke pipes as they tell tales from overstuffed armchairs and receive bottle service from the terrace bar. Renting the room is 10 sp for an entire evening. Drinks and tips are extra, of course, and their prices may be set by you. There is a 50% chance that Old Orlak is having a glass of brandy and a cigar here, reservations be damned.

<3>8. North and South Towers, Ground Floor

The towers flanking the vestibule tower serve as the main defense for the yard and main entrance to the estate. The ground floor towers serve as barracks for 5 **guards** who occupy each tower. The guards keep 2d6 gp and a clean uniform in their footlockers.

The guards rotate shifts so there are always at least 3 guards up and working per tower at any given time and 2 guards sleeping in the bunkroom on the ground floor. Each working guard mans a different level of the tower (**Areas 23 and 31**), although they can run up or down the stairs to assist each other.

Guard (5) CR 1
XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

9. HEAD MATRON'S QUARTERS

Head Matron Jelana Kukas lives in this room in the north wing, which is conveniently located next to Lady Elis' ground-floor office. Jelena has a small chest that holds a velvet sack containing two small sapphires worth 25 gp each, as well as 28 gp and 30 sp.

10. LADY ELIS' OFFICE

Lady Elis' office is the ground-floor nerve center of the estate. The door is kept locked. It can be opened with a successful DC 20 Disable Device check or a successful DC 18 Strength check.

Within is a broad walnut desk, a safe, a window, and a fireplace. A painting of Lady Elis' late grandfather Shukov Von Klarch hangs behind the desk. The painting slides to the side to reveal a map of all three levels of the house with buttons over the bathrooms as well as several of the second- and third-floor bedrooms. When the buttons are pressed, they activate the covered pits in the selected rooms. The purpose of the buttons may not be obvious to those snooping around in the office, as pressing them here triggers the pit trap elsewhere in the inn. A brass and crystal bowl filled with silvery liquid sits upon the great wooden desk (a *bowl of scrying*^B).

The safe is locked with a combination lock and trapped. The safe can be opened with a successful DC 25 Disable Device check.

Acidic Safe Trap CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger opening safe; **Reset** none

Effect acid spray (Atk +10 melee, 4d6 acid damage); DC 20

Reflex avoids; multiple targets (all targets within 5 feet of the safe)

Within the safe are Lady Elis' spellbooks, 424 gp, 533 sp, the deed to the estate and title to the surrounding lands, and a scroll denoting her coat of arms and the legitimacy of the holding. Also included are the title and deed to an apartment on the lower ring of the Hill District of Bard's Gate, a teacup full of gold wedding rings worth 2d10 gp each, and a champagne glass full of two dozen gold teeth worth 3 gp each. Not all of the teeth are from the same person; some are dwarf teeth, some are halfling teeth, and at least one is a half-orc tusk.

BOWL OF SCRYING

Aura moderate divination; **CL** 10th; **Slot** —

Price 21,000 gp; **Weight** 3 lbs.

This crystal and brass bowl works similarly to a *crystal ball*, allowing the user to cast *scrying* (DC 16) once per day, though the bowl must be filled with mercury to work.

Feats Craft Wondrous Item, *scrying*; **Cost** 10,500 gp

11. BALLROOM

The smallish ballroom was once reserved for guests who used it for private wedding receptions and personal functions when the great hall was being used for larger functions and events. The ballroom has two fireplaces and an orchestra pit located just beneath the floor that allows dancers to hear the music clearly but hides the orchestra, providing more room on the dance floor. An archway to the south opens to the terrace bar, while an opening to the west leads to a balcony that affords a stunning view of the gorge beyond.

The orchestra pit contains a bass, a viola, a flute, a cello, and a harp. The instruments are worth about 20 gp each in their current condition.

12. TERRACE BAR

Once a popular spot at the Von Klarch Inn, the terrace bar is open only during nice weather from spring through fall. Currently, it is the roost of a **murder of crows**. The crows are used to people and tend to leave them alone unless bothered. They stare hungrily at the characters.

Murder of Crows CR 3

XP 800

hp 27 (Pathfinder Adventure Path #33: The Varnhold Vanishing, "Murder of Crows")

Locked in the cabinets of the bars that flank the entrance are a case of dwarven whisky, a case of vodka, 10 bottles of average champagne, 10 bottles of average wine, and 2 kegs of ale. The locks can be picked with a successful DC 16 Disable Device check or broken open with a successful DC 15 Strength check.

The balcony below the terrace connects the ballroom balcony and dining room balconies.

13. DINING HALL

This small but richly appointed dining hall with two fireplaces has a glass wall overlooking the western balcony that stands over the gorge, affording a fine view of the surroundings. The dining hall is rarely used anymore, and the tables and chairs are covered with dust cloths. Cut-glass doors open to the balcony and the terrace beyond.

14. KITCHEN

The kitchen once swarmed with activity, but is now down to **Chef Petreshi** and his **2 harried assistants**. The trio is capable of preparing meals for up to 30 guests with simple fare, and just over a dozen guests with fine fare.

Petreshi is a local boy who asks few questions and minds his own business. He was once an up-and-coming chef in the southern cities until a gambling debt forced him to flee. Petreshi fights only if attacked. If things go south at the Von Klarch Inn, he steals whatever he can from the main offices and flees the estate. He has already lifted a goodly amount of coin from the inn without anyone suspecting and keeps his treasure stuffed inside a dry aged beef hanging in the larder.

Petreshi CR 3

XP 800

hp 23 (Pathfinder Roleplaying Game GameMastery Guide, "Barkeep")

Petreshi's Assistants (2) CR 1/2

XP 200

hp 7 (Pathfinder Roleplaying Game GameMastery Guide, "Barmaid")

A servants' stairwell built into the eastern wall leads upstairs and was used by servants to deliver room service. It is seldom used these days.



15. LARDER

The larder on the south side of the kitchen holds two sides of beef, 10 hanging hams, 30 bottles of average wine, 20 bottles of average champagne, five bottles of fine wine worth 10 gp each, five bottles of fine champagne worth 25 gp each, six dozen eggs, three barrels of pickles, 20 dried salted trout, five slabs of bacon, 10 legs of mutton, and a sand barrel filled with turnips, potatoes, and carrots.

Hidden within a hanging side of beef is a leather sack containing 300 gp. Chef Petreshi hides his stolen hoard of coins here. The sack can be found with a successful DC 16 Perception check while searching the beef.

A door in the southern wall of the larder leads to a secret hallway ending in the stables.

16. STABLES

The stables occupy the southern wing of the estate. **Honor the groom** manages the stables. He is a loyal retainer to the Von Klarch family and assists Gravnic when the lady demands it. He is also an expert at rebranding steeds for resale when their owners no longer need them.

Honor the Groom CR 1
XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, “Street Thug”)

16-A. CARRIAGE HOUSE

This portion of the stables is where the Von Klarches keep their monogrammed carriage. The carriage is chased with gold and silver inlay, and is enameled a deep black and red. It is worth 300 gp and seats four inside and two atop comfortably. Stowage is tied to a luggage rack in the rear or atop the carriage.

Honor keeps his sword and shield here while working, and in his room when he is not.

16-B THROUGH D. GUEST STABLES

These stables have room for 2–3 horses each. A groom sleeps in the loft above the stable and sees to the upkeep and care of the horses below. The stables are currently filled with draft horses for Velanika’s wagon train.

16-E. THE LADY’S STABLE

This stable is where the hitch for the mistress’s carriage is kept, as well as her personal riding pony. Five horses in all are kept here. A secret door in the southern wall known only to Lady Elis and her trusted confidants opens onto a hidden hallway that leads to the kitchens. It is intended as an escape route should anything go awry.

17. BATHROOMS

These bathrooms feature a washbasin and private toilet. The toilets are rigged with a pit trap that can be armed in Lady Elis’ office (**Area 10**) or her private chambers (**Area 37-B**).

18. CHEF PETRESHI’S ROOM

This room is assigned to Chef Petreshi. The door is locked. It can be opened with a successful DC 18 Disable Device check or a successful DC 20 Strength check. Within his room is his wardrobe, which contains a traveling outfit, thieves’ tools, a silvered short sword, and a collection of fine bone-handled cooking knives worth 50 gp. Hidden in an alcove is a sack containing an additional 210 sp and a golden brooch worth 50 gp that he stole from the manor, as well as a fine landscape painting of the Murder Cliffs by Bedsinsky that is rolled up in a tube. Lady Elis has not noticed it is missing, nor does she have any idea that the painting is worth close to 500 gp to the right collector. The alcove and its contents can be noted with a successful DC 17 Perception check.

19. HONNOR’S ROOM

The room has a distinctive leather smell to it. Within are a pair of saddles — one being repaired, and another completed — and the start to the braid of a 10-foot bullwhip. There is also a chain shirt, a shield, a helm, and a longbow with 20 silver-tipped arrows and 20 normal arrows, and a mask used for when his mistress calls on Honor to murder guests.

20. GRAVNIC’S ROOM

Gravnic’s room consists of his bed, a suit of chainmail, a shield, a mace, a light crossbow, and a murderer’s mask painted with the image of Moloch on it that he uses whenever he is commissioned to murder someone in the name of his lady. Gravnic has an old bottle of gnomish vodka worth 12 gp and a satchel containing 120 sp.

THE MANOR, SECOND FLOOR

21. HALL

These broad halls are covered in woven rugs that are threadbare and shabby with age. Stairwells to the east and west lead to the upper and lower floors.

22. VESTIBULE TOWER

The tower rooms that stand over the entryway to the inn are manned by a **guard**.

Guard CR 1
XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, “Guard”)

23. WATCHTOWERS

A **guard** from **Area 8** watches the yard from these watchtower rooms.

Guard CR 1
XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, “Guard”)

24. MOUNTAIN-VIEW ROOMS

The mountain-view rooms have a bed, dresser, and fireplace. They afford a view of the Eastern Peaks. These rooms are not trapped, though they may have a secret door. If a secret door is discovered and the characters ask about it, the staff and their mistress simply state that it is an old house built during a different time when the Von Klarches were a larger family with many enemies. They offer to switch the characters’ room if they would like.

25. TRAPPED ROOMS

These rooms are similar to the mountain-view rooms, being roughly the same in size and shape. The rooms possess a fireplace, and may contain a secret door. Each room has a closet or dressing table and a hidden pit trap that drops the victim through a chute to a spike-filled pit in the dungeon below the house. The trapdoor can be triggered from Lady Elis’ office (**Area 10**) or via a similar control panel in Lady Elis’ room (**Area 37-B**).

26. TRAPPED GORGE VIEW SUITES

These suites are divided into an anteroom for entertaining and for the sequestering of servants, and a master's chamber. The master's chambers are trapped with a hidden pit trap similar to the ones in the trapped rooms (**Area 25**). The rooms have spots on the walls where the wallpaper is a different shade, indicating places where picture frames once hung.

Leaded-crystal windows open out to the river gorge to the west.

27. BATHROOM

This public bathroom is trapped similarly to the ones on the first floor, with a trapdoor that drops victims down the chute onto the spikes in the dungeon.

28. OLD ORLAK'S ROOM

This room is where Old Orlak currently stays. It features a bed covered in animal skins, and walls that hang with hunting trophies from his big-game hunting days. The usual suspects of owlbear, peryton, and stuffed dire wolf are prominently displayed. Orlak keeps 56 gp, a ruby worth 60 gp, and 214 sp hidden in a secret compartment behind the owlbear's glass eye. The compartment can be found with a successful DC 18 Perception check. He keeps a *potion of neutralize poison* and a *potion of cure light wounds* on a nightstand next to a large, half-empty bottle of brandy.

Orlak is often found sleeping here after a night in the terrace bar.

THIRD FLOOR

29. HALL

This hall is identical to the second-floor hall (**Area 21**). It contains more threadbare and shabby woven rugs. Stairwells to the east and west lead down to the second floor.

30. VESTIBULE TOWER

This tower room standing over the entryway to the inn is manned by a **guard**. It is otherwise similar to the vestibule tower room below (**Area 22**).

