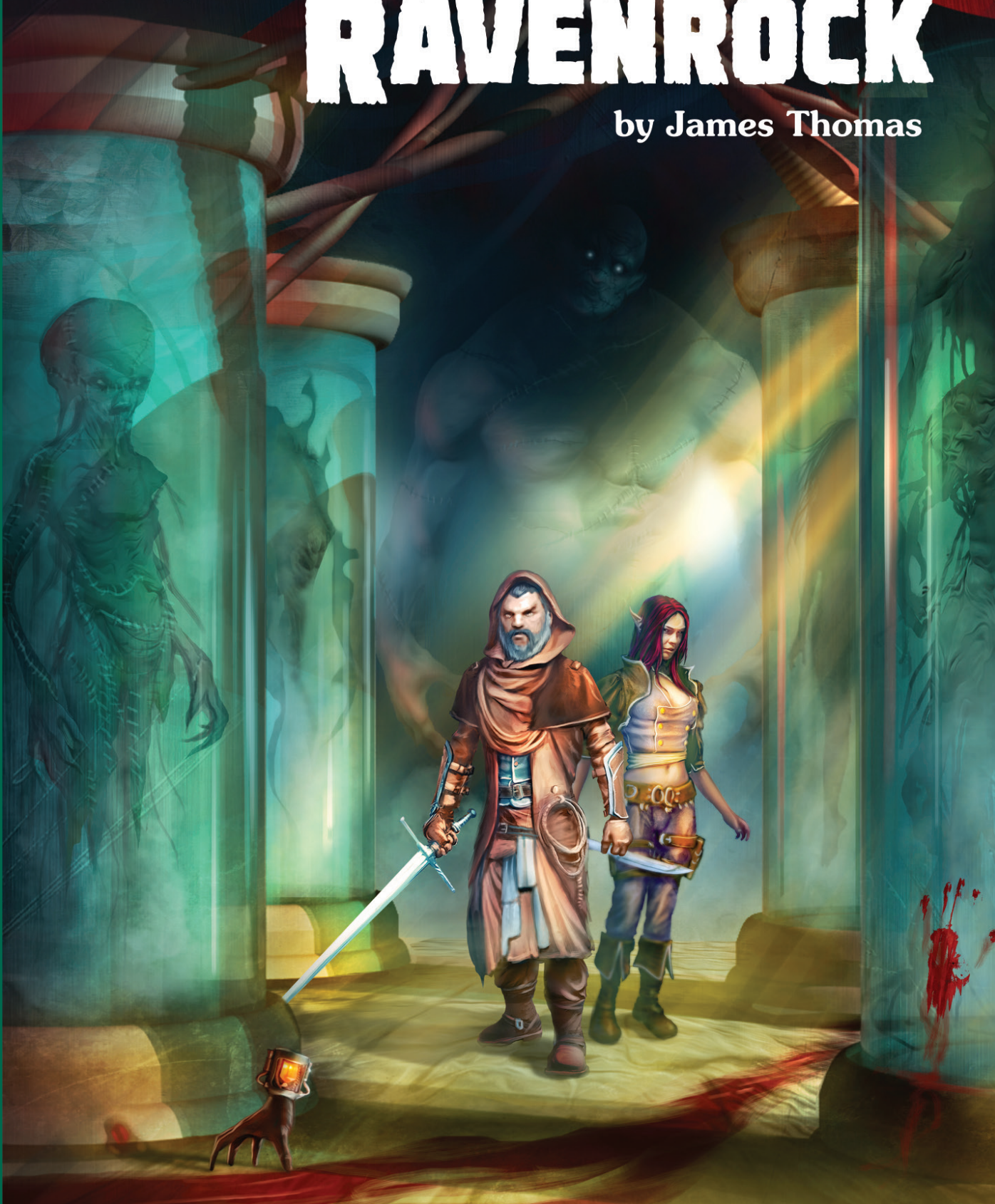




FROG GOD GAMES ADVENTURES

MYSTERY AT RAVENROCK

by James Thomas



PATHFINDER
1ST EDITION
COMPATIBLE

MYSTERY AT RAVENROCK

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Mystery at Ravenrock

By James Thomas

A Pathfinder adventure for 4th- to 7th-level PCs

A Pathfinder adventure for 7th-level PCs. Filthy fairies, a singing imp, and a dangerous crawl through the castle dungeons culminates in an epic battle with the evil wizard and his twisted test subjects.

And he finally succeeded. Unfortunately for all of Ravenreach, his success may mean the downfall of the town unless the PCs can end his betrayal.

Playtesters

Wasfi Anabtawi, Matt Felgner, Aaron Johnson, Karey “Bat” Leichel, Eric Reed, Katherine “Kat” Stadley, Thomas Stadley and Tracy Thomas

Welcome to Ravenreach

The untamed lands of the north are dangerous and profitable, with opportunities aplenty for the intrepid adventurer. In civilized lands, pickings are few; local lords and city magistrates levy heavy taxes and procure a percentage of the profits. Out on the frontier, the strong, the clever, and the determined can gain riches and glory.

Ravenreach is one small outpost amid the wild hills and deep forests beyond the borderlands. The hardy inhabitants have hacked and hammered out a town, ringed it with a palisade, and raised a small keep and garrison under the leadership of Baron Bartholomew Blackraven, who is rumored to be the illegitimate son of a wealthy noble. Though favored by his father, Bartholomew could never inherit. So with his father’s patronage and a royal commission, he marched into the wilds seeking his fortune. There, he and his company slew the fierce dragon Murk on a high hill named Raven’s Rock. The location provided fresh water and a superior vantage of the surrounding territory rich in furs, timber, and precious metals. Soon, settlers founded camps and homesteads nearby to gather in the bounty from the land. Ravenreach was founded.

Dangerous animals and monsters still roamed throughout the region. At first, Baron Blackraven and his men dealt with these threats. Before long, though, the settlements were too widespread, and the baron was too busy administrating the growing community. Word has gone out and notices have been posted in the thriving lands to the south for stalwart adventurers seeking prospects. One day, a talented wizard named Minder arrived at Ravenreach. He impressed the baron with his magical skills and was promptly placed on retainer at Castle Ravenrock. In exchange for providing spells and potions for the baron, he was allowed to pursue his own research.

Adventures in Ravenreach

Menace at Ravenreach and *Mystery at Ravenrock* allow PCs to involve themselves in the intrigues besetting the small outpost community. In the first part of the adventure, they find themselves seeking a dangerous troll, as well as helping the outlying mines under similar assault. In the second part, they return to Castle Ravenrock to uncover the mystery that has locked down the castle and branded them malcontents planning to overthrow the community. The adventures can be run separately if you do not want to combine them into one larger adventure.

Adventure Summary

PCs return to Ravenreach in mid-Autumn after several weeks’ absence (visiting the South, side quests, staying in Dimthinlode, etc.). They discover the baron has closed up the keep and is refusing all visitors. Others have gone missing. Following a lead, the PCs sneak into the castle via a secret garbage chute and explore through the dungeons under the keep. They discover an impostor has been ruling in the baron’s stead and eventually meet up with Master Minder and his special bodyguards. Minder has implanted each with grafts from a troll’s bi-liver. Though they can now regenerate, they are also slowly losing their humanity and becoming savage killers. It’s a Great Hall fight to prevent the ruin of Ravenreach!

New to Ravenreach?

If you didn’t run *Menace at Ravenreach*, this adventure offers a new beginning you can use to set the scene (see **Adventure Hooks**). These new adventure hooks should provide enough reason for the PCs to want to investigate the castle without having spent the past few months working for the baron.

Adventure Hooks

If you don’t plan to run *Menace at Ravenreach*, these options allow you to bring the PCs into the adventure without needing any of the backstory that occurs in the previous adventure. You can place Castle Ravenrock anywhere in the wilderness where the characters are traveling. They might be looking for a place to stay for the night, or they may simply stroll into the town unaware of the intrigue going on around them.

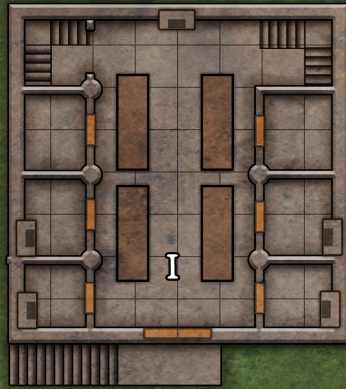
Just Passing Through: Instead of working for Ravenreach over the brutal winter, the characters wander into the small community shortly after the wizard Minder procures his troll, experiments on it, and seizes the castle. The community is shuttered, its residents scared to walk the streets for fear of encountering one of Minder’s troll-infused knights. A few residents are hiding out in the Dancing Bear looking out for adventurers passing through who might help them.

Show Me the Money: The small village of Ravenreach has recently failed to pay its share to the king. The characters are hired to travel to the town to find out why the baron has neglected his duty. They find the town abandoned, the castle locked down, and angry knights ready to kill them for intruding.

Wicked Rumors: A wizards’ guild in Bards Gate (or any other city in your campaign world) is hearing disturbing rumors of strange magic being used in Ravenreach. They need the characters to journey to the town to find out what they can about these rumors and put a stop to them if need be.

Castle Ravenrock

First Story -
Great Hall



Second Story



Ground Floor



Roof Top



Dungeon

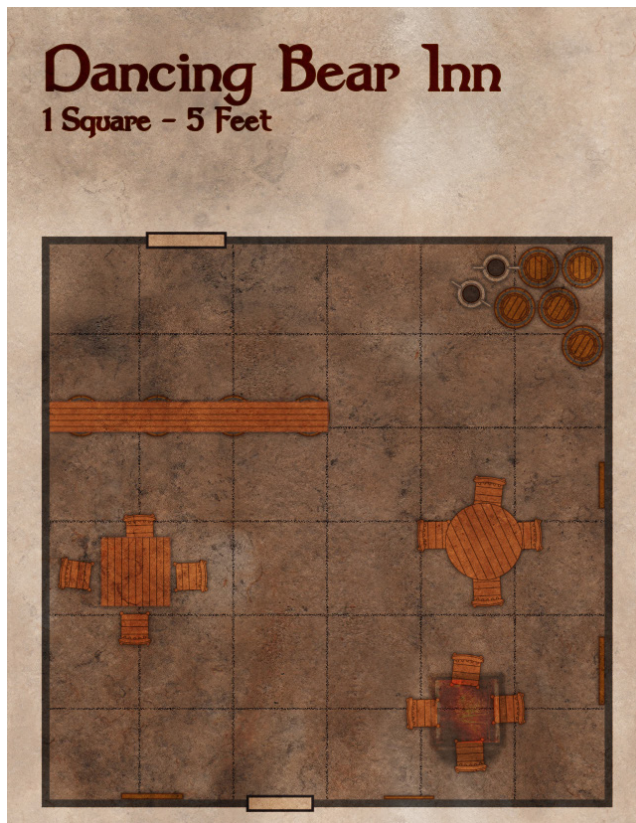


1 Square - 10 Feet

Full description for locations within Castle Ravenrock can be found in Frog God Games' Menace in Ravenreach.

The Dancing Bear

This is the only public drinking establishment in Raven's Reach. Owned by Iggy "Barrel Buster," a famous local wrestler, the joint is known for its cheap local ale (1 cp) served in wooden cups. Animal skins and horns adorn the walls. A weekly arm-wrestling contest attracts a large crowd. The winner wins a 1 gp prize plus local bragging rights (+2 luck bonus to Diplomacy and Intimidate rolls for a month). If a fistfight breaks out in his establishment, Iggy may attempt to break it up, but if weapons are drawn he pulls a cord in the corner to ring a bell on the roof. He has an arrangement with the town guard who come to his aid in 1d3+2 rounds. Since the keep has been sealed, however, Iggy hesitates to pull the cord to summon the knights. For Iggy and his assistant, use the "Barkeep" and "Drunkard" NPCs in the *Pathfinder Roleplaying Game GameMastery Guide*.



Castle Ravenrock

Castle Ravenrock is less a castle than a square, three-level keep with underlying dungeons. It is interchangeably referred to as Castle Ravenrock or the keep. The hill it rests on is called Ravenrock Tor.

Recent rumors in Ravenreach

(use these with familiar townfolk the PCs befriended):

- "I'm glad to see you back in town. The folks at the castle are strangely quiet. All engagements have been cancelled, and no one is allowed to visit the baron. Nobody is talking. I can't put my finger on it, but something's not right."
- "Serai the castle guard captain told me to let her know right away when you get back to town, but for a bit of coin I'll forget I saw you." (Serai wants to arrest the PCs.)
- "I've been cutting the baron's hair for over a year now. But yesterday

when I arrived at the keep, I was told he was indisposed and to go away. I've never been refused entry before."

- "My boyfriend Bron is a castle guard. He used to come visit me several times a week, but lately he says he too busy with castle business and won't tell me about it. I think there's something wrong up there."

- "I heard the strangest noise coming from the castle last night. It sounded like some kind of creepy singing." (Master Minder's imp familiar Vincibilos likes to croon when the moon is full. His voice sometimes carries from the top level of the keep.)

- "Jeremy Thorn the ranger captain has been missing for over a week. Nobody seems to know where he went." (Minder told Jeremy that a band of ogres attacked a settlement two days' ride away. He sent some of the new "knights" to accompany him. On the road, the knights beat Thorn and came back claiming he "went off by himself." Presently, he's in one of the prisoner cells.)

Behind the Scenes

While the PCs were away, Master Minder hatched the final phase of his research. After many failed experiments, he grafted a functioning troll bi-liver onto a living human subject. The man became violently insane and had to be bound and caged in the wizard's dungeon. When the baron was shown this "success," he was horrified and ordered the experiments shut down immediately. Alarmed at this threat to his life's work, Minder incapacitated the baron and locked him in a cell. Minder replaced the baron with a simulacrum (hereafter the "Impostor"). The Impostor returned from the dungeons with Minder, summoned the guard captain and chamberlain, and informed them there was a conspiracy to assassinate him. He instructed them to cancel all audiences, all castle guard leave, and to keep the reasons behind the changes a secret until the conspirators were caught. Stonemasons on the wall construction site were given unpaid leave until further notice, and all castle visitors were sent away. The Impostor then doubled the guard and retreated to the baron's private chambers. Now no one may come or go unless accompanied by the baron, Master Minder or the Castle Guard Captain. To seal the deal, Minder also cast a *charm person* spell on Captain Serai.

With the Impostor is Minder's imp familiar Vincibilos. When others are around, he perches invisibly on the Impostor's shoulder and whispers what he should say when he dithers. Minder has ordered the Impostor to keep his appearances to a minimum to prevent anyone from detecting the masquerade (DC 20 Sense Motive check). Meanwhile, Master Minder completed his final experiment on living human specimens. The Grets brothers (see "The Dancing Bear" in Part 1 of *Menace at Ravenreach*) agreed to have bi-liver samples grafted to their internal organs through an incision in their abdomens. This time, the experiment worked perfectly, the incision healing immediately afterward via regeneration. Later, after smacking one another around with fists and clubs and witnessing their wounds heal instantly, the brothers ate a hearty meal and agreed to become Master Minder's henchmen (publicly known as the "Knights"). The wizard has subsequently cast *charm person* on them and each looks upon Master Minder as a trusted ally and adviser.

With the keep in lockdown and the sudden unexplained security, the inhabitants of the keep (and Ravenreach) are edgy. Nobody comes and goes from the keep, and all visitors are turned away. Still, they go about their work dutifully because they trust the baron. Castle guards are on alert and have been told to watch for intruders. They assume the worst about the PCs if they detect them (Perception +5). They try to raise the alarm, bar doors, and call for backup (use "Guard" in *Pathfinder Roleplaying Game NPC Codex*). The Guard Captain (even if uncharmed) is expecting assassins and easily believes the PCs had been deceivers all along who were planning to kill the baron. Perhaps they are working for a southern noble in some intrigue to eliminate this bastard of a powerful Duke ...

Investigating the Keep

Barring extremely creative approaches, there are basically two ways to enter Castle Ravenrock without raising a general alarm and causing a bloodbath of innocent guards and castle inhabitants (or getting killed!). The first is by talking, bribing, or charming a way in via the main entrance (unlikely). The other is by climbing or flying in at night to the rooftop or

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through an arrowlet (a bit challenging since only tiny creatures can fit in the usually shuttered arrowlets). Lastly, PCs could enter by a secret dungeon entrance (see below). This is by far the most interesting way to go, so throw this hook at them early. If the players choose another route, let them, but at least make sure they get wind of the cave entrance before they attempt to storm the keep.

Hook: Find Jori the Dairyman

Have a trusted friend of the PCs come to them with an urgent plea (or use a local dairymaid named “Gilda” as follows). Gilda implores them to save her brother Jori, a dairyman, who went to the keep just before the lockdown to deliver several rounds of cheese. He never returned home, but the guards told her he is not in the keep (if the guards are somehow closely questioned, PCs can determine that none of them saw him leave). Jori delivers cheese to the castle every month by special order of the baron. Although he likes to go on hikes in the wilderness, he’s fairly reliable and wouldn’t go off without telling someone. She questioned people in town and the surrounding area, and no one has seen or heard from him since he trudged up the hill to deliver the cheese a week ago. The PCs’ friend is worried something terrible has happened to him and begs them to find her brother.

Gilda offers a piece of secret information: Her deceased uncle was the first cheesemaker in the area. He used to have a cheese cave on the far side of Ravenrock Tor where the river rounds the hill. He had to abandon it when the castle dungeons were built above, and the inhabitants began dumping their garbage and excrement down into the cave. The uncle then called it “The Raven’s Arse” and pulled his remaining edible cheese out of the cave and found another, cleaner location to ripen and store his product. He reported the acoustics were such that he could sometimes hear prisoners talking in the dungeons above, so he assumed there must be a way inside. The entrance to this cave cannot be seen from the castle, and nobody but Gilda and her brother knows about it. The PCs need a small watercraft to cross the stream to get into the watery cave. Gilda tells them she has just such a barge they sometimes use to deliver cheese to buyers along the river. She can deliver it to the entrance at night and the PCs can use punts to maneuver the barge into the cave. She has never visited the cave herself and has no further information to share. She offers them all the cheese they can carry if the PCs rescue her brother.

Into the Dungeon

Just after sundown, the party meets Gilda outside town near the river with a wagon containing the partly disassembled barge. They must travel upstream until they reach the riverside opposite where the cave is supposed to be. As they do so, thunder sounds, and rain begins to fall. After a quick assembly by lantern light, they are ready to cast off and punt their way across the stream and inside. When they get close, the PCs can spot the entrance and maneuver inside.

1. The Secret Cheese Cave

The sounds of the storm outside subside as you quietly punt into this cool watery cave. Above, a few fluttering bats catch your eye. As you proceed, your light reveals the outline of a flat shelf above the waterline and an old wooden framework abutting the rocky wall. Above and to the right, a trickle of slimy water slithers down the wall from a hole in the ceiling.

Ten years ago, Gilda’s uncle used this cave to store and age his cheese. After the dungeon levels were constructed above and castle waste began to flush down into the cave, he moved his product elsewhere. Now only his niece and nephew even know of the cave’s existence. From the river, a small raft can maneuver into the cave where an eight-foot-high tunnel winds for 15 feet before entering the gallery. The water inside averages 10 feet deep and includes a

small school of harmless cavefish. A handful of bats squeak on the ceiling 15 feet above the pool. At the back of the 30-foot-deep cave, a 15-foot-long, 10-foot-deep ledge two feet above the water holds several sagging cheese shelves. To the right of the ledge, a trickle of filthy liquid slurps down a stony slide into the pool from a hole in the ceiling 15 feet up.

Up The Raven’s Arse

Above, the grimy, rough-hewn shaft leads upward; a trickle of filthy sludge drizzles out along the side of the wall and down into the pool below. A manageable, though disgusting, ascent can be made to the regions above. It smells awful.