Guard CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

31. GUARD TOWERS

These rooms are exactly like those found on the first and second floors (**Areas 8** and **23**). A **guard** from **Area 8** watches the yard from this room. The north (**Area 31-A**) and south (**Area 31-B**) towers can be used as cells for prisoners if needed.

Guard CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

32. MOUNTAIN-VIEW ROOMS

Each of these upper-floor mountain-view rooms contains a bed, a dresser, and a fireplace. They afford a view of the Eastern Peaks. These rooms are not trapped, though they may have a secret door. They are identical to the second-floor rooms (**Area 24**).

33. TRAPPED ROOMS

These upper-story rooms are identical to the second-floor rooms (**Area 25**) and contain a fireplace and possibly a secret door. Each room has a closet or dressing table and a hidden pit trap that drops the victim through a chute to a spike-filled pit in the dungeon below the house. The trapdoor can be triggered from Lady Elis' office (**Area 10**) or via a similar control panel in Lady Elis' room (**Area 37-B**).

34. SVAN DORIAN'S ROOM

Svan Dorian's room overlooks the southern mountain passes. The door is locked and trapped. The trap is a *glyph of warding*. The exploding *glyph* makes a booming noise that can be heard throughout the Inn. The door can be unlocked with a successful DC 17 Disable Device check or broken down with a successful DC 20 Strength check. Doing either one triggers the *glyph*.

Blast Glyph of Warding CR 7

XP 3,200

Type magic; **Perception** DC 28; **Disable Device** DC 28

Trigger spell; **Reset** none

Effect blast (5d8 sonic damage, DC 20 Reflex halves); multiple targets (the intruder and to all within 5 feet of him or her)

The room is adorned with crimson velvet curtains and black, red, and white furnishings. A painting depicts the Devil Moloch with his arms outstretched over his realm of Hell. On the canvas, larvae, lemures, and other lesser beasts of the underworld are being tormented by his infernal minions as his legions prepare for unending war. The painting emanates an aura of evil that makes creatures viewing it uncomfortable. An evil collector may pay upward of 500 gp for the painting.

A locked iron chest contains Svan's unholy vestments, his black candles, 4 vials of unholy water, an obsidian holy symbol of Moloch, and a flame-bladed ceremonial *+1 unholy dagger*. The chest also contains 5 black opals worth 25 gp each, 135 gp, and 233 sp. The lock can be opened with a successful DC 20 Disable Device check.

35. VELANIKA ROSNIN'S ROOM

Velanika Rosnin currently rents this room. The traps in the room haven't been triggered to dump her into the dungeon as she hasn't yet gathered the silver from her trading expedition to the north.

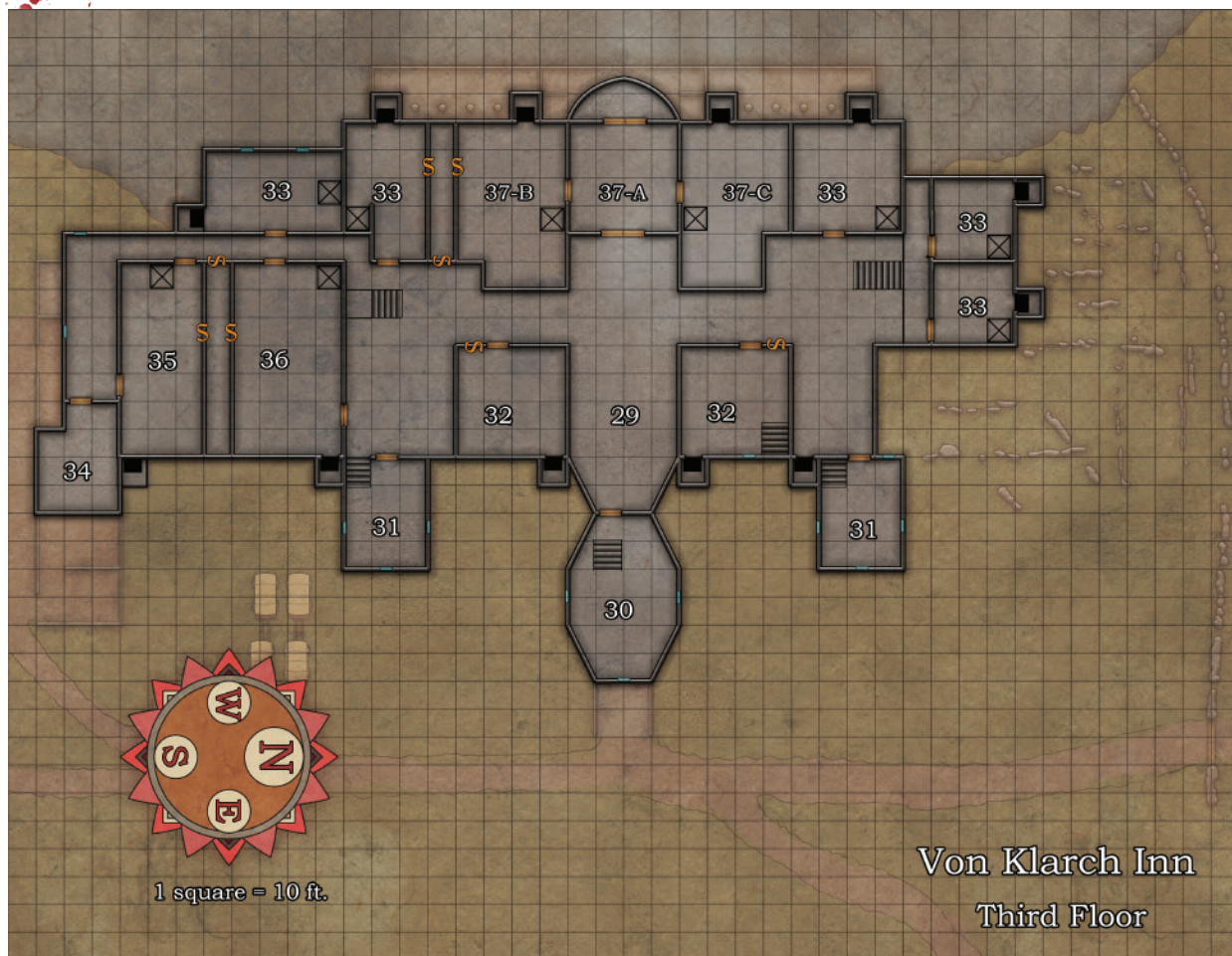
The room is otherwise similar to others of its type in the inn, with a secret door in the north wall and a covered pit trap concealed in the closet.

36. TRAPPED SUITE

This suite is trapped with a pit trap similar to those found throughout the inn. The suite is much nicer than some of the other rooms found within the inn, but just as deadly to rich patrons.

37. LADY ELIS' SUITE

This series of rooms overlooking the gorge are the private chambers of Lady Elis Von Klarch. The door is sealed with an *arcane lock* and a very well-made traditional lock. With the *arcane lock* intact, the door can be opened with a successful DC 35 Disable Device check or a successful DC 28 Strength check. The DCs are 10 lower if the *arcane lock* is dispelled.



37-A. GREETING ROOM

The greeting room is a combination of study and lounge. A pair of stuffed leather couches stand around a coffee table, above which hangs an oil-rubbed bronze chandelier lit with ever-burning candles (as *continual flame*). The western wall is made of stained-glass featuring the images of a golden-robed man with a crown standing upon a stone at the edge of a cliff, unaware that a flock of crows is winging toward his back. Opposite him are the flaming bones of an enormous horned fiend, its jaw open in rage and horror as it stands grasping a baby wrapped in swaddling clothes.

Doors between the panels of stained-glass open onto the balcony overlooking the gorge beyond.

The greeting room has a stocked bar cart that contains 12 bottles of spirits including rum, brandy, whisky, and schnapps worth 1d8 + 2 gp per bottle.

37-B. BEDCHAMBER

Lady Elis' bedchamber occupies the southern wing of her suite. The room features a fireplace, a canopy bed, cherry-wood wardrobes, and stained-glass featuring ravens flying over the gorge.

The wardrobes are overstuffed with gowns, though the gowns appear to be poorly kept, threadbare, and several years out of fashion. Shoeboxes are piled in the corners and spill around the room, but again the shoes are in most cases a decade or more out of style, with the shoes popular among metropolitan aristocrats.

Blank spaces on the walls where the wallpaper is discolored indicate that paintings once hung in these locations. One large painting remains, however, showing a painting of the Eastern Peaks. The painting swings to the side on a nearly invisible hinge to reveal a diagram of the entire inn, complete with the buttons found in Lady Elis' office (**Area 10**) on the ground floor. Lady Elis can control any of the pit traps from here. If investigated manually, the hinge is obvious. Otherwise, it can be seen with a successful DC 22 Perception check while looking around the room.

37-C. LADY ELIS' CONJURING HALL

This room to the north of the greeting room is where Lady Elis studies her dark magic. The door is locked with an *arcane lock*. With the *arcane lock* intact, the door can be opened with a successful DC 30 Disable Device check or a successful DC 28 Strength check. The DCs are 10 lower if the *arcane lock* is dispelled.

Bookshelves in the room contain Lady Elis' spellbooks, with all of her memorized spells and any additional spells you want to add. Characters can also find 10 *scrolls* containing the following spells: *charm person*, *dispel magic*, *dominate monster*, *haste*, *invisibility*, *lightning bolt*, *magic missile*, *mirror image*, *sleep*, and *suggestion*. A shelf holds the following *potions*: *fly*, *cure light wounds*, *protection from elements* (fire), and *poison*.

Also found here are 20 lbs. of powdered lead in ceramic jars.

A large crystal jar in the center of the room contains what appears to be a semi-formed human baby suspended in a thick jelly-like fluid. The jar is capped with a copper lid and affixed with copper wires. It sits on an iron pedestal in the center of a pentagram drawn with silver dust. An open book lies on a pedestal outside of the pentagram. The book is titled *The Artis Simulacra*.

Within the jar is a partial clone that Lady Elis intends to use as an empty vessel to trap and command Aspdu's spirit. The half-formed clone is designed based on instructions found in the pages of *The Artis Simulacra*^B that recently came into Lady Elis' possession. After reading the tome, she believes capturing and enslaving the fiend is the simplest way to overcome her financial hardships. She is now hoping to find the *talisman of Aspdu*^B to complete the ritual. She suspects Krateis is withholding the location of the talisman as well as her cut of the silver taken from travelers.

THE ARTIS SIMULCRA

Aura strong necromancy; **CL** 17th; **Weight** 1 lb.; **Slot** none; **Price** 25,000 gp

The ancient text details the creation of a blank and soulless artificial body grown from living tissue. The soulless body grows to maturity at the normal rate of the originally donated tissue and can be used in conjunction with a *magic jar* spell as an empty vessel for a spirit or soul. The spirit or soul retains all the memories it had during its life though it does not retain its original physical characteristics such as Strength, Dexterity, and Constitution until it reaches adult maturity (which is often accelerated based on the creature trapped in the clone).

The book contains the following spells that can be cast as a ritual though doing so consumes the book's power to perform that ritual for one year: *simulacrum*, *clone*, *magic jar*, and *protection from evil*.

Feats Craft Wondrous Item, *clone*, *magic jar*, *protection from evil simulacrum*; **Cost** 16,500 gp

Destroying the clone renders it impossible for Aspdu to gain his true form until a new clone is prepared. He ends up wandering the Murder Cliffs again as a ghost, meaning the characters may have to deal with the pit fiend's spirit to truly end the threat to the region.

VON KLARCH DUNGEON

A large cave complex beneath the Von Klarch Inn serves as a dungeon for the building above, containing guardrooms and jails, a shrine to Moloch, and the spiked pit traps where unsuspecting guests are unceremoniously dumped.

STANDARD FEATURES

Doors: Doors are locked. Lady Elis and Svan Dorian possess the keys to these doors. Unless otherwise noted, they can be opened with a successful DC 20 Disable Device check.

Spikes: At the bottom of the pit traps hidden in the guest rooms above are 6-foot iron spikes. The spikes may still have pieces of impaled remains or fresh blood on them from recent victims.