Climbing up the rough slippery wall is a DC 20 Climb check. The use of rope and pitons make this much easier (see *Pathfinder Roleplaying Game Core Rulebook*). The only way into the dungeon above is via the vertical shaft above (hereafter The Raven’s Arse). The shaft is five feet wide, so PCs more than five feet tall can brace against the sides, making the climb a DC 10 therein. The constant trickle of slimy, disgusting sewage down the shoot makes progress messy and unpleasant but manageable. Anyone failing a Climb check falls down the chute onto the slippery slide (for 1d6 damage per 10 feet fallen) and down into the water (taking 1d6 nonlethal damage). The water is 15 feet deep.

The Raven’s Arse and the cave above it are inhabited by a band of **6 filth fairies** (use ooze mephit in the *Pathfinder Roleplaying Game Bestiary*, replacing DR 5/magic with DR 5/cold iron). Enticed to the obnoxious dribbles and smells exiting the dungeon levels, they have made their home here for several years and now revel in the glorious showers of filth. Most can be found frolicking about in the vertical shaft or dozing on tiny shelves. They have very rude habits and smell disgusting. The vertical shaft is divided into two parts, both 30 feet long with a 10-foot section breaking into the fairy cave between them. There, the filth fairies have taken old dragon bones and rearranged them around the opening to resemble a skeleton sitting over a latrine. They find this both artistic and very amusing. Although the dragon’s head is stuffed and mounted in the Great Hall, the rest of the dragon’s bones can be found scattered in the western quarter of the fairy cave.

Tactics

The filth fairies are lazy and disinterested, so they likely won’t notice the PCs until after they enter the Raven’s Arse. Initially, three shout the alarm and rigorously defend their putrid paradise. Besides their claws, the fairies have three means of attack: an obnoxious spray of slimy fairy filth (breath weapon once every 4 rounds), a squirt of stomach acid (*acid arrow* 1/hour; +5 ranged touch; 2d4 acid damage for 3 rounds), and a violent explosion of foul flatulence (*stinking cloud* 1/day). Note: The fairies themselves are unaffected by the smell of *stinking clouds*. Each of the three fairies delivers one of each type of attack down the shaft at the invaders. Each fairy can use all three powers only once for this encounter, so keep a checklist of which one uses which power. They try to drive the intruders out but keep their distance to save their dirty skins. If things get difficult, they retreat into the fairy cave or further up the shaft toward **Area 3**. Three more fairies currently repose in the continuing shaft above. They emerge three rounds after the alarm is raised and use similar tactics.

They know nothing of the dungeon passages above and have no personal treasure.

2. The Fairy Cave

In the western part of the fairy cave is a rubble-filled sunken chamber. A few dragon bones can be found here and there, more remains of the great dragon of Ravenrock. A search here (Perception DC 15) locates coins hidden in the rubble: 1d6 gold and 1d6 silver coins per check (total 7 gold and 8 silver). There is also a hidden treasure (see **The Treasure** below).

MYSTERY AT RAVENROCK





Shadow Dragon (CR 8)

Ten years ago, an axe-wielding warrior named Bartholomew battled an umbral dragon atop Ravenrock Tor. Being the bastard son of a duke, he sought his fortune in the northern wilderlands and slew the dragon with the help of his adventuring companions. He then took the name Blackraven and successfully petitioned his distant king for the right to rule over the unsettled territory as their baron. The rest should be well known by now. The dragon's treasure was divided but not all of it was recovered. And buried deep in the mountain, the undead spirit of the dragon brooded in the dark to guard the last remnant of its treasure hoard.

Near the middle of the back wall in the sunken western end of the fairy cave is a nondescript six-foot-wide boulder. The treasure (see below) is underneath this boulder. If the boulder is dislodged, the **dragon** wakes and attacks the interlopers, concentrating on anyone resembling Blackraven. Use the statistics for a **greater shadow** (see *Pathfinder Roleplaying Game Bestiary*). The dragon slithers up the shadowy walls of the cave then swoops down to make flyby attacks. Remember the stealth capabilities of this monster: Perception checks are needed to spot it. It will not pursue beyond this room but an hour later it collects any shadows it created and begins to explore the dungeons and castle as it seeks out Bartholomew Blackraven.

The Treasure

Wrapped in a fine ermine skin (4 gp) is an *insistent doorknocker* (see *Pathfinder Roleplaying Game Ultimate Equipment*) in the shape of a unicorn in gold, silver, and brass. Being the first substantial (and magical) treasure the dragon ever acquired, it had a unique value to her. Hence her spirit clung to it after death. There are also a few coins: 652 sp and 212 gp. If you have any other minor item you want to include for the PCs, this would be a good place to include it. This treasure is intended to cover rewards for the shadow dragon and the filth fairies.

The Dungeon Door

A large heavy wooden door blocks the way down a short natural stone passage to the north. This is the outer door to the dungeon itself. It has no handle or hinge on this side. Though it's not obvious, it pushes inward. The particular door is padlocked on the other side and *arcane locked* (see below). Breaking down this door creates a lot of noise and alerts Master Minder ... or it would, if he were in the dungeon. Presently, he is in the keep, so the noise of breaking doors won't be heard by anyone who cares. That doesn't mean your players can't be paranoid, of course. Beyond, a rough-hewn stone stairway spirals up 20 feet to a stuck wooden door that opens into a cluttered hallway.

Stuck Wooden Door (good): 1-1/2 in. thick; hardness 5; hp 15; Break DC 16.

Arcane Locked Strong Wooden Doors: 2 in. thick; hardness 5; hp 20; Break DC 35; Disable Device DC 35. (These strong wooden doors have excellent built-in locks that can be unlocked from either side via a large keyhole [Total Hardness 5 Hp 20; Break DC 30; Disable Device DC 30]. Master Minder carries the only key. The two doors to the golem lab beyond are similarly secured.) Wise PCs could use the *insistent doorknocker* to get past one of these portals.



3. Cluttered Hall

This cluttered area resembles a disused rumpus room more than a hallway. A narrow path runs between barrels and boxes stacked for twenty feet from a sturdy door at one end. On the opposite end, an iron grate in the floor descends down a filthy five-foot-wide shaft and is fed by a slimy trickle from a drainpipe in the wall.

A bolted iron grate (unhinged) caps the top of the Raven's Arse (1 in. thick; hardness 10; hp 25; Break DC 27 to tear it loose from the stone). If forced from below, you might add an additional DC 20 Climb check to avoid falling.

A collection of boxes and barrels before the door to the east contains used clothing and miscellaneous personal possessions. One has nothing but boots and shoes, while another contains just shirts and tunics; another has women's dresses. Finally, an unlocked trunk holds a collection of personal effects: combs, belt pouches, hats, nail clippers, neck charms, pipes, stockings, etc. Two boxes contain tools: aprons, gloves, lanterns, satchels, backpacks, and whetstones. All these items come from a variety of persons. None is of any great value; however, among the occupational tools are a pair of masterwork animal traps worth 150 gp. These items were collected from the many humanoid victims used to provide fresh corpses for the golem lab.

4. Golem Lab (CR 9)

The western door of this room is locked (strong wooden door, DC 25) with a built-in lock and keyhole (only Minder has the key). Looking through the keyhole (Perception DC 20) reveals a well-lit room with a door (identically locked) at the opposite end. Everburning torches in the four corners light up the room.

If PCs look through the keyhole, read the following:

A heavy wooden door is visible across a large room filled with tables and odd tools.

Once PCs open the door, read the following:

Bookshelves, worktables, boxes, and barrels fill this thirty-foot-wide room. One shelf holds jars and casks of pungent liquids; another holds a dozen different brains in jars, all labeled in Draconic. To the north, a vase of freshly cut flowers sits on a small writing desk. A man in a loincloth lies on a table near the desk. A dotted line is drawn around the top of his shaved head. Thick copper wires bound by iron brackets snake along the ceiling. A great cage next to the eastern door contains a large creature. It looks as if it's made from the parts of several reptilian humanoids.

The human on the table is a dead body treated with *unguent of timelessness*. Several months ago, Minder was preparing to experiment with golems when he was interrupted by more important work.

Read the text below a round after anyone opens the western door.

Suddenly, the creature across the room crashes out of its metal cage and stomps forward, its long arms flailing menacingly. With a boom of distant thunder and a flash of blue, the ceiling lights up with electrical energy along thick wires dangling overhead.

The Imprisoned Leprechaun

Here is a fun option if the GM feels the party could use a little help during this part of the adventure.

A thousand years ago, a great Fey War was waged in this region. After a climactic victory was won atop what would later be called Ravenrock Tor, the great fey General Silas Thoomb passed sentence on his defeated enemies. One of them, Shameless O'Hooligan, a leprechaun much hated for his abusive employment of rabbit ears and tree sap, was presented bound and bruised for judgment.

"I'll never submit to ye, ye devil of a dirty dog, ye!" cried the leprechaun. "Never, I tell ye! No prison can hold me, and I'll have me revenge!!"

"Silence, thou shabby knave!" shouted the general astride his mighty war badger. "For thy crimes against our people, cheating at pooh-sticks, and thy illicit use of fairy dust contrary to the rules of war, we deliver upon thee the Magical Fairy Curse!"

A gasp went up through the vast assembly. "Do your worst you bug-winged braggart!" retorted the little man. "All fairy curses have an exit clause. That's the ancient law! I'll have me revenge though fairies fly out me arse!"

"Let it be just as you say then! Shameless O'Hooligan I hereby imprison you in this raven-shaped mount until fairies fly out your arse!"

And with that, the leprechaun melted into Ravenrock Tor never to be seen or heard from again.

That is, until ...

If you see your players floundering or just want to add a bit of fun to the game, have one or two remaining fairies make a dash for it down the shaft and out the cheese cave tunnel. At that very moment, the decree of the curse is fulfilled and the naughty leprechaun is released. With a hearty cackle and a puff of green smoke, he appears before his benefactors and thanks them for freeing him by chasing the fairies out the Raven's Arse. Using his magic, he creates a chirpy tune and begins a jaunty victory jig. If asked, he dramatically retells the story of his imprisonment, ending with, "In the first 500 years of me imprisonment, I vowed to torment the first person I saw after I was released. In the next 500 years, I vowed to reward whoever set me free. And so it is, I will reward ye for breaking the curse! Or was it the other way around?" Though now somewhat insane from his long imprisonment, the leprechaun explains how he watched through the stones when Baron Blackraven and his companions slew the great dragon of Ravenrock. He also saw how there was one bit of treasure still hidden in the cave and guarded by the dragon's greedy spirit. He gleefully shows them where the treasure is located beneath a large boulder in the western part of the fairy cave. He warns them the dragon's spirit will surely rise up and attack them should they attempt to retrieve the treasure. He doesn't know the ghostly dragon's abilities, and he knows only that the treasure is in a bag and the color of gold. He will not help fight the dragon but afterward he identifies the *insistent doorknocker* and its command words: "Open" and "Close" in elvish. After that, he skips off into the wilderness to seek revenge on his long-lost enemies.

The **flesh golem** attacks anyone who enters the room from the western door. It crashes out of its cage (which wasn't locked or barred) and moves adjacent to the first creature it sees to attack. It knocks down a large switch on the east wall as it charges, connecting the copper wiring to the lightning rod atop the keep's roof.

The ceiling is 10 feet overhead, but copper wires hang down in several sections. Outside in the storm, a lightning rod conducts electricity from the roof down the wires and into the lab. Creatures under six feet tall are not in danger, but the flesh golem gets an electric charge every round. Starting on round 1 and each round for 10 rounds thereafter, an electrical surge runs through the wires overhead and deals 4d6 electrical damage to anyone within reach and heals the flesh golem 1 hit point per 3 points of damage.

Remember that the golem has reach so attacks of opportunity apply. Also keep in mind the furniture in the room counts as rough terrain. Standing on a table can give a height advantage but may also expose individuals to electrical dangers.

On round two, **2 demi-golems** scramble out of a vat and a barrel to the south and attack the nearest creatures they find. One demi-golem has only a torso from the waist up. It uses its hands to move. The other looks as if it's made almost entirely of broken or undersized parts, including a head with no jaw. They are constructed from bodies of troglodytes and humans (failed surgical experiments). The humans were mostly condemned criminals or hapless travelers who crossed Master Minder on the road. The small demi-golems are too far from the ceiling to be affected by the electrical surges.

On round three or whenever it spices up combat, **4 crawling hands** leap down off a bookshelf on the western wall (where they are employed as bookends) and attack nearby PCs, preferably spellcasters.

FLESH GOLEM (see *Pathfinder Roleplaying Game Bestiary*) **CR 7**

DEMI-GOLEMS (2) (Young Flesh Golems) **CR 7**

As flesh golem but with the following adjustments:

Medium construct

AC 21, touch 11, flat-footed 20; (+1 Dex, +10 natural, 0 size)

hp 61 (9d10+12)

Fort +1; **Ref** +4; **Will** +3

Melee 2 slams +11 (2d6+1)

Space 5 ft.; **Reach** 5 ft.

Str 16, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

CMB +13; **CMD** 24

Size decrease by one category; **AC** reduce natural armor by -2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** -4 Str, -4 Con, +4 size bonus to Dex.

CRAWLING HANDS (4)

(see *Pathfinder Roleplaying Game Bestiary* 2)

CR 2

Treasure

A *wand of shocking grasp* (23 charges) CL 5 can be found crammed in a bookshelf (Perception DC 16).

Unguent of timelessness (half empty) is in an ornate brass oil decanter on the desk. The decanter by itself is worth 150 gp.

If collected and sold in a city, the remaining equipment in this laboratory would be worth 4,000 gp to an interested buyer.

5. Dungeon Cells

Beyond the lab is a dark hallway. To either side is a locked heavy wooden door with a tiny barred window. Each is a cell for keeping live subjects headed for the golem lab. The larger cell is mostly empty with just bits of straw and rubbish on the floor. The smaller one is five feet square with a single occupant: a man in his mid-thirties dressed in stylish clothes sitting and staring blankly. If addressed or questioned, he looks up at the speaker expressionlessly but says nothing. The man is Baron Bartholomew Blackraven. He cannot speak or think clearly, nor does he have a will of his own. He hasn't eaten in more than a week.

The baron is under the detrimental effects of a *geas* spell cast by Master Minder. When the shocked baron refused to allow Minder to continue his experiments, the wizard took him prisoner and locked Blackraven in this the deepest cell in the dungeon. He later cast a *geas* and commanded Blackraven to write and seal a document declaring he was going away for an undetermined but considerable period and that Master Minder was in charge in his absence. The baron of course refused to comply and slowly weakened each day due to the spell. At this point, he has lost 12 points in all his abilities (see **Appendix A: NPCs**). With his intelligence and wisdom scores at 1, he is incapable of human speech and has only a rudimentary understanding when spoken to. Now unable to fulfill the *geas* due to his disabilities, the spell will expire in another seven days.

Minder never truly desired a legal document as he had already created a simulacrum of the baron. The purpose was to keep the real baron

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incapacitated while Minder made other plans. Presently, Blackraven is incapable of making any decisions but can easily be led about. If attacked, he defends himself using whatever is at his immediate disposal (he is still a capable fighter). His dragonhide plate and adamantite battleaxe are currently in the possession of the Impostor (see **Appendix A: NPCs**).

Even though the PCs have found Blackraven, their adventure is unfortunately not over. There are no spellcasters in town capable of dispelling anything, let alone such powerful spell. A DC 25 Spellcraft or Sense Motive check identifies that Blackraven is affected by an enchantment but gives no indication as to its duration or how long it will last. A DC 24 *dispel magic* check is needed to dispel it. Worse, many won't believe it's the real baron since there's already one in the keep (that can speak!). And the PCs are already assumed to be trying to break into the castle to do who knows what. They still have to expose the phony baron and defeat Master Minder. Thus, the keep and the town still need saving. PCs could opt to leave the baron in his cell for now (at least it's safe), take him back to town to be cared for by a friend, or let him tag along as they proceed through the dungeon looking for the bad guys. But it's still all about the PCs; the baron won't be "upstaging" them at this stage.

The cell contains a cask of water with a tin cup. Straw covers the floor. An everburning torch burns spryly from a sconce on the wall. There is also a small writing desk with paper, sealing wax, an ink well and a quill pen. Nothing else is in the room.

6. Guardians & Garbage Piles (CR 8)

Beyond the cells, the passage leads to a stairway up. A DC 30 Perception check reveals they are little used. At the top of the stairs, an unlit 80-foot-long, 20-foot-wide hall stretches east to west. Along the northern edge, a three-foot-wide gutter runs the full length of the hall and enters and exits through holes in the western and eastern walls. The floor slopes slightly but noticeably to allow a foul sludge to flow sluggishly eastward through the gutter. Halfway down the hall, a pile of garbage has built up behind a logjam in the gutter and spills into the hall. The whole area smells dreadfully of rot and decay. Closer inspection reveals two 10-foot-wide wooden panels on the southern wall with no apparent means of opening.

Perception checks

These DCs assume PCs can see well enough in the dark, unlit hall.

- | | |
|--------------|---|
| DC 10 | You see a long hall ahead with a gutter on one side and a pile of garbage partway down. It smells terrible in here! |
| DC 15 | Two 10-foot wooden panels are on the southern wall. |
| DC 20 | You detect strange unnatural movement in the garbage pile. |
| DC 25 | You hear the sound of rodents, and something larger appears to be struggling among the garbage. |
| DC 30 | Some kind of humanoid creature is moving behind the garbage. |

A **troglodyte zombie** (see *Pathfinder Roleplaying Game Bestiary* "zombie") is in the garbage pile. He was dropped down the garbage chute and now fends off scavenging rats. With no orders, it just lies there but defends itself if attacked. Currently, **7 ordinary rats** (see *Pathfinder Roleplaying Game Bestiary* "familiar, rat") are in and around the garbage.

Next to the garbage pile and between the panels is a pressure plate (Perception DC 25; Disable Device DC 20) that snaps open the sliding panels and sounds an alarm. When the trap is sprung, **2 advanced owlbeats** emerge (one from each of the two rooms) and angrily attacks. The alarm bell drives **2 swarms of rats** (see *Pathfinder Roleplaying Game Bestiary* "rat swarm") from their nests under the floor to pour out through the gutter. They scurry around and attack anything in the eastern part of the hall.

SLIDING DOORS & ALARM

XP 400

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset manual

CR 1

Effect two 10-ft.-wide doors slide open; an alarm sounds (only the housekeeper is near enough to hear it) and wakes two rat swarms

ADVANCED OWLBears (2)

CR 5

XP 1,600

N Large magical beast

Pathfinder Roleplaying Game Bestiary "Owlbear"

Init +7; **Senses** darkvision 60 ft., low-light vision; scent;

Perception +16

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 57 (5d10+30)

Fort +12; **Ref** +7; **Will** +4

Speed 30 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Str 23, **Dex** 16, **Con** 22, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +5; **CMB** +12 9+16 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +16

AC reduce natural armor by +2; **Ability Scores** +4 to all ability scores except Int scores of 2 or less.

A secret door is directly between the sliding panels. If found and opened, a four-foot-wide section of wall lifts up like a garage door to reveal a 20-foot-wide utility room beyond. Inside is a winch to close the wooden panels and reset the alarm. A poster on the wall has a picture of a circus with writing from a distant country. One of the acts includes a pair of owlbear hatchlings named Taya and Zem. In the back is a worn but comfortable chair next to an ornate table with a locked chest nearby. A coffer with a tricky looking latch sits on the desk. The chest (Disable Device: DC 25, 30 with *arcane lock*) contains sacks of coins totaling 3952 gp and 2125 sp plus several empty sacks. The coffer latch opens with a DC 20 Disable Device check and holds several small (but empty) leather purses plus 20 platinum pieces. The money here is what's left of Master Minder's accumulated wealth and comes from various lands in the South.

7. The Housekeeper

The steps leading up to this room are littered with large improvised rat traps, a few of which have occupants. A DC 5 Acrobatics check is needed to avoid stepping on a set trap and taking 1 point of damage. A DC 12 Perception check detects a high-pitched voice humming a tune.

Cresting the top of the stairs, you see a roundish room with an exit on the far side. In the middle, a small cart on mechanical legs is laden with housekeeping supplies and a rumpus of odd junk. A small creature hums to herself on the other side of the cart.