38. TOWER ENTRANCE

Stairs from the ground-floor access hallway between the lounge (**Area 7**) and Gravnic's room (**Area 20**) lead to the dungeon. The stairs open immediately into this guardroom occupied by 2 **guards** loyal to the Von Klarch household. A door to the south leads to the barracks.

Guard (2) CR 1
XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

39. GUARD BARRACKS

The barracks has three sets of bunk beds for the 6 guards who typically patrol the dungeons. At least 2 **guards** can be found resting in the barracks at any given time. Each guard has a footlocker containing 2d10 sp and personal effects such as ivory dice, a dish, cup, eating utensils, and a change of clothes.

Guard (2) CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

40. SHRINE TO THE DEVIL OF THE MURDER CLIFFS

This shrine is dedicated to the Devil of the Murder Cliffs. The walls are set with a mosaic featuring the legend of the devil and show a long procession of creatures being sacrificed on a bloody altar. Currently, a blood-encrusted golden idol of Moloch stands upon an altar similar to the one in the mosaic. Svan Dorian recently placed the idol here to channel some of the evil essence of the structure for himself.

The area emanates an intense aura of evil that causes neutral and good beings to suffer disadvantage on attack rolls and saving throws for the duration of their stay within the shrine. Touching the idol of Moloch summons a **hellstoker devil** that appears to defend the altar.

The idol is gold-covered clay and is very old. It allows a user to cast *fear*, *charm person*, and *charm monster* once per day.

Hellstoker Devil CR 5

XP 1,600

hp 37 (Tome of Horrors Complete, "Devil, Marnasoth (Hellstoker)")

41. CAVE

The dungeon of the Von Klarch Inn is built over a large cave complex almost as long as the house itself. Large stone pillars support the tons of rock above and divide the cave into several narrow galleries.

The cave is patrolled by 4 **zombies** made from the corpses of fallen guests. They ignore folk wearing the crest of the Von Klarch estate, but attack anyone else. They are ultimately under the control of Svan Dorian.

Zombies (4) CR 1/2

XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

42. CAVE OPENING

These openings in the cliff face overlook the roaring rapids 1000 feet below. The footing is damp, requiring a successful DC 14 Dexterity saving throw to avoid slipping. Any character who slips can attempt a second saving throw to attempt to crawl back to safety. A creature who fails is dashed on the cliff wall as they fall to their death.

A **murder of crows** rests on the cliffs 50% of the time, and there is a 25% chance that 1d4 **dire corbies** rest here as well. The dire corbies and crows ignore folk dressed in the attire of the Von Klarches' servants and staff, but caw madly when anyone else approaches.

Murder of Crows CR 3

XP 800

hp 27 (Pathfinder Adventure Path #33: The Varnhold Vanishing, "Murder of Crows")

Dire Corby (1d4) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary 3, "Corby, Dire")

Murdered victims of the Von Klarch clan are often hurled from the cliffs where their bodies are dashed on the rocks below for the ravens to pick apart. Bodies that hit the water are as often as not broken apart by the rapids slamming them back into the rocks.

43. VON KLARCH DONJON

The door to the jail is locked and barred from the inside. The lock can be picked with a successful DC 18 Dexterity check with thieves' tools. Breaking through the door requires a successful DC 24 Strength check if the lock is intact, or a successful DC 20 Strength check if only the bar is holding the door. Six prisoner cells are within the smelly cesspit. The chamber is decked out with flensers, braziers and tongs, thumbscrews, and branks. Being held here for ransom are **Genley**, a merchant from Freegate, and **Sir Hamenly**, a knight sent to investigate the random disappearances in the passes along the Murder Cliffs. Both are malnourished and thin.

Gagaric the Torturer, a cruel man-at-arms, manages the donjon. Gagaric keeps the keys to the cells on his belt.

Gagaric the Torturer CR 5

XP 1,600

hp 52 (Pathfinder Roleplaying Game GameMastery Guide, "Torturer")

Genley CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, "Travelling Merchant")

No Gear; 4 Strength and Constitution damage due to malnourishment

Sir Hamenly CR 3

XP 800

hp 34 (Pathfinder Roleplaying Game GameMastery Guide, "Guard Officer")

No Gear; 4 Strength and Constitution damage due to malnourishment

44. STAIRS

A set of stairs leads to the hidden hallway between the bellhop station (**Area 4**) and the supply closet (**Area 6**) on the ground floor.

45. RIVER CAVE

This exit from the caves opens onto an underground stream. After about 60 feet, the river pours off the side of the cliff as a waterfall that cascades to the river below.

PART 2: TO HUNT THE DEVIL

In this section, allow the characters to explore the region as they like, although they likely have a goal of finding Krateis and Arcenaur if they are going along with Lady Elis' wishes. Eventually a captured bandit, successful tracking, or pure luck should lead the characters to Krateis' mountain hideout. Of course, a possessed NPC may very well lead the characters into the wilderness — headed in the direction of the Devil's Dolmen, of course, so Aspdu can reclaim the talisman.

Once the characters discover Krateis' hideout, they'll have to figure out the best way to bring the bandit chieftain to justice. They may also have to deal with the druid Arcenaur (or may believe he has something to do with the attacks on the inn if they believe Lady Elis). Once they complete their mission, they'll need to return to the Von Klarch Inn for their reward. Krateis and Arcenaur may be their prisoners, or the pair may have escaped to make their own way to the inn for vengeance.

THE MURDER CLIFFS

The wilderness area to the east of the Murder Cliffs is a thickly grown alpine forest at around 1200 feet to 2500 feet. Lumber camps dot the forest, but it is also home to dangerous gnolls, bandits, and more.

The Murder Cliffs are so named for the preponderance of ravens that nest along the cliffs along the river gorge. The area is a wild land, and the mountain roads are narrow and frequently blocked by boulders and rockslides that need to be cleared before passage is possible again.

The tables below detail random encounters that could take place day or night as characters explore the heavy wilderness around the Murder Cliffs. You could also use these encounters to challenge characters as they are travel to the Von Klarch Inn.

RANDOM DAYTIME WILDERNESS ENCOUNTERS

| 1d20 | Encounter |
|-------|---|
| 1 | Merchant caravan |
| 2 | Holy pilgrimage |
| 3 | Owlbears |
| 4 | Bears |
| 5 | 1d4+2 perytons |
| 6 | Ranger band |
| 7 | Wolves |
| 8 | Lumberjacks |
| 9 | A murder of crows (1d4 murder of crows) |
| 10 | Arcenaur the druid |
| 11 | Aspdu's evil spirit |
| 12–20 | No Encounter |

RANDOM NIGHT-TIME WILDERNESS ENCOUNTERS

| 1d20 | Encounters |
|-------|----------------------|
| 1–2 | Gnoll band |
| 2–3 | Bandit band |
| 4 | Wolves |
| 5 | Owlbears |
| 6 | 1d4 + 2 dire corbies |
| 7 | Wraith |
| 8 | Ranger |
| 9 | Crow swarm |
| 10 | Arcenaur the druid |
| 11 | Aspdu's evil spirit |
| 12–20 | No encounter |

Arcenaur the Druid: Arcenaur's lair is detailed in **Area G**.

Aspdu's Evil Spirit: See the **Ghost of a Devil Sidebar** above for more details. If Aspdu's **ghost** has not yet been encountered, the spirit sets upon an unsuspecting character, attempting to possess him or her. The ghost immediately heads toward the Devil's Dolmen (**Area F**) to retrieve the talisman.

Aspdu's Ghost CR 7

XP 3,200

hp 73 (Pathfinder Roleplaying Game Bestiary, "Ghost")

Bandit Band: This is an encounter with 2d6 + 2 **bandits** in allegiance with Krateis. Due to the truce between the gnoll chieftain and Krateis, they are given free passage by any gnolls they meet. There is a 50% chance that the bandits are set up to ambush the characters.

Bandit (2d6+2) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Light Riding Horse (2d6+2) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, "Horse, Light")

Bears: Roll 1d4. The result is the type of bear encountered:

| 1d4 | Type |
|-----|---------------------------------|
| 1–2 | Black bear plus 1d2 cubs |
| 3 | Brown bear plus 1d2 cubs |
| 4 | Cave bear plus 1d2 cubs |

There is a 50% chance that the bear attacks. If the characters avoid a confrontation and stay away from the bear's cubs, they should be fine.

Black Bear CR 3

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary, "Bear, Black")

Brown Bear CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, "Bear, Brown")

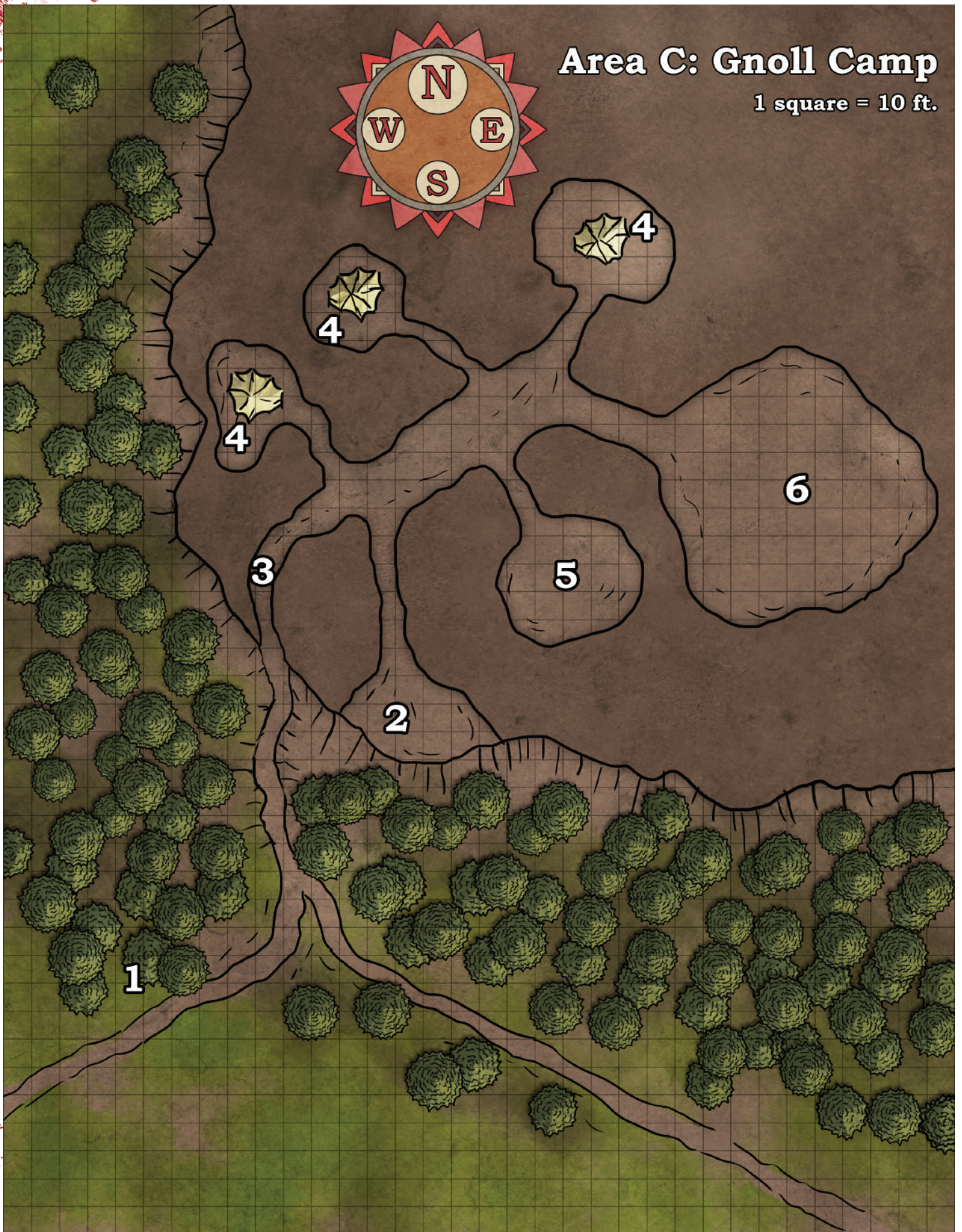
Cave Bear CR 7

XP 3,200

hp 95 (Pathfinder Roleplaying Game Bestiary, "Bear, Dire")

Area C: Gnomish Camp

1 square = 10 ft.