Glisza (see *Pathfinder Roleplaying Game Bestiary* "kobold") is Master Minder's charmed housekeeper here in the dungeon. He secretly hired her to take care of mundane tasks he'd rather not bother with, such as cleaning up the labs. Glisza took to her work with such gusto that she's endeared him to her. He now dotes upon her, buying her favorite snack — pickled newts and frogs — and giving her an animated cart (use *Pathfinder Roleplaying Game Bestiary* "animated object, medium"). Even if the *charm person* spell is removed, she's unlikely to betray him, but anything's possible. An *iron torch* orbits her head, another gift from Minder.

Glisza feeds and waters the "animals" in the dungeon and cleans up messes. Lately, she has busied herself with trying to exterminate the growing number of rats infesting the lower levels, so far with limited success. She has a mechanical walking cart she uses to carry

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her stuff.

In the cart are mops, rags, scrub brushes, a (small) long spear, buckets of brackish water, a sack of sand, a sack of grain, several cakes of lye soap, a ball of twine, a set of trapmaking tools, a cask of pickled frogs, a cask of fresh water, and miscellaneous bits of wood, leather, glass, and metal junk left over from old experiments. The cart is designed to follow the possessor of the *ioun torch*. Glisza places it in the cart when she's done for the day. If attacked, the cart defends itself.

8. Holding Cells

Four barred holding cells line one side of the hallway. On the opposite side, a wide entrance leads directly to a large, well-lit workroom. The area smells like animal urine and decay.

These halls include a series of holding cells for "animal" test subjects. Minder perfected the bi-liver process by starting with frogs, then lizards, then sheep, then humanoid creatures. He acquired a tribe of troglodytes, snuck them into the dungeon, and experimented on them one at a time, all the while dividing and exhausting them with charms and enchantments. Other animals and monstrous beasts were similarly used and discarded through a series of hideous and painful experiments.

A line of levers in the entryway to the lab lock and unlock each cell door, allowing them to be lifted open and pulled down again via counterweights. At the end of the hall, another lever is visible on the wall next to the heavy wooden barrier blocking the way beyond. If this lever is pulled down without first inserting the correct key (held by Minder) in a keyhole hidden below at knee height, all the holding cells suddenly unlock and a massive counterweight throws all the cell doors open. The alarmed monsters inside emerge and attack. If the correct key is used or the lock is found and disabled (Perception DC 20; Disable Device DC 25), then the wooden barrier can be slid into the wall to allow access.

CELL DOOR TRAP

CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 25

Effects

Trigger lever pull; Reset manual

Effect holding cell doors unlock and fly open

All but Freythool have a bi-liver grafted inside them, giving them Regeneration 3.

1 **Girallon** CR 7 (see *Pathfinder Roleplaying Game Bestiary*)

1 **Dire Ape** CR 4 (see *Pathfinder Roleplaying Game Bestiary*)

1 **Troglodyte** CR 2 (see *Pathfinder Roleplaying Game Bestiary*)

Freythool the Troll is in this last cell. Minder surgically removed her bi-liver so she cannot regenerate another one. The mutilation renders her listless and despondent, lacking energy and insensible. She once vowed to kill Minder if she ever had the chance but now nothing matters to her. She rarely eats and mostly sleeps, ignoring any commotions. She defends herself but doesn't attack. If her cell door is opened, she won't even attempt to escape.

"FREYTHOOL" [RAGING]

Troll Bbn 1 Druid 1

CR 6

XP 2,400

Female troll barbarian 1/druid 1

NE Large humanoid (giant)

Init +7; Senses darkvision 60 ft., low-light vision, scent;

Perception +9

AC 15, touch 10, flat-footed 12 (+3 dexterity, +5 natural, -1 size, -2 rage)

hp 94 (1d12+7d8+40)

Fort +16, Ref +5, Will +8

Speed 50 ft.

12

Melee bite +11 (1d8+7), **2 claws** +11 (1d6+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage (9 rounds/day), rend (2 claws, 1d6+10)

Druid Spells Prepared (CL 1st; concentration +1)

1st—*longstrider*

0 (at will)—*flare* (DC 10), *guidance*, *know direction*

Str 25, **Dex** 16, **Con** 25, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** +13; **CMD** 24

Feats Improved Initiative, Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Acrobatics +7, Climb +11, Handle Animal +4, Heal +4, Intimidate +13, Knowledge (geography) +4, Knowledge (nature) +6, Perception +9, Sense Motive +1, Spellcraft +4, Stealth +2, Survival +6, Swim +11

Languages Druidic, Giant

SQ fast movement, nature sense, wild empathy +1

Animal Companion Link (Ex) You have a link with your Animal Companion.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Rage (9 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Share Spells with Companion (Ex) Can cast spells with a target of "you" on animal companion, as touch spells.

Wild Empathy +1 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Tactics

The monsters immediately attack the nearest creature as soon as the doors open. Their bi-liver grafts give them a savage hunger and violent temper. They fight to the death and pursue prey beyond this area.

9. Surgical Lab

This laboratory contains two surgical tables, each big enough for a large humanoid. Heavy leather straps dangle from their sides. Unidentified stains spatter the floor. Shelves on the walls contain jars of strange liquids, anatomy manuals, notebooks, and racks of peculiar tools. A multitude of bloodstained rags hang from hooks. A wheeled table displays an assortment of fearsome surgical tools, including forceps, scalpels, saws, and a collection of numerous clamps. A large sealed barrel sits in the far corner. The whole is illuminated by six everburning torches upon a large chandelier.

Treasure

A rack holds a masterwork club and two large syringes along with a *wand of sleep* (22 charges; CL 5) and a *wand of animate rope* (18 charges; CL 6). The *wand of sleep* is used to subdue experimental subjects, while the other wand is for activating the restraints on the examination tables.

On the same rack are 2 glass spearheads and one longspear pole with spearhead attachment feature (see **Appendix C: Equipment**).

A special holding case contains 4 needle darts and 6 doses of troll kill (see **Appendix B: Equipment**).

A large jar on one shelf contains seven doses of alchemical acid and a dozen empty single dose glass containers. A pair of heavy tongs, goggles, and a ceramic funnel sit nearby to fill them.

The barrel in the corner contains dozens of frogs preserved in cheap

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vinegar. The smell is overwhelming! If opened, all within five feet are met by a pungent miasma (Fort DC 15; nauseated 1d4 rounds) that dissipates five rounds after the barrel is resealed.

The everburning chandelier is worth 700 gp, although removing it and hauling it out is rather cumbersome.

The remaining equipment in this laboratory is worth up to 2,000 gp to an interested buyer.

10. Garbage Dump & Sluice

A chute from the kitchen carries garbage and slop down to a vat with a gutter exiting through the opposite wall of this smelly room.

A large valve releases rainwater to wash the sludge down the gutter and onward through the dungeon. Several dirty buckets and a rake are nearby. Glisza uses them to collect scraps for the “animals” down below.

Southern Panoramic

Cellar doors allow entrance to an underground vault. An irregular stone stairway leads down to the middle of a corridor going directly left and right. To the left, a short jog in the hall leads to a door to an empty guard station where three windows allow a vast panoramic view of the countryside to the south. The other doors lead to the scriptorium and alchemical labs. A secret door at the very end of this hall leads to a 200-foot-long passage to the dungeon level. In the passage is a clockwork cart on mechanical feet used for transporting heavy supplies. It can also convey people.

11. Alchemical Lab

Everburning torches light up this busy workroom. Three tables fill the center of the chamber while shelves and a cabinet contain books, boxes, bottles, and ceramic containers. The chamber is remarkably well ventilated via tiny barred windows near the ceiling. Two hatched arrow slots offer a view of the southern valley below.

The tables are covered with dozens of clear glass vials and flasks of various sizes, each neatly labeled with straight lines and numbers.

A white mouse scurries around in a small bird cage hanging from the ceiling. A DC 12 Sense Motive check reveals the mouse is trying to escape the cage. A DC 18 check reveals that the rodent is suspiciously intelligent. The mouse is actually Jori the dairyman whom the PCs were tasked with rescuing. After his delivery of cheese to the castle, he caught the false baron chatting with Vincibilos the imp. Now a dairyman “who saw too much,” Minder couldn’t allow him to leave the castle. The wizard turned him into a mouse and put him in this cage until he decides what to do with him.

Detect magic cast on the mouse cage reveals moderate transmutation magic, while the cauldron reveals faint transmutation.

Some interesting items can be found here:

- A towering construction of glass tubes and hoses, which appears to separate the component parts of liquids (all the equipment and basic agents make this a fully functional alchemical lab; value 200 gp).

- A pair of polished crystal goggles with fine suede padding around the lenses and an expensive-looking adjustable leather band (protective goggles; 50 gp).

- A large, round-bottomed flask containing a faintly golden liquid that smells sweet but overwhelmingly of alcohol (nasty alcoholic byproduct; if the entire pint is drunk, a DC 13 Fortitude save is needed or the drinker becomes sickened for an hour).

- A stiff black apron, its glossy appearance vaguely resembling oilcloth, but the material is unlike any other fabric.

- A collection of similar bright red potions, each of which is labeled with a simple “no” on the bottle (all of these are failed attempts).

- Several small, well-used casks lining a shelf. One has been carefully stoppered and sealed and is significantly heavier than the others.

- A small, sturdy black cauldron inscribed around the rim with mystic symbols (a *cauldron of brewing*).

- An obviously well-used mortar and pestle that still contains faint traces of a dark, red, pungent powder.

12. The Scriptorium

This small unassuming room is a private chamber for an individual. Garments including a cloak, a light robe, a hat, and a leather apron hang from several hooks on the wall. A chamber pot and a pair of slippers are visible under the bed, and a pitcher and washbasin are nearby.

Master Minder stays here when he’s working on his lab experiments. He prepares spells, scribes scrolls, and sleeps here. He sends his familiar in the form of a raven with requests for meal deliveries or other basic needs. In the last year, it has gotten a lot of use. A small narrow bed, an ink-stained writing desk, a scroll shelf with several scrolls (blank and nonblank ones; see below), a scroll assembly table with a large paper roll, a cutter, glue and spindles, and a cabinet filled with spell components are here. The cabinet also has several tiny jars with bits of fur, scales, and feathers from various animals and magical beasts. They are all labeled in Draconic. He collects them as components for assuming animal forms using his transmutation spells.

Treasure

Minder keeps six arcane scrolls here for emergencies; some he scribed himself, others he picked up on his travels. Select ones you think would be useful to the PCs. Hidden out of sight under the bed, attached to the bed boards, is Master Minder’s spellbook (Perception DC 20 if looking under the bed). It contains all his spells. He could reconstruct a spellbook from copies and scraps in his personal chamber in the castle above, but that would take some time and expense. If he loses this spellbook, he becomes very irate.

Castle Rooms

1. The Great Hall

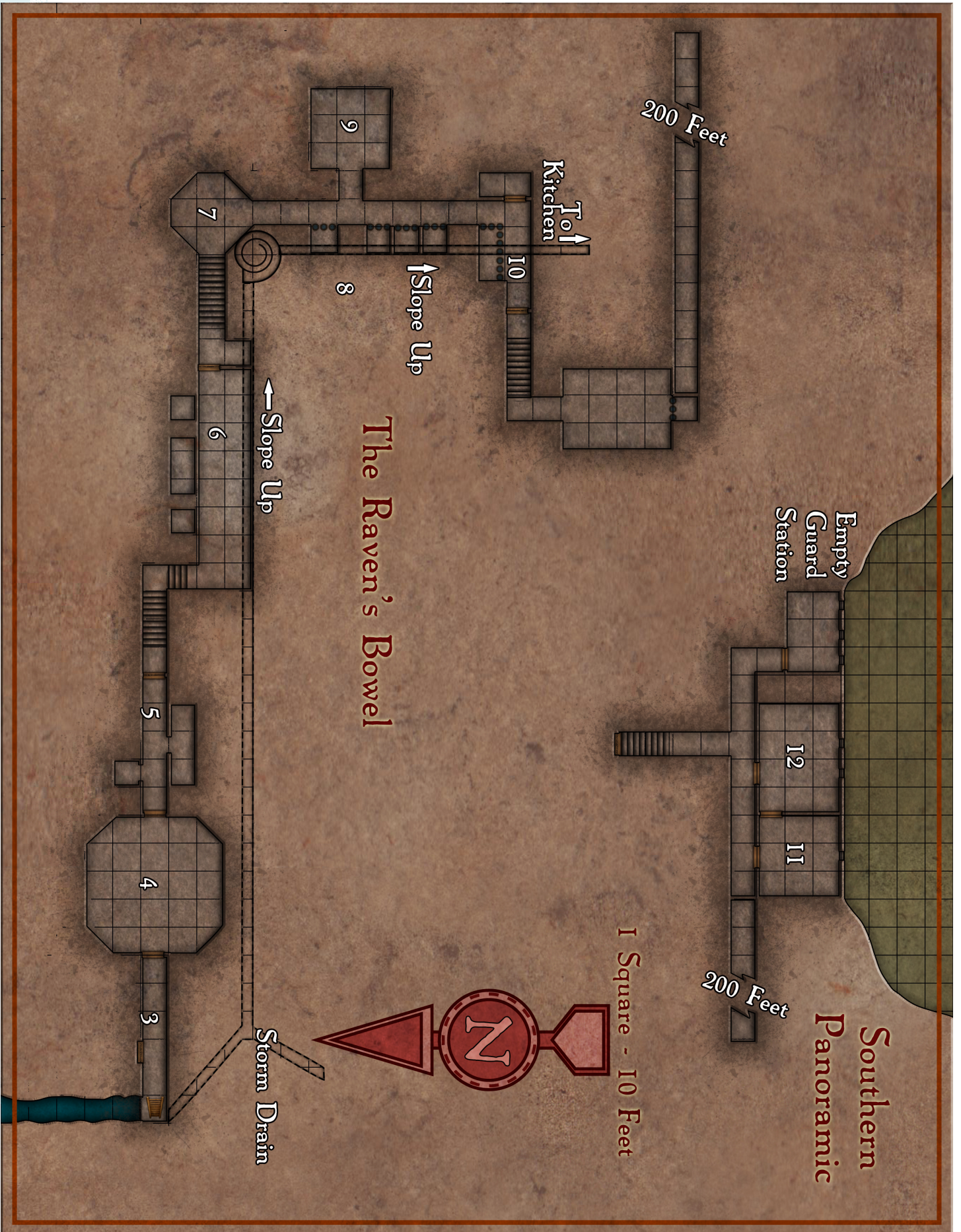
This large hall has a smooth stone floor and tapestries on the walls. Long unused tables are pushed out of the way to both sides. Hanging banners ring the outer edges by cords dangling from the 30-foot-high vaulted ceiling. At the back, a huge yawning hearth is crowned by a ravaging dragon’s head: the stuffed remains of the dragon of Ravenrock Tor.

The Great Hall of Ravenrock Keep has several side chambers used as meeting rooms and servant quarters for visiting notables. They are mostly empty with a few bits of furniture and a couple of carpets on the floor. The front doors are closed but not locked. For more information regarding the end of the adventure, see “Boss Battle” below.

2. Kitchen

Two large hearths serve this equally large food preparation area. Four different tables are scattered with cooking tools and cutting boards. Herbs and pots hang from the ceiling on hooks. Boxes and barrels of pantry supplies are scattered throughout the room.

In addition to two large cooking hearths, there is a garbage chute with a pull cord that dumps rainwater to flush refuse down the chute and into the dungeons below.



3. Castle Stores (Locked; DC 20)

Dozens of crates, barrels, and cloth-draped items fill about half of this room's vast space. An inventory list sits nearby on a small podium.

This area is used for long-term storage in case of siege but it also includes numerous miscellaneous items for special occasions: an ornate chair for the baron, a collection of banners and fancy trumpets, a dozen brass candelabra on tall stands, extra tables and chairs, spare linens, etc.

4. Guard Barracks

This long room has several bunks for sleeping, cloak pegs on the walls, and a couple dozen locked trunks for personal effects. Stairs lead down.

At any given time, **1d8+4 guardsmen** (use "Guards" from the *Pathfinder Roleplaying Game GameMastery Guide*) are resting here. In an emergency, it takes them 5 rounds to hastily don their armor and two more rounds to hustle up to the Great Hall.

5. Dungeon Master's Room (Unlocked)

The door to this room is open. A slightly overweight bearded man rests on a straw mattress bed scribbling on a piece of paper.

Prisoners are led down to this cell block pending judgment. Their keeper is Jim the Dungeon Master. Unpopular with castle inhabitants, this nearsighted guardsman with a penchant for laziness spends most of his time scribbling his dreams of whimsy on scraps of paper and imagining he was somebody else in world of his own creation. Use the same statistics for "Guardsman" but not wearing his armor and carrying only a club for protection. If accosted by an armed party, he won't put up a fight; if threatened, he willingly hands over the keys to the cells. He carries 50 gp and his most prized possession: a bag of ivory dice worth 20 gp. During the lockdown, there is only one prisoner: **Jeremy Thorn** (NG male human ranger 9). His equipment is kept in a locker in the dungeon master's room.

6. Interrogation Room (Unlocked)

This unpleasant room contains a number of persuasive pieces of furniture, including two large chairs bolted to the floor featuring heavy restraints for arms and legs. On the far end of the room, a table with similar fetters including some for the head and neck. A number of nasty tools hang from the walls, and a bucket of water sits in the corner.

Currently unoccupied and rarely used, this torture chamber includes shears, thumbscrews, plyers, and branding irons. Just being present in this room adds +4 to Intimidate checks against restrained subjects.

7. Hallways

Banners, beast heads, and everburning torches line the walls of these otherwise austere hallways. Worn but relatively clean carpets stripe the floors.

8. Guard Captain's Room (Locked; DC 20)

An austere bed, a trunk, and a simple stool furnish this spartan apartment. A rack by the door holds a number of polearms. The room is illuminated by an everburning lamp that hangs from the ceiling.

Serai the Fairhanded (see **Appendix A: NPCs**) resides in this chamber. She uses it only for sleeping and then only four hours a night (she's an insomniac). Otherwise, she is either surveying the castle, drilling the guards, investigating trouble, or exercising in the courtyard.

9. Visitor's Rooms

These two rooms are for visiting VIPs and contain a comfortable bed, a washbasin, and a fireplace with wood ready to be lit. A shuttered window allows a view to the south.

10. Chamberlain's Room (Locked; DC 20)

A bed, a small desk, and a wardrobe furnish this well-appointed chamber. The walls are decorated with a rug and tapestries. A fire smolders in the hearth.

Assuming the party arrives at night, this room is occupied by the loudly snoring chamberlain (hp 10; use "Accomplished Angler" in *Pathfinder Roleplaying Game NPC Codex*, replacing Profession [fisherman] with Profession [innkeeper]). He offers no resistance so long as his life is spared. He knows no rumors or secret information (in spite of his job managing the castle staff) and assumes the PCs are plotting to kill the baron.

11. Storeroom (Locked; DC 20)

Behind the locked door is a small crowded storeroom filled with shelves, boxes, and barrels.

Clean bedding, lamp oil, and miscellaneous supplies for the chambers on this level are stored here. There is nothing of great value.



12. Baron's Chambers (Unlocked)

The glorious room beyond is fit for a lord. A fire crackles in a large hearth, hunting trophies decorate the walls, and expensive rugs cover the floors. A small table with three comfortable chairs holds a chessboard. A washbasin rests near and a side table with a crystal decanter and a pair of silver cups. A door to the east is partway open.

Battened windows give a panoramic view for miles in three directions but are closed for the storm. The Impostor (see **Appendix A: NPCs**) sleeps in the bedroom beyond. Minder's **imp familiar Vincibilos** keeps the bedroom door ajar so he can slip in and out invisibly with ease. He is currently amusing himself reading an illuminated book on local fashions. If he hears intruders enter the baron's chambers, he attempts to wake the Impostor and advise him to prepare to defend himself. Vincibilos hangs invisibly in the rafters observing events. If things go badly for the Impostor or he if gets the idea Minder is unaware of the intruders, he immediately flees to warn him.

13. Roof Access Stair (Unlocked)

This dank room has a heavy weatherproof door and a stairway to a horizontal hatch to the roof. Drips of water periodically drop on the stairs from the storm outside.