Dire Corbies: These bird-like creatures wander the wilderness, running down prey for their meals.

Dire Corby (1d4+2) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary 3, “Corby, Dire”)

Gnoll Band: This is an encounter with 2d4 **gnolls**.

Gnoll (2d4) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, “Gnoll”)

Holy Pilgrimage: This is a pilgrimage of 4 **holy warriors** and a **priest** en route to the ruins of their ancient temple. They are all riding **warhorses**. The pilgrims invite the characters to eat lunch or dinner with them, and indicate their intent to stay in the stables of the Von Klarch Inn due to their oaths of poverty. If the characters have positive interactions with the paladins, the warriors may come to the characters’ rescue later in the adventure at your discretion.

Holy Warrior (4) CR 6

XP 2,400

hp 51 (Pathfinder Roleplaying Game GameMastery Guide, “Holy Warrior”)

Priest CR 8

XP 4,800

hp 70 (Pathfinder Roleplaying Game GameMastery Guide, “Priest”)

Light Riding Horse (5) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, “Horse, Light”)

Lumberjack Band: This is an encounter with 2d4 **lumberjacks** heading into the cut, or coming back from the cut for a drink at the inn.

Lumberjack (2d4) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, “Trapper”)

Merchant Caravan: The merchant caravan consists of 1d3 + 1 **guards**, wagons, **drivers**, and a **merchant**. The wagons wind their way along the trail. The merchant has 1d6 x 100 gp in a locked strongbox. The strongbox lock can be opened with a successful DC 16 Disable Device check. Their wagons are long, four-axle affairs drawn by a team of six draft ponies. There is a 50% chance the wagons are empty and on their way to a lumber camp. If the wagons are full, they are loaded with logs being hauled to the lumber mill.

Wagon Driver (1d3+1) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game GameMastery Guide, “Vagabond”)

Guard (1d3+1) CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, “Guard”)

Traveling Merchant CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, “Travelling Merchant”)

Murder of Crows: This encounter is with 1d4 swarms of overly aggressive and hostile crows near the cliffs.

Murder of Crows (1d4) CR 3

XP 800

hp 27 (Pathfinder Adventure Path #33: The Varnhold Vanishing, “Murder of Crows”)

Owlbears: This is an encounter with 1d4 + 1 **owlbears** that have come down from the mountaintops in search of easy prey. The owlbears ambush the party unless they are noticed.

Owlbear (1d4+1) CR 4

XP 1,200

hp 47 (Pathfinder Roleplaying Game Bestiary, “Owlbear”)

Perytons: These encounters take place nearer the Murder Cliffs. The encounter is with 1d4 + 2 **peryttons** that swoop down to attack.

Peryton (1d4+2) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 2, “Peryton”)

Ranger Band: This is an encounter with either Farseekers or Longhunters. The encounters are either with 1d4 + 1 elf or human **scouts**. The ranger bands are hunting gnolls. If the characters have a positive interaction, the rangers may arrive at some later point to offer aid and support.

Scout (1d4+1) CR 5

XP 1,600

hp 55 (Pathfinder Campaign Setting: Lands of the Linnorm Kings, “Blackraven Scout”)

Wolves: This encounter is with a pack of the wolves. Roll 1d6 to determine the type:

| 1d6 | Type |
|-----|------------------------------|
| 1–2 | 2d4 + 2 timber wolves |
| 3–4 | 1d2 + 1 winter wolf |
| 5–6 | 1d3 + 1 worgs |

Wolf (2d4+2) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Wolf”)

Winter Wolf (1d2+1) CR 5

XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary, “Wolf, Winter”)

Worg (1d3+1) CR 2

XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary, “Worg”)

The wolves attack only if the characters were recently wounded and have not yet healed. They otherwise hide and follow the characters, waiting for an opportunity to pick off slow, weak, or wounded characters.

A. VON KLARCH INN

This ancient manor sitting on the banks of the river is the once-proud home of the Von Klarch family. The family, though long in decline, still wields some power in these parts of the wilderness. The ruins of their family home now serve as a bed and breakfast for travelers heading to the fabled treasures of the north, and for merchants and their mercenaries who provide supplies and protection for the lumber camps.

The Von Klarch Inn is detailed in **Part 1: The Arrival**.

B. RIVER FOREST ROAD

The River Forest Road runs parallel to the river. Mostly a lumber camp road for those woodsmen working the cuts along the southern spur of the mountains, the northern reaches of the road are often beset by bandits and disorganized bands of gnolls as often at war with one another as they are with the timber barons and their bands of woodcutters.

C. GNOLL ENCAMPMENTS

Dotting the mountains are gnoll encampments hidden within caves or built into the ruins of abandoned dwarven outposts. They are all set up in a similar pattern. A sample map is provided, but you may create differing floorplans as desired.

C-1. GAME TRAIL

The path to a gnoll nest often appears as a harmless game trail until the tracks are examined more closely. Even then, the similarity to the foot of a wild dog, large wolf, or hyena makes for an indistinguishable mark except to the expert eye of a trained tracker with a successful DC 18 Survival check.

C-2. WATCH POST

Small groups of 1d2 + 1 **gnolls** guard these watch posts. The watch post is either on a cliff overlooking the local terrain or is built into a complex of tree stands near the entrance of the encampment. Gnolls within the posts have advantage on Stealth checks to hide.

One of the gnolls at the watch post carries a war horn. All carry composite longbows made from the antlers of deer and elk combined with sinew, yew, or osage orange that afford great range and deal good damage to enemies caught in their sights. Change the range to 200/600 and the base damage on a hit to 1d10.

Gnoll (1d2+1) CR 1
XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, “Gnoll”)

C-3. ENTRANCE

The entrance to the gnoll lair is typically trapped with a deadfall set to smash an intruder unaware of the trap. The deadfall can be seen with a successful DC 18 Intelligence (Investigation) check. If triggered, each creature in the entranceway must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

C-4. GNOLL NESTS

Each of these nests serves as the personal campsite for a group of 2d4 **gnoll** warriors and their 1d6+1 young. The males and females fight together and are considered equals on the field of battle.

Gnoll (2d4) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, “Gnoll”)

The gnolls have 2d4 pieces of ivory worth 2d6 gp each, as well as 1d4 pelts and furs worth 2d6 gp.

C-5. KENNEL

The kennel houses the jackals and hyenas the gnolls keep around as guard dogs. The stench is fairly unbearable in this cavern, which is home to 2d4 **jackals** or 1d2 **dire hyenas**.

Jackal (2d4) CR 1/2

XP 200

hp 9 (Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs, “Jackal”)

Dire Hyena (1d2) CR 3

XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary, “Hyena, Dire”)

C-6. CHIEFTAIN’S CAVE

The largest room in any gnoll lair is the chieftain’s nest. The **gnoll chieftain** has 1d4 **wives** and is protected by 2 bodyguards who are **rageborn gnolls**.

Rageborn Gnoll (2) CR 3

XP 800

hp 49 (Pathfinder Roleplaying Game Monster Codex, “Gnoll, Rageborn”)

Gnoll Chieftain CR 9

XP 6,400

hp 124 (Pathfinder Roleplaying Game Monster Codex, “Gnoll Packmaster”)

Gnoll Wife (1d4) CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game Monster Codex, “Eye of Lamashtu”)

There is a 50% chance that the chieftain keeps prisoners who were ambushed for the treasures they were hauling. The captive is typically an NPC who could be used to fill out any opening in the characters’ group, or they may be used as a jumping-in point for a new player to join the adventure.

Treasure: The gnoll chieftain keeps most of the hoard his band collects. A typical hoard includes 300 gp in coins, a satchel of 20 garnets worth 1 gp each, a silver mirror worth 10 gp, a bearskin worth 100 gp, a suit of elf-sized chainmail, a halfling-sized breastplate, and a pair of good riding boots.

D. LUMBER CAMPS

A lumber camp typically consists of 2d6 + 4 **lumberjacks** and about 10 **mules**. The camps are set up in a defensible position, usually atop a bluff that offers them a view of any would-be attackers. An **overseer** serves as the leader of the men. The lumber camps are located closer to the Von Klarch Inn, as the northern reaches of the hold have proven too dangerous and therefore costly for the lumber companies of Bard's Gate.

Lumberjack (2d6+4) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, "Trapper")

Mule (10) CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, "Pony")

Overseer CR 5

XP 1,600

hp 45 (Pathfinder Roleplaying Game GameMastery Guide, "Monster Hunter")

The lumberjacks have recently fallen sway to the local legends of the Devil of the Murder Cliffs, as they have seen a horned figure stalking the night. Some talk about their axes being dull despite having just been sharpened, or their axe-handles twisting and breaking. Others have heard tales of the underbrush swallowing men working the cut, or of possessed animals attacking their brethren. Superstition abounds, and the overseer may offer the characters a small stipend in food and coin to defend the camp until the lumberjacks load their wagons with another five tons of wood. Their efforts take 1d4 + 1 days, pays 10 gp, and generates the potential of three random encounters from either the daytime or night-time encounter tables.

Treasure: The lumberjacks' treasure includes 10 days of rations in a mixture of dried venison, dried fruits, and wild roots. They have a locked iron box containing 50 gp and 200 sp. The box can be opened with a successful DC 16 Disable Device check. The money is used to pay for goods and to pay the men. They also have two 20-gallon kegs of ale, 2 tents capable of sleeping six persons each, and 5 tons of fir trees harvested from the surrounding forest.

E. KRATEIS' BANDIT CAMP

Krateis' bandit camp contains several permanent wooden structures, a stone tower, and a group of semi-permanent tents atop a castle-like tor surrounded by a dense pine forest. A causeway was built to reach the top of the tor in some ancient time, and it is believed that the tower in the center of the tor was once the keep of some ancient fortress built by a long-forgotten culture.

Krateis' bandits hunt these mountains as their own fiefdom, occasionally battling the gnolls for dominance of the passes. They make their living robbing travelers on their return trip to the Von Klarch Inn, taxing them for passage through the passes. Krateis has a sharp eye and recognizes those who are better armed than himself or his reavers, and avoids confrontation with marks who may turn the hunter into the hunted.

E-1. THE RAMP

The pass leading to Krateis' camp is a twisted ramp trapped in two locations with a hidden tripwire and piles of logs.

Falling Log Trap CR 3

XP 800

Type mechanical; Perception DC 18; Disable Device DC 18

Trigger touch; Reset none

Effect Atk +10 melee (4d8, logs); multiple targets (all targets in a 20 foot wide path)

If set off this trap not only harms intruders, but the noise also warns anyone nearby of their presence.

E-2. THE GATE

The palisade gate is made of bound wooden logs. A pair of **bandits** standing in 15-foot-high limestone towers to either side of the gate guard the entrance and keep an eye on the ramp.

Bandit (2) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

E-3. TENTS

The semi-permanent tents are made of canvas but are timbered up to 3 feet high and have plank floors. Each tent contains four canvas-and-wood camp beds and sleeps four **bandits**.

During daylight hours, most bandits are on patrol somewhere in the mountain passes. During the evening, there is a 50% chance they are sleeping in their tent or out drinking near one of the cabins.

Bandit (4) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

E-4. BLACKSMITH'S CABIN

Shimek, the camp's blacksmith, calls this camp his headquarters. Shimek has been with Krateis for as long as he can remember, and brought his wife and grown sons with him in support of his captain.

Shimek is intensely loyal to Krateis. His specialty is crafting hand axes of extremely hard and very sharp steel.

Shimek CR 1

XP 400

hp 23 (Tome of Horrors Complete, "Orog")

E-5. CORRAL

The bandits keep their stock of horses in the corral. Currently, 34 **horses** are in the corral. These are mountain ponies with the same statistics as riding horses. They are surefooted and capable of moving through the steep, narrow trails of the forest with little difficulty. Two **bandits** watch the corral.

Bandit (2) CR 1/2

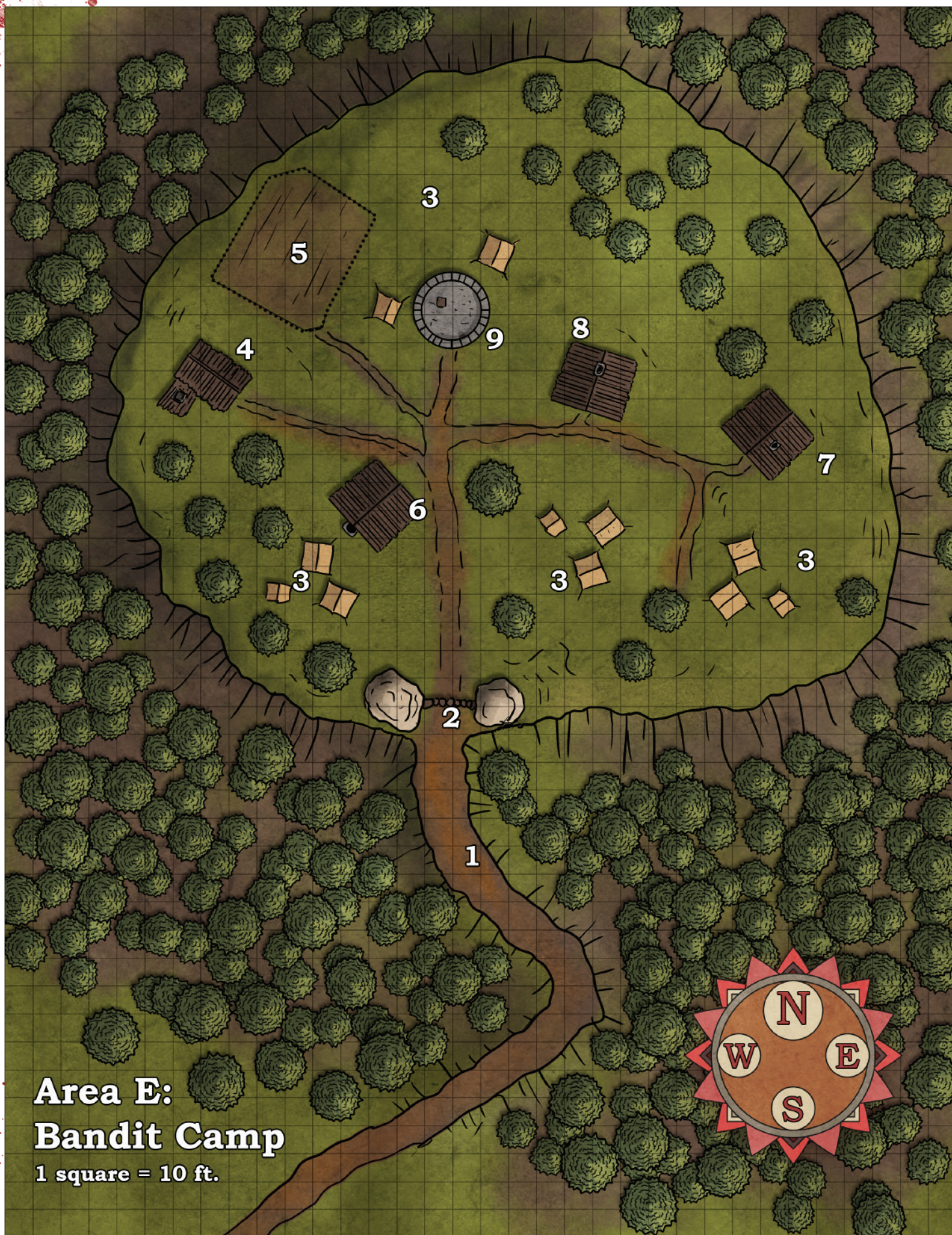
XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Light Riding Horse (34) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, "Horse, Light")



Area E: Bandit Camp

1 square = 10 ft.

E-6. STOREHOUSE

The bandits keep contraband they plan to sell on the black market in this storehouse. Currently, there are 4 barrels of molasses, 2 kegs of rum, 20 hanging hams, two 50-pound barrels of corned beef, six crates of average wine, two barrels of whale oil worth 150 gp each, 30 sacks of flour, 50 pounds of sugar, two barrels of apples, and 100 pounds of pine nuts. Most items can be sold for 20% under current market value. **Antun**, a hard-hearted dwarven quartermaster, runs the storehouse. He is at the storehouse from noon to sundown unless the company is on a raid.

A locked iron chest contains 200 pounds of silver bars worth 1000 gp on the market. The silver was taken from a recent raid on a silver caravan that was leaving the northern mines and is a bone of contention between Krateis and Lady Elis. Only Antun and Krateis have keys to the locked chest. The chest can be unlocked with a successful DC 20 Dexterity check with thieves' tools.

Antun keeps the stores locked and sleeps on a cot that he pulls in front of the storeroom. Two **bandits** are always on guard here.

Antun CR 11

XP 12,800

hp 74 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit Lord")

Change Race to Dwarf

Bandit (2) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

E-7. MESS HALL

This mess hall for the rank-and-file bandits is where they are served meals of venison, beans, wild potatoes, and onion. The mess hall is open twice a day. Any sought-after food must be gathered from the quartermaster at the storehouse. **Chef Gia Gaguri**, a tough highwayman who can turn just about anything into a hearty meal, prepares and serves the food. When on raids, Gia Gaguri makes sure the bandits hit up food stores to ensure that they avoid starving upon their mountaintop.

Chef Gia Gaguri CR 6

XP 2,400

hp 53 (Pathfinder Roleplaying Game GameMastery Guide, "Highwayman")

E-8. OFFICERS' QUARTERS

This log cabin serves as the bunkhouse for Krateis' officers. Bunks and footlockers store the belongings of Gaguri, Antun, Dusana, and Lujub.

Dusana and Lujub are a brother and sister pair of mounted archers who have served Krateis since they were children. They each command a contingent of Krateis' raiders that is composed of around 10 horsemen. There is a 25% chance that they are in the officers' quarters after dark. Otherwise, they wander the hilltop checking on the bandits or are out on a raid.

The officers have their own ale keg that contains about 10 gallons of brew. They are allowed to partake as much as they wish so long as they maintain order among the bandits.

Footlockers: Each footlocker is locked, and the keys are found with the owners. The locks can be picked with successful DC 18 Disable Device checks.

Footlocker 1: Gia Gaguri's footlocker contains a set of silverware worth 10 gp, one setting of cups, a saucer, a bowl, bread, and a plate of bone china worth 5 gp, and a sack with 190 gp, two sapphires worth 50 gp each, a *potion of speak with plants*, and a hard block of fine cheese worth 5 gp.

Footlocker 2: Antun's footlocker contains a cleaver taken off a dead orc that is enchanted as a *+1 battleaxe*, a *potion of invisibility*, a *potion of clairvoyance*, a sack containing 150 gp, 300 sp, an aquamarine worth 50 gp, a pair of dice carved from the metatarsals of an ogre worth 10 gp, and an old steel helmet affixed with a dyed red roach comb that runs perpendicular to the faceplate.

Footlocker 3: Dusana's footlocker contains a spare suit of leather armor, a pair of silvered short swords, a *potion of cure light wounds*, and a sack containing 200 gp, a pair of 50 gp emeralds, a 200 gp diamond, and a *scroll of raise dead*.

Footlocker 4: Lujub's footlocker contains a spare suit of leather armor, a longsword, five silvered arrows, two gut bow strings, a sack with 150 gp, a large citrine worth 100 gp, and a bottle of rotgut moonshine worth 15 gp.

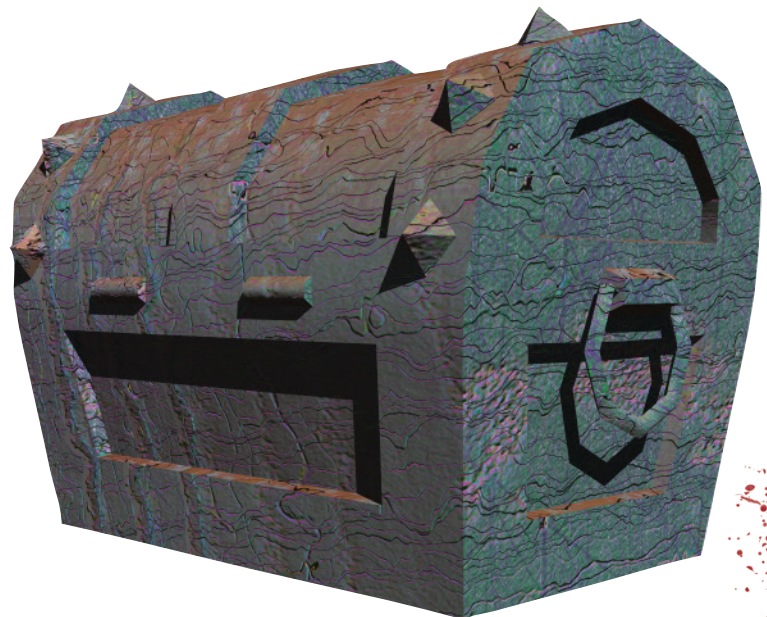
E-9. LIMESTONE TOWER

This old tower is spotted with greenish patches of fungus and algae. The tower appears to be three stories tall and is affixed with an ironbound oaken door that appears to be newer than the rest of the building. Windows on the north and south of the tower look across the plateau to the wooded valleys north and south of the bandit encampment.

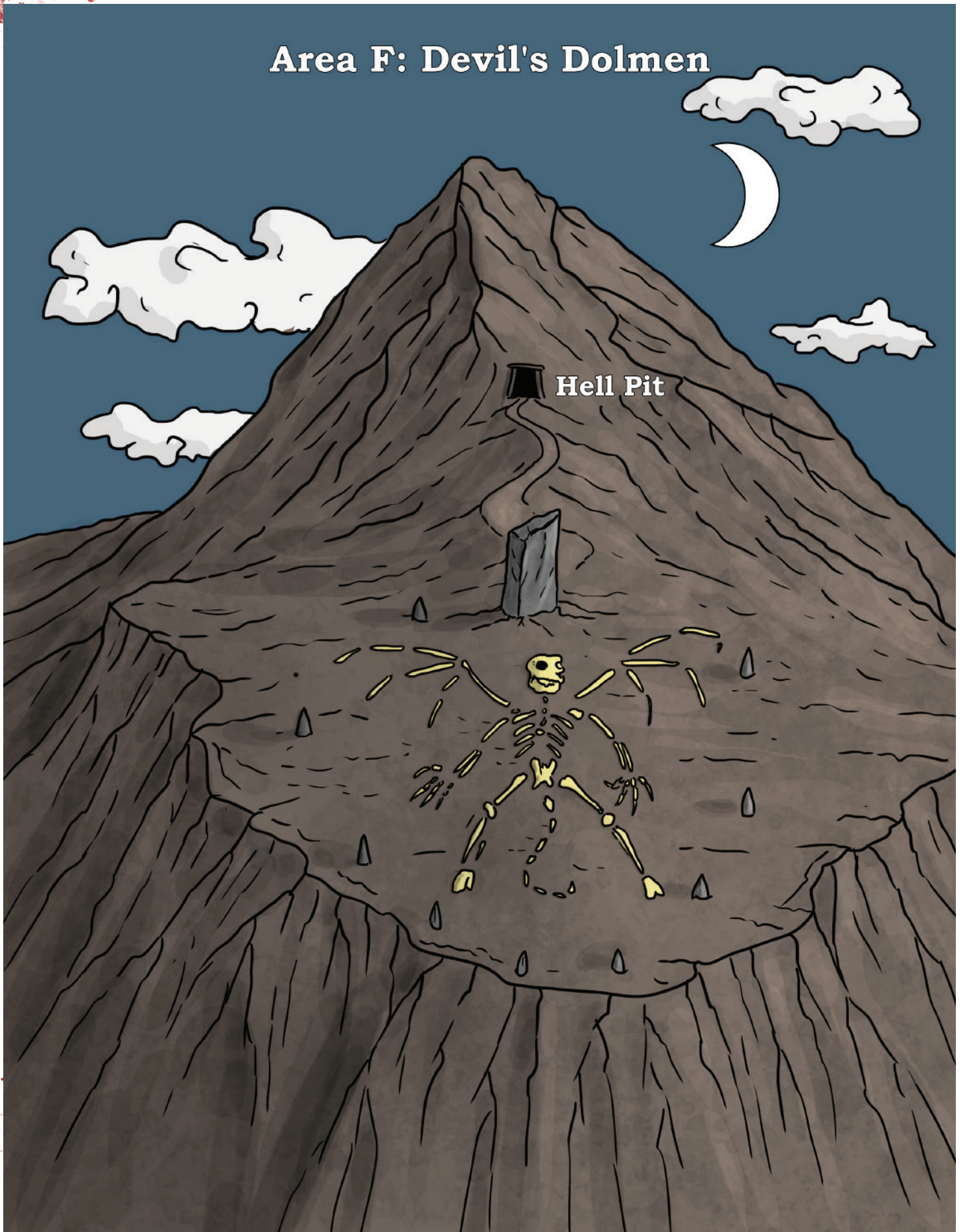
Ground Floor: The ground floor has a hearth, table, and chairs. A complete iron cookware set hangs over the fire. An extensive map of the back trails and woodlands areas, including the various gnomish encampments, hangs on the wall, and is marked with chalk for areas to avoid, and places along the trail where prospectors are most likely to be ambushed.