Extra lanterns, torches, and heavy cloaks are stored here, as well as a couple of barrels of special oil and buckets to carry it to the beacons on the roof.

14. Rooftop

Wind whips violently and stormy weather assaults your face and hair on this breezy rooftop. A fine view of up to twenty miles of the surrounding countryside can be seen on clear days.

During the day, two guards keep watch here. At night, one lonely guard shivers in the dark while two beacon fires are kept lit until dawn.

Boss Fight

It is assumed the villains have been alerted to the presence of the PCs in the castle at some point (by imp or guard, etc.). They have a reception planned. Master Minder, the impostor baron, and the frontier knights all assemble in the Great Hall along with about a dozen castle inhabitants. They use upended tables across the middle of the hall as a barricade toward whatever direction they expect the PCs to approach (ostensibly the front door). Twelve castle guards take up defensive positions there with six more stationed outside the front door. As the guards outside raise the alarm (and start to die), Minder and his minions get ready.

Before Combat

It is assumed Minder has a few rounds to prepare for battle. He has already cast the following spells (in order): *age resistance*, *mage armor*, *see invisibility*, *detect thoughts*, *fly*, and *lesser globe of invulnerability*. The Ravenreach knights take their potions of *barkskin*, *bull strength*, and *displacement* just before combat.

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During Combat

As the PCs enter the Great Hall, the knights are hiding behind pillars and other obstacles on the PC side of the barricade. They hold action for the PCs to attack then use their acrobatic skill to move into flanking positions around and behind them to enable sneak attacks. Remember, if they miss an opponent, their assault leader special ability enables each to give a flanking ally an immediate attack 1/day. Each does this at the first opportunity. If unable to flank, they go adjacent and use their paired opportunists talent.

Meanwhile, Minder hovers at the back, activates his *robe of scintillating colors*, and uses his spells based on his knowledge of the PCs starting with these: *power word blind* (on an arcane spellcaster), *baleful polymorph* (on a rogue or spellcaster), *hold monster* or *dominate person* (on a melee fighter). He aims his *ray of exhaustion* at anyone raging. If he has the time, he holds action until someone starts casting a spell and then casts *magic missile* to disrupt his or her concentration. If the knights need support, he might cast *summon monster IV* (giant wasp) to attack from above.

If he sees the knights losing, he shouts a signal at them and casts *reverse gravity* to throw their opponents into confusion (the knights have practiced this maneuver before and use their acrobatics skill to land on their feet on the ceiling). If personally threatened, Minder casts *dimension door* to shift out of danger or *interposing hand* to avoid melee.

After Combat

If brought under half his hit points, Minder flies up and out a high window, then casts *form of the dragon* to make himself stronger as he makes his escape to the south.

The knights fight to the end since they expect to regenerate back to life anyway. It is hoped the PCs have some surprises to prevent that.

Concluding the Adventure

If the baron survives, he quickly takes command of the chaos. Assuming the PCs haven't plundered his castle, he thanks them publicly and rewards them with 5,000 gp worth of valuables or magic items each.

If Minder escapes death, he flees to his hidden lair in the southern kingdom. There, he plots a cold ambush with a pack of mercenaries and summoned monsters. This may include other surviving villains from this adventure, who may have advanced to higher level in the intervening time.

If there are no leaders left standing and the PCs have made a good impression on the local population, they could, with a little diplomacy, replace the baron as the local political authority. It requires that they invest considerable time in the region, which means their lives as itinerant adventurers is concluded.

Appendix A: NPCs

Old Levy the Alchemist (N Human Alchemist 3) brews folk remedies, tonics, and potions. An enthusiastic entrepreneur, he has a cabin just outside Ravenreach. He is very interested in selling potions to the PCs. **Veddeer the Luxury & Magic Trader** (N Half-Elf Expert 3; Int 16; Appraise +8; Sense Motive +7) visits Ravenreach a few times a year from the South. He specializes in expensive equipment and magic items. Interested PCs may inquire at the castle where he is available by appointment only. The baron always allows him to stay as his guest and provides him a room of his own and also one for business meetings.

BARON BARTHOLEMEW BLACKRAVEN

XP 4,800
Male human fighter 9
LN Medium humanoid (human)
Init +5; Perception +5

CR 8

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 72 (9d10+22)

Fort +8, Ref +4, Will +4 (+2 vs. fear)

Speed 30 ft. (20 ft. in armor)

Melee adamantine battleaxe +15/+10 (1d8+4/19–20/x3)

Special Attacks weapon trainings (axes +2, spears +1)

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10 Base Atk +9;
CMB +11; CMD 22

Feats Acrobatic, Alertness, Athletic, Improved Critical (battleaxe), Improved Initiative, Persuasive, Point-blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (battleaxe)

Skills Acrobatics +2 (–2 to jump), Appraise +2, Bluff +2, Climb +6, Diplomacy +4, Disguise +1, Escape Artist –1, Handle Animal +4, Heal +2, Intimidate +9, Knowledge (dungeoneering) +4, Knowledge (engineering) +5, Knowledge (local) +3, Knowledge (nobility) +2, Perception +5, Profession (stable master) +5, Ride +3, Sense Motive +5, Stealth –1, Survival +5, Swim +6

Languages Common, Giant

SQ armor training 2

Other Gear dragonhide plate, adamantine battleaxe, 1,680 gp

Power Attack –3/+6 You can subtract from your attack roll to add to your damage.

BARON BARTHOLEMEW BLACKRAVEN (WITH GEAS PENALTIES)

CR 8

XP 4,800

Male human fighter 9

LN Medium humanoid (human)

Init –1; Perception –1

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 18 (9d10–36)

Fort +2, Ref –2, Will –2 (+2 vs. fear)

Speed 30 ft

Melee unarmed strike –5/–0 1d3–4 nonlethal)

Special Attacks weapon trainings (axes +2, spears +1)

Str 3, Dex 1, Con 2, Int 1, Wis 1, Cha 1

Base Atk +9; CMB +; CMD 10

Feats Acrobatic, Alertness, Athletic, Improved Critical (battleaxe)^B, Improved Initiative^B, Persuasive, Point-blank Shot^B, Power Attack^B, Precise Shot, Quick Draw, Weapon Focus (battleaxe)^B

Skills Acrobatics –2 (–5 to jump), Appraise –3, Bluff –3, Climb +3, Diplomacy –1, Disguise –4, Escape Artist –4, Handle Animal –1, Heal –4, Intimidate +1, Knowledge (dungeoneering) –1, Knowledge (engineering) –1, Knowledge (local) –2, Knowledge (nobility) –3, Perception –1, Profession (stable master) –1, Ride 0, Sense Motive –1, Stealth –4, Survival –1, Swim +2

Power Attack Cannot power attack without a 13 strength. Under the geas spell's penalties, the baron can barely think and is incapable of speech (although he can understand simple sentences). Though physically weak and feeble-minded, he has no will of his own and can be easily led around. He cannot articulate what's happened to him.

THE IMPOSTOR (SIMULACRUM OF THE BARON)

CR 3

Male human fighter 4

N Medium humanoid (human)

Init +5; Perception +3

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 33 (4d10+8)

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Fort +6, **Ref** +2, **Will** +2 (+1 vs. fear)

Speed 30 ft. (20 ft. in armor)

Melee adamantite battleaxe +8 (1d8+3/×3)

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats Alertness, Athletic, Improved Initiative^B, Persuasive, Power Attack^B, Quick Draw^B

Skills Acrobatics +2 (–4 to jump), Appraise +0, Bluff +3, Climb +1, Diplomacy +5, Handle Animal +6, Intimidate +4, Knowledge (dungeoneering) +3, Knowledge (engineering) +4, Knowledge (local) +0, Knowledge (nobility) +0, Perception +4, Profession (stable master) +5, Ride +1, Sense Motive +3, Stealth –2, Survival +5, Swim –1

Languages Common

SQ armor training 1

Other Gear dragonhide plate, adamantite battleaxe, 1,680 gp in jewelry

Power Attack –2/+4 You can subtract from your attack roll to add to your damage.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check DC 17) or a DC 20 Sense Motive check.

SERAI THE FAIRHANDED (GUARD CAPTAIN)

CR 5

XP 1,600

Female human fighter (phalanx soldier) 6 (*Pathfinder Roleplaying Game Advanced Player's Guide* 105)

LN Medium humanoid (human)

Init +5; **Perception** +5

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 53 (6d10+18)

Fort +8, **Ref** +3 (+2 bonus vs. Trample attacks), **Will** +3

Speed 30 ft. (20 ft. in armor)

Melee +2 corrosive guisarme +12/+7 (2d4+8/×3 plus 1d6 acid) or

heavy mace +9/+4 (1d8+3)

Ranged javelin +7/+2 (1d6+3)

Special Attacks phalanx fighting, ready pike

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

Base Atk +6; **CMB** +9; **CMD** 20 (22 vs. bull rush, overrun, trip)

Feats Defensive Combat Training^B, Improved Initiative^B, Intimidating Prowess^B, Iron Will, Nimble Moves, Quick Draw^B, Weapon Focus (guisarme)^B, Weapon Specialization (guisarme)

Skills Acrobatics +0 (–4 to jump), Climb +3, Diplomacy +3, Handle Animal +5, Heal +1, Intimidate +9, Perception +5, Ride +2, Sense Motive +2, Survival +3, Swim +3

Languages Common

SQ stand firm +2

Combat Gear +1 field plate, +2 corrosive guisarme, heavy mace, javelins (6) **Other Gear** 1,200 gp in jewelry, 123 gp

Nimble Moves (5 ft/rd) Move through the listed amount of difficult terrain each rd as if it were normal terrain.

Phalanx Fighting (Ex) Polearms and spears are one-handed if wielded along with a shield.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Ready Pike +1 (1/day) (Ex) +1 to hit and damage if you ready a brace weapon.

Stand Firm +2 (Ex) +2 to CMD vs. Bull Rush, Overrun, Push, Pull, Trip, and saves vs. trample.

MASTER MINDER

CR 12

XP 19,200

Male human transmuter 13

NE Medium humanoid (human)

Init +6; **Perception** +7

Aura info

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 mage armor)

hp 81 (13d6+39)

Fort +7; **Ref** +6; **Will** +9

Speed 30 ft.