Second Floor: The second floor serves as Krateis' storeroom for the loot he has helped himself to along the way. An examination of the chests and wardrobes in this small tower room indicates some odd predilections of the bandit lord. He likes very old things and seems to have a fixation with the region.

Among books on warfare, strategy, and the repatriation and redistribution of wealth is a book titled *Molyvus Diabolos: The Leaded Devil*.



Area F: Devil's Dolmen



MOLYVUS DIABOLOS: THE LEADEN DEVIL

In ages past, a tricky devil walked the lands in the guise of a wealthy merchant, tempting those who would take its bargain of power and glory in exchange for the taste of a traveler's mortal soul. Being a very clever devil, the fiend was careful not to reveal its true nature until the time the contract was up. One traveler took up the deal and quickly gained riches and wealth. Enough in fact to buy land and title. Of course, the road to riches did not come easy, and as often as not it involved a high degree of theft, graft, and murder to accomplish the traveler's goal.

To avoid paying the cost of his soul, however, the traveler sought a second bargain with the now-revealed fiend who had arrived to collect his debt. If he could but exchange other souls for his own wretched one, could he not forestall the inevitable damnation that was to come? Being a clever devil, the fiend thought on this and agreed. For every fresh and unsullied soul the traveler could turn to damnation, the applicant could apply for another year of life.

Thus the new-made lord set about his task while also formulating a plan to keep his life, his lands, and his wealth, while ridding himself of the fiend who had led him to his riches. The lord spent his time studying the mysteries of the arcane, all the while faithfully making offerings in a shrine built for the worship of his fiendish patron.

Eventually the lord came upon a ritual that would break the fiend's grasp upon his soul. The lord created a hollow vessel made in the shape of a newborn child. Within the vessel he placed a trap that would bind the devil and force him to relinquish the lord's contract. As he passed the child into the fiend's hands, the fiend realized the trap. The devil exploded in fury after releasing his prey, leaving its leaden bones blasted across the mountainside above the cavern where the lord had kept its shrine.

The lord then took the accursed vessel, and, as his last act, he hurled the newborn simulacrum from the cliffs. As he did so, a swarm of crows rose up from the cliffs and descended upon the lord in a cacophony of caws. Blinded and flailing, the lord slipped upon the wet rocks and tumbled into the gorge below and was never seen again.

Since that time, other lords have come and gone, kingdoms have risen and fallen just like the rising of the tides, and control of the Murder Cliffs has changed hands a dozen times between men, dwarves, elves, orcs, and gnolls. Whatever became of the old lord has been lost to time, though the proof that the devil walked the cliffs lies on the western peak with its leaded bones emblazoned in the stone. Some say the fiend's diabolical spirit still stalks the spaces in between the earth and the hells, searching for the one who betrayed it.

The meaning of the manuscript is up to the interpretation of the reader and should serve more to add another layer of mystery to the adventure.

A map shows the location of the Devil's Dolmen. Written across it in Krateis' handwriting are the words "Devil's Hour, Innocent Sacrifice, Horned Moon."

The Devil's Hour is between 3 a.m. and 4 a.m. The horned moon refers to either waxing gibbous or waxing crescent moons. For the purposes of the adventure, such a moon can be seen on one of the Lost Lands' two moons during the characters' visit to the Murder Cliffs.

A two-quart cask contains 75 gp worth of dwarven whiskey, while a chest contains five silk dresses worth 50 gp each. A second box contains 10 pairs of ladies' shoes worth 25 gp per pair. The sizes are all outlandishly large and wide. There is a makeup kit worth 25 gp, and six hat boxes with fine silk hats of various sizes and shapes featuring beadwork, feathers, pearls, and the like worth about 10 gp each.

Third Floor, Krateis' Room: A locked door opens to Krateis' room. The lock can be opened with a successful DC 20 Disable Device check or the door can be broken in with a successful DC 22 Strength check.

Krateis room is well appointed with a canopy bed, silk and satin sheets, a wardrobe, dressing table, and other finery that seems out of place in the ancient pile of limestone that makes up the tower and even more out of place for the rawboned figure of a feared bandit chieftain.

A locked case is hidden under the bed. The lock is trapped with a lethal poison needle.

Poison Latch Needle Trap CR 3 XP 800

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

Trigger touch; **Reset** none

Effect Atk +5 melee (1 damage plus deathblade poison)

Deathblade

Type poison (injury); **Save** Fortitude DC 20; **Frequency** 1/
round for 6 rounds; **Cure** 2 consecutive saves

Effect 1d3 Con damage

Within the case are Krateis' spellbooks containing his memorized spells plus two additional 1st-level spells and two additional 2nd-level spells, 424 sp, 211 gp, a string of pearls worth 100 gp, a set of three very large gold rings affixed with princess cut diamonds worth 150 gp each, a *potion of protection from energy* (fire), a *potion of invisibility*, and a silver short sword.

RUNNING THE BANDIT CAMP

The bandits only focus on their guard duty at the gate, as it is largely the only entrance to the camp. Otherwise, security is lax unless a horn sounds, which causes the bandits in the camp to form up ranks with their various captains and await instruction from Krateis if he happens to be available.

In this event, **Dusana** and **Lujub** each take a platoon of 15 **bandits**, with Gia Gaguri joining Dusana and Shimek joining Lujub as sub-captains. Antun and his 2 men stay behind to guard the storehouse from attack.

Dusana and Gia move to guard the corral, while Lujub and Shimek move to guard the pass into the camp. If the camp is already breached, they move to the parade grounds around the tower, with Lujub and five men staying at the tower and Shimek directing two five-man patrols to scout the perimeter.

Captain Krateis arrives to take command two rounds after a horn sounds.

Bandit (30) CR 1/2 XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Captain Krateis CR 6 XP 2,400

hp 48 (Appendix A: New Monsters, "Captain Krateis")

Dusana and Lujub CR 6

XP 2,400

hp 53 (Pathfinder Roleplaying Game GameMastery Guide, “Highwayman”)

Krateis, Lujub, and Dusana fight to 50% of their health before they surrender. If Krateis surrenders, his band surrenders as well. The bandits surrender if they lose more than 50% of their force (around 16 bandits).

Krateis always assumes surrender is a path to escape. Besides, surrender puts him closer to Lady Elis and an opportunity to charm his way back into her good graces, or possibly to murder Svan Dorian.

F. DEVIL’S DOLMEN

The pair of high peaks looming over the Murder Cliffs are called the Devil’s Dolmen. The relatively difficult climb takes six hours. You could require a DC 14 Reflex saving throw halfway up the steep slope from each character to see if a boulder is dislodged. The bouncing stone does 3d6 bludgeoning damage to anyone it hits and sends them sliding 4d6 feet down the hill. Any character below the one that looses the boulder should make a DC 14 Reflex saving throw to see if they are hit.

At the top of the mountain is a flattened plateau that looks as if it were artificially sheared off in some forgotten time. In the center of the plateau is a circle of stones about 3 feet tall. A taller stone at the northern end of the plateau stands 10 feet tall and is made from a shiny black horn of obsidian. Within the center of the circle of stones is the blasted skeletal remains of a large figure that appears to be an admixture of reptilian, bovine, and humanoid. The figure may have been 20 feet tall with a wingspread close to 30 feet. The bones are imbedded in the rock face of the mountaintop and appear to be coated in thick lead. The entire area is devoid of life, inasmuch as not even a fleck of lichen grows upon the mountaintop. The area seems sick with the sense of evil, and visitors must succeed on a DC 16 Will saving throw or be sickened for 12 hours or until they have rested for a full night.

The standing stones are aligned so that standing by a central stone during the Devil’s Hour (between 3 a.m. and 4 a.m.) causes the bones to glow bright red and a pathway to open that leads into the mountainside through a red archway of hellish fire.

The rocky pathway that appears travels roughly 1500 feet downward into the mountainside to an ancient and unholy shrine. Within the shrine are the fastidiously stacked bones of hundreds of men, women, and children that appear to have been encased in lead. A stone altar covered in dried blood stands before a 15-foot-wide pit of indeterminate depth that glows with a reddish light and smells of brimstone and death.

A venomous conflation of molten lead and sulfuric fumes escapes the pit, forcing a character within 10 feet of the pit to make a DC 14 Fortitude saving throw each round. On the first failed save, the character becomes dazzled; on the second failed save, the character becomes sickened. Finally, on a third failed save, the character passes out and dies within 1d10 minutes unless removed from the area around the pit. The effects end 2d6 minutes after the character steps away from the pit.

Hanging over the hole is a 10-foot-wide stone cauldron attached to 100 feet of heavy bronze chain wrapped around a large winch. Inside the cauldron, held immobile to the base of the stone by an invisible bubble of magical force, is the *talisman of Aspdu*^B. No amount of magic or force can destroy the bubble holding the talisman to the stone cauldron. See below for the ways characters might free the talisman.

HELL PIT

The cauldron can be lowered 100 feet into the hell pit before the stone base touches a portal of blazing hellfire blocking the shaft. Up to 2 characters could ride down into the pit. Incredible heat radiates off the fiery portal as they near it, but anyone remaining inside the stone cauldron does not suffer any damage.

Anyone foolish enough to actually touch the portal takes 5d6 fire damage and must succeed on a DC 16 Will saving throw or be drawn into the sixth plane of Hell ruled by Moloch. Characters who fail the save find themselves as prisoners on Moloch’s plane — a flat, stinking place of acrid smoke and soot — unable to leave unless they find a gate out or can bargain with the duke of Hell for their freedom.

Retrieving the *talisman of Aspdu*^B can be accomplished in a few different ways.

First, a living being can be sacrificed on the altar above, then the body lowered into the hell pit during the Devil’s Hour. The cauldron fills with blood as hellfire consumes the sacrifice. The *talisman of Aspdu*^B floats to the surface and can be winched back to the top of the pit and removed from the cauldron.

Second, characters can willingly sacrifice at least 6d6 hit points of blood (either from a single character or a combination) and pour it over the altar during the Devil’s Hour. The stone cauldron fills with blood as before, but rises from the cauldron as a **blood golem** and attacks. The talisman floats inside the golem’s form.

Third, any being possessed by the ghost of Aspdu may enter the cauldron, descend, and reach through the magical bubble to collect the talisman without suffering any damage whatsoever. The cauldron must be touching the blazing portal before the possessed character can retrieve the talisman.

Blood Golem CR 6

XP 2,400

hp 64 (Pathfinder Roleplaying Game Bestiary 4, “Golem, Blood”)

TALISMAN OF ASPDU (MINOR ARTIFACT)

Slot neck; CL 20th; Weight -; Aura strong abjuration [evil]

The *talisman of Aspdu* contains a small part of the pit fiend Aspdu’s essence. As such, while wearing it, you can summon the ghost of Aspdu as a standard action. The talisman grants you a 75% chance of controlling the ghost. The spirit cannot harm you in any way while the talisman is in your possession.

The talisman grants you the ability to cast *protection from good* at will.

Destruction The talisman crumbles to dust if Aspdu’s essence is removed from it.

Lady Elis plans to force the spirit into a clone she is growing in her conjuring chamber using a magic ritual detailed in *The Artis Simulera*. Aspdu needs the talisman to be placed on the clone in **Area 37-C** before he can take control of the empty vessel.

G. ARCENAU’S LAIR

This cave hidden among the alpine cliffs is home to the druid **Arcenaur**, who is angry at the imbalance of the Murder Cliffs. He sees the creeping evil as a sign of the imbalance, and the clear cutting of the foresters and the incursion of gnolls as a threat to nature. Thus, Arcenaur has taken it upon himself to ambush bandits, gnolls, and foresters alike with equal abandon.



Arcenaur wears a headdress made from the skull of a red deer that gives him a frightful appearance as he roams the mountains. He is known to take various animal forms and tends to hunt his foes when they are most vulnerable, such as during bathroom breaks or when they become separated from a larger host.

There is a 20% chance that Arcenaur is encountered in his lair.

Arcenaur is sure that the evil spirit of Aspdu haunts the region of the Murder Cliffs and has for a long time.

If the characters manage to have a positive encounter with Arcenaur, he shares what he knows of the legend of Aspdu and how the devil relates to the Murder Cliffs. If the characters have not yet seen the devil's bones, he gives them directions and warns them of the dangers of the place.

Arcenaur the Druid CR 4

XP 1,200

hp 33 (Appendix A: New Monsters, "Arcenaur the Druid")

PART 3: THE DEVIL AMONG US

This part of the adventure takes place back at the Von Klarch Inn after the characters return from their missions in **Part 2: To Hunt the Devil**. There are a lot of potential moving parts in the adventure, especially during the third act. Ultimately, how these situations play out depends entirely on the actions of the characters and your guidance. With that in mind, what follows is a list of conditions and events that may transpire based on possible actions the characters have taken. They are provided to help you decide how to bring about an exciting end to the adventures of the Murder Cliffs!

CONDITIONS AND EVENTS

The following conditions and events are triggered depending on the characters' actions.

CONDITIONS

Several conditions guide the events of Part 3:

If Krateis or Arcenaur are Captured Alive: If he is captured alive, Krateis and any of his surviving band are locked in the northern third-floor guard tower (**Area 31-A**). If he is taken alive, Arcenaur is locked in the southern third-floor guard tower (**Area 31-B**). The characters are invited to **Dinner** (see events below), and any dinner events take place. While the characters are at dinner with Lady Elis, each of the prisoners overpowers his guards and escapes.

Krateis does not immediately make his escape. Instead, he hides in the inn long enough to murder Svan Dorian and anyone else who gets in his way.

Arcenaur assumes an animal form and tries to escape from the inn at the first opportunity.

If Krateis is Killed: If the characters bring back the head of Krateis, they are invited to **Dinner** (see events below) where they are to receive their award.

If Arcenaur is Killed: If the characters bring back the head of Arcenaur, they are invited to **Dinner** (see below) where they are to receive their partial reward. In this circumstance, Lady Elis intends to use the death of Arcenaur as a warning to Krateis to mend his ways and pay her what he owes.

If the Characters Accidentally Discover Lady Elis' Dark Secrets: If the characters get snoop before they set out to apprehend Krateis, proceed to **What Possessed You?** If they are discovered snooping around the house after this time, Lady Elis, Svan Dorian, and the retainers do whatever they can to expel the characters from the home or to kill them. Skip **Dinner** and go directly to **What Possessed You?**

EVENTS

The following events occur once the characters return to the inn and are based on conditions that occur as detailed above.

DINNER

Upon their return, the characters are invited to a feast to celebrate their successes that takes place in the dining hall (**Area 13**). During dinner, the characters are congratulated for their deeds, and a chest of riches equal to the amount offered in bounty for their activities is proffered.

Besides the characters, other guests at the dinner include the following NPCs: Lady Elis, Svan Dorian, Old Orlak, and Velanika Rosnin. Speeches are given, and wine is consumed. Keep track of which characters partake of the wine and which do not. The wine is not drugged, but it is strong. More than one glass causes a penalty of –1 to attacks and saves. For every glass after two, an additional –1 penalty accrues (to a maximum penalty of –5).

If Krateis or Arcenaur are alive, they escape at some point during the dinner, but after the characters who choose to drink wine do so. Gravnic comes in and lets Lady Elis know the prisoner(s) have escaped, at which point she immediately flies into a rage. She orders the prisoners to be found, screaming at her men-at-arms to search the house and grounds. This is detailed in **The Search** below.

If Krateis and Arcenaur are dead, or if neither was taken prisoner, proceed instead to **Goodnight Friends**.

THE SEARCH

During the search of the house, you may place Krateis or Arcenaur anywhere on the second or third floor of the house. Using a separate map, move the escapees around as they try to stay hidden. The escapees each have a goal: Arcenaur wants to escape, while Krateis is intent on murdering his rival Svan Dorian before he tries to escape to raise a new army of bandits to eventually take the inn.

During the search, Aspdu's spirit makes its presence known as it uses the confusion to possess NPCs so it can murder residents of the Inn. See **What Possessed You?** for more details.

GOODNIGHT FRIENDS

After the dinner, the characters are led upstairs to upgraded rooms on the third floor. As these suites are more spacious, the characters are offered their own suites. The characters may instead wish to share rooms, which is perfectly all right with the staff. Lady Elis would rather avoid any suspicion.

At this point, the Von Klarch clan reveals its true colors. They have no intent on letting their wealth fall into the characters' hands! Lady Elis sends an invitation to individual characters inviting them to her chambers for a nightcap. The actual intent is to cast *suggestion* on those invitees and then send them to "explore" the closet of their room.

Of course, this leads to characters falling through the trapdoors onto the spikes in the dungeon below.

Characters who choose to sleep alone are attacked in the night by Gravnic, Svan Dorian, and a squad of house soldiers. They seize sleeping characters and attempt to hurl them down the hidden pit traps and onto the spikes in the dungeon below. Once the individual characters are dealt with, the band of murderers move on to larger groups.

Just as this nighttime attack is happening, the ghost of Aspdu possesses an NPC and attempts to either steal the talisman (if it is in the inn by this point) or retrieve the talisman from the Devil's Dolmen. The spirit seeks to cause as much chaos and bloodshed as possible.

As soon as any fighting breaks out, see **All Hell Breaks Loose**.

WHAT POSSESSED YOU?

Aspdu's **ghost** now stalks the lands and is attracted to the inn due to Svan Dorian's devil worship. If characters become separated or go snooping on their own, they may encounter Aspdu's ghost at your discretion. In this event, Aspdu's spirit attempts to dominate and possess the character. If it successfully possesses a character, it guides the character to the *talisman of Aspdu*, which may still be at the Devil's Dolmen in the Murder Cliffs. If one of the other characters already has the talisman, the possessed character attempts to steal it so Aspdu can use it to enter the clone in Lady Elis' Conjuring Hall (**Area 37-C**).

Aspdu's ghost is tricky and deceptive, and attempts to lead other characters into traps throughout the inn. This gives you an opportunity to really mess with the characters. Ultimately, Aspdu has designs on recovering its talisman and taking custody of the empty vessel.

ALL HELL BREAKS LOOSE

This event assumes all-out combat between the characters and the residents of the inn. This should be fun, and as chaotic as possible. Use the GM map to determine where various NPCs and characters are and move them as desired. If characters cross paths with NPCs, an encounter occurs.

For example, unless Aspdu's ghost has possessed Velanika Rosnin, she and her men remain neutral unless attacked. They merely try to barrel their way out of the inn and to their wagons to escape. Velanika moves from either the dining area or her rooms to gather her men, and then heads for the wagons.

As this is going on, any surviving **gnolls** and **bandits** converge on the household. Add 1d4 of either as necessary to keep the action going.

Meanwhile, Aspdu's **ghost** possesses whoever it can and leads the victims to slaughter as the spilled blood increases his strength! This means Aspdu may jump from character to character.

If the talisman is present, Aspdu seeks to take possession of an NPC or character so they can retrieve the talisman and place it around the neck of the clone growing in the vat within Lady Elis' Conjuring Hall (**Area 37-C**). If this happens, Aspdu assumes its true form as a **pit fiend** in 2d4 rounds as it grows from a half-formed baby to a full-sized devil! At that point, the pit fiend tears through the house looking for Lady Elis, whom he kills if she is not already dead. He then uses his powers to set the inn on fire. For the most part he ignores the characters and others unless they are in his way or unless they openly attack him. Characters who brazenly attack the pit fiend deserve what they get.

Once Lady Elis is killed and the inn is in flames, Aspdu opens a gate and returns to his master Moloch, leaving a smoking crater and a pool of molten lead in his wake and the characters with one hell of a story to tell.

Aspdu CR 20

XP 307,200

hp 350 (Pathfinder Roleplaying Game Bestiary, "Devil, Pit Fiend")

Aspdu's Ghost CR 7

XP 3,200

hp 73 (Pathfinder Roleplaying Game Bestiary, "Ghost")

Bandit CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Gnoll CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Gnoll")

Fighting the Ghost: The evil spirit of Aspdu can be fought as if it were any other ghost. If defeated, Aspdu's spirit returns to the hell pit (**Area F**) to reform over 2d4 days.

Defeating the ghost, destroying the clone, or returning the *talisman of Aspdu*^B to the hell pit are all ways to temporarily defeat Aspdu. Destroying the talisman may prove a quest unto itself and likely requires the power of a relic or for a holy dragon to devour it. That said, it is unlikely that the characters can truly defeat Aspdu at this time.

WRAPPING UP THE ADVENTURE

Ultimately, the adventure ends when Lady Elis and Svan Dorian are defeated. Krateis, Arcenaur, Velanika, and other NPCs may return in future adventures as foes or allies of the characters.



APPENDIX A: NEW MONSTERS

ARCENAU THE DRUID

CR 4

XP 1,200

Half-elf druid 5

NG Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +14

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 33 (5d8+10)

Fort +5, **Ref** +1, **Will** +8; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Immune sleep

Speed 30 ft. (20 ft. in armor)

Melee +1 scimitar +5 (1d6+2/18-20)

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 5th; concentration +9)

3rd—call lightning (DC 17), cloak of winds[D] (DC 17), greater thunderstomp

2nd—animal aspect, cat's grace, heat metal (DC 16), stone call[D]

1st—call animal, calm animals (DC 15), charm animal (DC 15), cure light wounds, stone fist[D]

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

D Domain spell; **Domain** Mountain domain

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

Base Atk +3; **CMB** +4; **CMD** 14

Feats Natural Spell, Skill Focus (Intimidate), Vermin Heart, Voice Of Beasts

Skills Acrobatics -2 (-6 to jump), Intimidate +10, Perception +14, Survival +14; Racial Modifiers +2 Perception

Languages Common, Druidic, Elven

SQ elf blood, foothold, nature bond (Mountain domain), nature sense, trackless step, wild empathy +7, woodland stride

Other Gear +1 hide armor, +1 scimitar

CAPTAIN KRATEIS

CR 6

XP 2,400

Human eldritch knight 1/fighter 1/evoker 5

NE Medium humanoid (human)

Init +1; **Senses** Perception +7

AC 20, touch 13, flat-footed 19 (+7 armor, +1 Dex, +2 profane)

hp 48 (7 HD; 5d6+2d10+19)

Fort +5, **Ref** +2, **Will** +4

Resist fire 10

Speed 40 ft. (30 ft. in armor)

Melee frost brand +10 (2d6+7/19-20 plus 1d6 cold)

Special Attacks intense spells (+2 damage)

Arcane School Spell-Like Abilities (CL 5th; concentration +8)

6/day—force missile (1d4+2)

Evoker Spells Prepared (CL 5th; concentration +8)

3rd—fireball (DC 17), fireball (DC 17), lightning bolt (DC 17)

2nd—flurry of snowballs (DC 16), flurry of snowballs (DC 16), frigid touch, scorching ray

1st—burning hands (DC 15), infernal healing, magic missile, shield, true strike

0 (at will)—detect magic, light, ray of frost, read magic

Opposition Schools Illusion, Necromancy

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

Base Atk +4; **CMB** +7; **CMD** 20

Feats Arcane Armor Training, Arcane Strike, Combat Casting, Craft Magic Arms & Armor, Furious Focus, Power Attack, Scribe Scroll, Spell Focus (evocation), Toughness

Skills Appraise +10, Knowledge (arcana) +13, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +13, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perception +7, Ride +2, Sense Motive +4, Spellcraft +13

Languages Abyssal, Celestial, Common, Infernal

SQ arcane bond (frost brand)

Other Gear +1 breastplate, devil's helm^B, frost brand, boots of striding and springing, wizard starting spellbook

Special Abilities

Arcane Armor Training Swift action: -10% arcane spell failure due to armor.

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Force Missile (1d4+2, 6/day) (Sp) As a standard action, magic missile strikes a foe.

Intense Spells (+2 damage) (Su) Evocation spells deal listed extra damage.

JELENA KUKAS**XP 400**

Female old human expert 3
 NE Medium humanoid (human)
 Init -3; Senses Perception +14

AC 8, touch 7, flat-footed 8 (+1 armor, -3 Dex)
hp 14 (3d8)
Fort +0, **Ref** -2, **Will** +6

Speed 30 ft. (20 ft. in armor)
Melee dagger +0 (1d4-2/19-20)

Str 6, **Dex** 5, **Con** 8, **Int** 12, **Wis** 17, **Cha** 14**Base Atk** +2; **CMB** +0; **CMD** 7**Feats** Alertness, Skill Focus (Perception), Skill Focus (Sense Motive)

Skills Acrobatics -6 (-10 to jump), Appraise +7, Bluff +6, Diplomacy +8, Disguise +10, Intimidate +8, Perception +14, Profession (innkeeper) +11, Sense Motive +14, Sleight of Hand -2, Stealth -2

Languages Common

Combat Gear antiemetic snuff, arsenic, tracker's snuff; **Other Gear** quilted cloth armor, dagger, disguise kit, masterwork tool [Profession (innkeeper)], perfume, poison pill ring, sealing wax, signet ring, skeleton key, snuffbox, bone, 67 gp

ORLAK**XP 800**

Middle-aged human ranger 4
 NE Medium humanoid (human)
 Init +3; Senses Perception +10

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 30 (4d10+8)
Fort +5, **Ref** +7, **Will** +4

Speed 30 ft.
Melee +1 short sword +8 (1d6+1/19-20)
Ranged +1 longbow +8 (1d8+1/×3)
Special Attacks combat style (archery), favored enemy (humans +2)
Ranger Spells Prepared (CL 1st; concentration +4)
 1st—gravity bow

Str 11, **Dex** 16, **Con** 12, **Int** 11, **Wis** 16, **Cha** 9**Base Atk** +4; **CMB** +4; **CMD** 17**Feats** Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Climb +2, Handle Animal +6, Heal +10, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (nature) +7, Perception +10, Stealth +8, Survival +10, Swim +2

Languages Common

SQ favored terrain (mountainous +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *potion of cure light wounds*, *potion of cure light wounds*; **Other Gear** arrows (20), chain shirt, +1 longbow, +1 short sword

CR 1 LADY ELIS VON KLARCH**XP 1,600**

Female human enchanter 6
 NE Medium humanoid (human)
 Init +1; Senses Perception +0

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 33 (6d6+12)
Fort +3, **Ref** +3, **Will** +5

Speed 30 ft.
Melee +1 dagger +3 (1d4/19-20)
Spell-Like Abilities (CL 6th; concentration +8)
 3/day—daze (DC 13)

Arcane School Spell-Like Abilities (CL 6th; concentration +10)
 7/day—dazing touch

Enchanter Spells Prepared (CL 6th; concentration +10)

3rd—deep slumber (DC 18), hold person (DC 18), rage, suggestion (DC 18)
 2nd—daze monster (DC 17), demand offering (DC 17), demand offering (DC 17), hideous laughter (DC 17), oppressive boredom (DC 17)
 1st—deja vu, hypnotism (DC 16), memory lapse (DC 16), shield, sleep (DC 16)
 0 (at will)—acid splash, ghost sound (DC 14), light, prestidigitation

Opposition Schools Divination, Necromancy**Str** 8, **Dex** 13, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14**Base Atk** +3; **CMB** +2; **CMD** 13**Feats** Brew Potion, Craft Wand, Craft Wondrous Item, Scribe Scroll, Spell Focus (enchantment), Varisian Tattoo

Skills Bluff +5, Diplomacy +5, Intimidate +5, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +13, Knowledge (religion) +8, Linguistics +13, Spellcraft +13

Languages Abyssal, Aquan, Auran, Celestial, Common, Daemonic, Draconic, Elven, Ignan, Infernal, Terran
SQ arcane bond (family ring), enchanting smile

Combat Gear *potion of fly*, *potion of invisibility*, *potion of spider climb*, *wand of charm person* (CL 2nd, 10 charges);
Other Gear +1 dagger, bracers of armor +2, family ring, wizard starting spellbook

Special Abilities

Arcane Bond (Family Ring) (1/day) (Sp) Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).

Dazing Touch (7/day) (Sp) As a standard action, touch dazes foe for 1 rd, if HD ≤ wizard level.

SVAN DORIAN**XP 1,200**

Human cleric of Moloch 5

LE Medium humanoid (human)

Init +0; **Senses** Perception +4**AC** 17, touch 10, flat-footed 17 (+7 armor)**hp** 33 (5d8+10)**Fort** +5, **Ref** +1, **Will** +8**Speed** 30 ft. (20 ft. in armor)**Melee** +1 heavy mace +5 (1d8+2)**Special Attacks** channel negative energy 5/day (DC 14, 3d6)**Domain Spell-Like Abilities (CL 5th; concentration +9)**

7/day—fire bolt (1d6+2 fire), touch of law

Cleric Spells Prepared (CL 5th; concentration +9)

3rd—bestow curse (DC 17), blindness/deafness (DC 17), fireball[D] (DC 17)

2nd—cure moderate wounds, disfiguring touch (DC 16), produce flame[D], spiritual weapon

1st—burning hands[D] (DC 15), cure light wounds, divine favor, infernal healing, shield of faith

0 (at will)—bleed (DC 14), detect magic, light, read magic

D Domain spell; **Domains** Fire, Law**Str** 13, **Dex** 10, **Con** 12, **Int** 8, **Wis** 18, **Cha** 14**Base Atk** +3; **CMB** +4; **CMD** 14**Feats** Cleave, Cleaving Finish, Energy Channel, Power Attack**Skills** Acrobatics -3 (-7 to jump), Knowledge (religion) +7, Spellcraft +7**Languages** Common**Other Gear** +1 breastplate, +1 heavy mace**Special Abilities**

Energy Channel Expend channel energy to grant weapon bonus fire damage equal to twice the number of channel dice.

Fire Bolt 1d6+2 fire (7/day) (Sp) As a standard action, ranged touch attack deals fire dam to foe in 30 ft.

Touch of Law (7/day) (Sp) Treat all d20 rolls as 11 for 1 rd.

VELANIKA ROSNIN**XP 800**

Human fighter (two-weapon fighter) 4

N Medium humanoid (human)

Init +4; **Senses** Perception +1**AC** 21, touch 14, flat-footed 17 (+6 armor, +4 Dex, +1 shield)**hp** 34 (4d10+12)**Fort** +6, **Ref** +5, **Will** +2 (+1 vs. fear)**Defensive Abilities** defensive flurry (+1)**Speed** 30 ft. (20 ft. in armor)**Melee** mwk longsword +6 (1d8+1/19-20) or mwk longsword +4 (1d8+1/19-20) / mwk short sword +4 (1d6+1/19-20)**Ranged** light crossbow +8 (1d8/19-20)**Str** 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 19**Feats** Double Slice, Following Step, Power Attack, Step Up, Two-weapon Defense, Two-weapon Fighting**Skills** Acrobatics +6 (+2 to jump), Appraise +4, Profession (merchant) +8**Languages** Common**Other Gear** +1 kikko armor, crossbow bolts (20), light crossbow, mwk longsword, mwk short sword, 338 gp**CR 4****APPENDIX B: NEW MAGIC ITEMS**

The Artis Simulcra

Aura strong necromancy; **CL** 17th; **Slot** none; **Price** 25,000 gp; **Weight** 1 lb.

The ancient text details the creation of a blank and soulless artificial body grown from living tissue. The soulless body grows to maturity at the normal rate of the originally donated tissue and can be used in conjunction with a *magic jar* spell as an empty vessel for a spirit or soul. The spirit or soul retains all the memories it had during its life though it does not retain its original physical characteristics such as Strength, Dexterity, and Constitution until it reaches adult maturity (which is often accelerated based on the creature trapped in the clone).

The book contains the following spells that can be cast as a ritual though doing so consumes the book's power to perform that ritual for one year: *simulacrum*, *clone*, *magic jar*, and *protection from evil*.

Feats Craft Wondrous Item, *clone*, *magic jar*, *protection from evil simulacrum*; **Cost** 16,500 gp

Bowl of Scrying

Aura moderate divination; **CL** 10th; **Slot** —; **Price** 21,000 gp; **Weight** 3 lbs.

This crystal and brass bowl works similarly to a *crystal ball*, allowing the user to cast *scrying* (DC 16) once per day, though the bowl must be filled with mercury to work.

Feats Craft Wondrous Item, *scrying*; **Cost** 10,500 gp

Devil's Helm

Aura moderate enchantment; **CL** 6th; **Slot** head; **Price** 10,000 gp.; **Weight** 3 lbs

An enchanted bascinet whose tooled and inlaid facepiece resembled a fiendish countenance with a pair of spiked horns that protrude from the top of the brow. The enchantment causes the eye slits to glow an ominous red, and a thin fog escaped the helm's fanged mouth whenever the wearer speaks.

This helm grants its wearer a +2 profane bonus to AC. In addition, the wearer can cast *cause fear* and *fog cloud* once per day each.

Feats Craft Wondrous Item, *cause fear*, *fog cloud*, shield of faith; **Cost** 5,000 gp

Talisman of Aspdu (Minor Artifact)

Slot neck; **CL** 20th; **Weight** —; **Aura** strong abjuration [evil]

The *talisman of Aspdu* contains a small part of the pit fiend Aspdu's essence. As such, while wearing it, you can summon the ghost of Aspdu as a standard action. The talisman grants you a 75% chance of controlling the ghost. The spirit cannot harm you in any way while the talisman is in your possession. The talisman grants you the ability to cast *protection from good* at will.

Destruction The talisman crumbles to dust if Aspdu's essence is removed from it.

CR 3

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THE DEVIL OF MURDER CLIFFS

by Casey Christofferson

*In the pale light of the witching hour when the moon shows off its twin horns,
'Tis said that a devil rises from the deep with a murderous taste for the soul.
You will know ere he stalks for the crows love to talk
About how they have picked clean your bones.*

High in the cliffs along the timber road stands the Von Klarch Inn. Half ruin, half fortress, the repurposed manor serves as a waystation for adventurers seeking fame and fortune in the mountainous north. Built nearly 500 years ago, the inn started out as the estate of the wealthy Von Klarch family, who made their fortune trading with the northern dwarves.

In the intervening years, the family line has fallen on hard times. Frequent attacks by the rising tide of gnolls, orcs, and trolls who overtook the north over the intervening centuries wreaked havoc on large parts of the estate, destroying the north wing and shrinking the Von Klarches' once substantial land holdings.

More recently, attacks by local bandits — allegedly captained by a man referred to as the Devil of the Murder Cliffs in reference to a local legend — have increased in frequency. These attacks threaten travelers on the road and are bad for business.

Others say a true devil released from its bondage once again stalks the region of the Murder Cliffs. Despite these troubles, the Von Klarch Inn is the only reasonably civilized place to spend the night in the bandit-infested Murder Cliffs.



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