Melee +3 mithral dagger +10/+5 (1d4+4/19–20)

Ranged +3 mithral dagger +10 (1d4+4/19–20)

Spell-like Abilities (CL 13th; concentration +17):

At will—*change shape* (beast shape III or elemental body II, 13 rounds/day)

7/day—*telekinetic fist* +8 ranged attack (1d4+6 bludgeoning)

Spells Prepared (CL 13th; concentration +18):

7th—*power word blind*, *reverse gravity*^B

6th—*age resistance* (*Pathfinder Roleplaying Game Ultimate Magic*)^B, *form of the dragon*, *transformation*

5th—*baleful polymorph* (DC 19)^B, *dominate person* (DC 19), *hold monster* (DC 19), *interposing hand*

4th—*bestow curse* (DC 18), *charm monster* (DC 18), *greater darkvision* (*Pathfinder Roleplaying Game Ultimate Magic*)^B, *dimension door*, *lesser globe of invulnerability*, *summon monster IV*

3rd—*fly*^B, *hold person* (DC 17), *lightning bolt* (DC 17), *ray of exhaustion* (DC 17), *slow* (DC 17), *spiked pit* (*Pathfinder Roleplaying Game Ultimate Magic*) (DC 17)

2nd—*alter self*^B, *detect thoughts* (DC 16), *scorching ray*, see *invisibility*

1st—*charm person* (DC 15), *expeditious retreat*, *feather fall*^B, *mage armor* (already cast), *magic missile*, *magic missile*

0 (at will)—*detect magic*, *mage hand*, *mending*

Opposition Schools Divination, Illusion

Str 12, **Dex** 14, **Con** 13/16, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 20

Feats Brew Potion^B, Combat Casting, Craft Construct, Craft Magic Arms & Armor^B, Craft Wondrous Item, Deceitful, Dodge, Improved Familiar, Improved Initiative, Scribe Scroll^B, Weapon Finesse

Skills Acrobatics +5, Appraise +9, Bluff +10, Climb +2, Craft (alchemy) +10, Craft (leather) +10, Diplomacy +6, Disable Device +3, Disguise +6, Escape Artist +3, Fly +7, Handle Animal +3, Heal +7, Intimidate +0, Knowledge (arcana) +16, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +9, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (nobility) +8, Knowledge (planes) +12, Linguistics +9, Perception +7, Profession (architect) +5, Profession (torturer) +5, Ride +3, Sense Motive +7, Sleight of Hand +3, Spellcraft +13, Stealth +3, Survival +2, Swim +2, Use Magic Device +0

Languages Abyssal, Common, Dwarven, Elven, Giant, Infernal, Sylvan

SQ arcane bond ("Vincibilos": Imp Familiar, imp), physical enhancement (+3)

Combat Gear *potion of cure serious wounds*, *wand of lightning bolt* (CL 5; 16 charges); +3 mithral dagger, *robe of scintillating colors*; **Other Gear** keys: golem lab, dungeon doors and cells, secret treasury

Special Ability (Ex/Sp/Su)

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Change Shape II (beast shape III or elemental body II, 13 rounds/day) (Sp) Use beast shape III or elemental body II as a spell-like ability.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Divination You must spend 2 slots to cast spells from the Divination school.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Familiar Bonus You gain the Alertness feat while your familiar is within arm's reach.

Illusion You must spend 2 slots to cast spells from the Illusion school.

Physical Enhancement +3 (Constitution) (Su) When preparing spells, chosen physical attribute gains enhancement bonus.

Scry on Familiar (1/day) (Sp) You can scry on your familiar, as the spell.

Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.

Speak with Familiar (Ex) You can communicate verbally with your familiar.

Telekinetic Fist (1d4+6 bludgeoning, 7/day) (Sp) As a standard action, ranged touch deals bludgeon dam vs. foe in 30 ft.

RAVENREACH KNIGHT

CR 4

"Bron" "Arn" "Lex" "Faris" "Julian" "Martis"

XP 1,200

Human fighter3/rogue (thug)2 (*Pathfinder Roleplaying Game Advanced Player's Guide* 135)

NE Medium humanoid (human)

Init +7; Perception +7

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 39 (5 HD; 2d8+3d10+10); regeneration 3

Fort +5; **Ref** +7; **Will** +3 (+1 vs. fear)

Defensive Abilities displacement, evasion

Speed 30 ft.

Melee

mwk heavy flail +7 (1d10+12/19-20) or

mwk battleaxe +7 (1d8+8/18-20) or

mwk greatsword +7 (2d6+12/19-20)

Ranged javelin + (1d6+8)

Space 5 ft.; **Reach** 5 ft.

Special Attacks sneak attack +1d6

Str 14/18, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 2

Feats Improved Initiative, Improved Unarmed Strike^B, Iron Will, Paired Opportunists (*Pathfinder Roleplaying Game Advanced Player's Guide*), Power Attack^B, Weapon Finesse

Skills Acrobatics +10, Appraise +5, Bluff +3, Climb +7, Diplomacy +3, Disable Device +6, Disguise +3, Escape Artist +6, Handle Animal +3, Heal +1, Intimidate +5, Knowledge (local) +6, Perception +7, Ride +6, Sense Motive +5, Sleight of Hand +7, Stealth +10, Survival +4, Swim +7

Languages Common, Giant

SQ armor training 1, frightening, rogue talent (assault leader [*Pathfinder Roleplaying Game Advanced Player's Guide*]), regenerate 3 hit points/round.

Combat Gear potion of barkskin +4, potion of bull's strength, potion of displacement; chain shirt, dagger, mwk battleaxe, mwk greatsword, mwk heavy flail, 6 javelins;

Other Gear loaded dice (*Pathfinder RPG Advanced Player's Guide*), thieves' tools

Note: Supply as many of these as there are PCs with various melee weapons as detailed above.

Special Ability (Ex/Sp/Su)

Armor Training 1 (Ex) Worn armor –1 check penalty, +1 max DEX.

Assault Leader (1/day) (Ex) When you miss an attack, allow an ally also flanking that target an immediate attack.

Displacement (Sp) 50% miss chance as total concealment but can be targeted.

Evasion (Ex) If succeed on Reflex save for half dam, take none instead.

Frightening (Ex) Demoralize duration increases by 1 rd, if 4+ rds can frighten 1 rd instead.

Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity and can be lethal.

Paired Opportunists +4 to hit for AoOs if you and adj ally with this feat both threaten the target.

Power Attack –2/+4 You can subtract from your attack roll to add to your damage.

Sneak Attack +1d6 Attacks deal extra dam if flank foe or if foe is flat-footed.

Appendix B: Equipment

Troll Kill

Though it won't actually kill trolls, troll kill is a poison that prevents regeneration. Recent research into the bi-liver has led to the development of a toxin that, when absorbed through a wound, renders the regenerative organ dormant. A troll cannot recover from death if still under the effects of troll kill. Relatively easy to create, it requires a troll bi-liver from which eight doses may be rendered. The larger hydra bi-liver can produce up to four doses per head. Troll kill is poisonous to non-trolls.

Type poison, injury; **Save** Fortitude DC 14 (20 for trolls)

Frequency 1/round for 2 rounds

Effect 1 Con damage; **Cure** 1 save; **Cost:** 120 gp per dose;

Secondary Effect halts troll regeneration for 10 rounds

Glass Spearhead

A glass spearhead is designed to break upon a successful attack, delivering a dose of acid, poison, or troll kill into the wound it creates. Each spearhead has a tiny steel tip atop a glass reservoir, which can be filled with any appropriate liquid. The spearhead then locks in place onto a specially made spear haft. Effective for only a single attack, the spearhead can be removed and replaced as a move action. It has an AC of 13, 1 hit point, hardness 2 and a break DC of 13. On an attack roll of 1, the glass spearhead shatters, wasting the contents.

Cost 12 gp; **Weight** 3 lbs.; **Damage** 1d4 (M); **Critical** x3;

Type piercing

Poison Dart

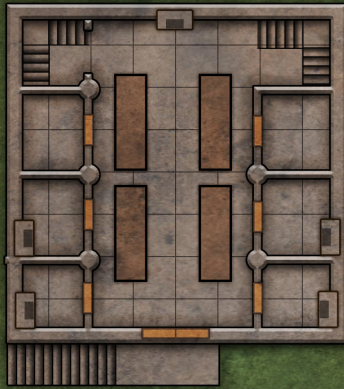
These special darts feature a hollow needle tip and plunger attached to a reservoir. A successful attack delivers a single dose of the contained poison. A special version can also shoot through a blowgun. Since simultaneous applications can increase a poison's DC, poison darts are often divided between several attackers as a volley before engaging a troll or other opponent. For safe transport, the darts have a protective casing over the tip that can be discarded as a swift action.

Cost 7 gp; **Weight** 1/2 lb.; **Damage** 1d2 (M); **Critical** x2;

Type piercing

Castle Ravenrock

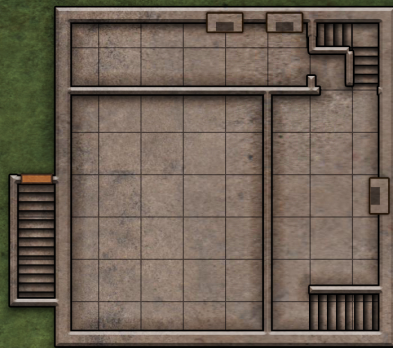
First Story -
Great Hall



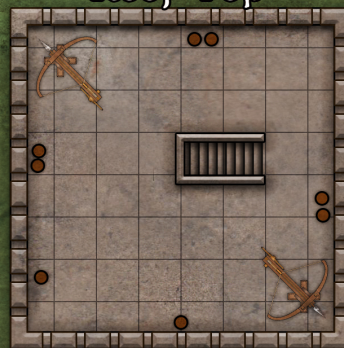
Second Story



Ground Floor



Roof Top

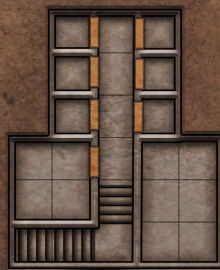


Dungeon

Level 2

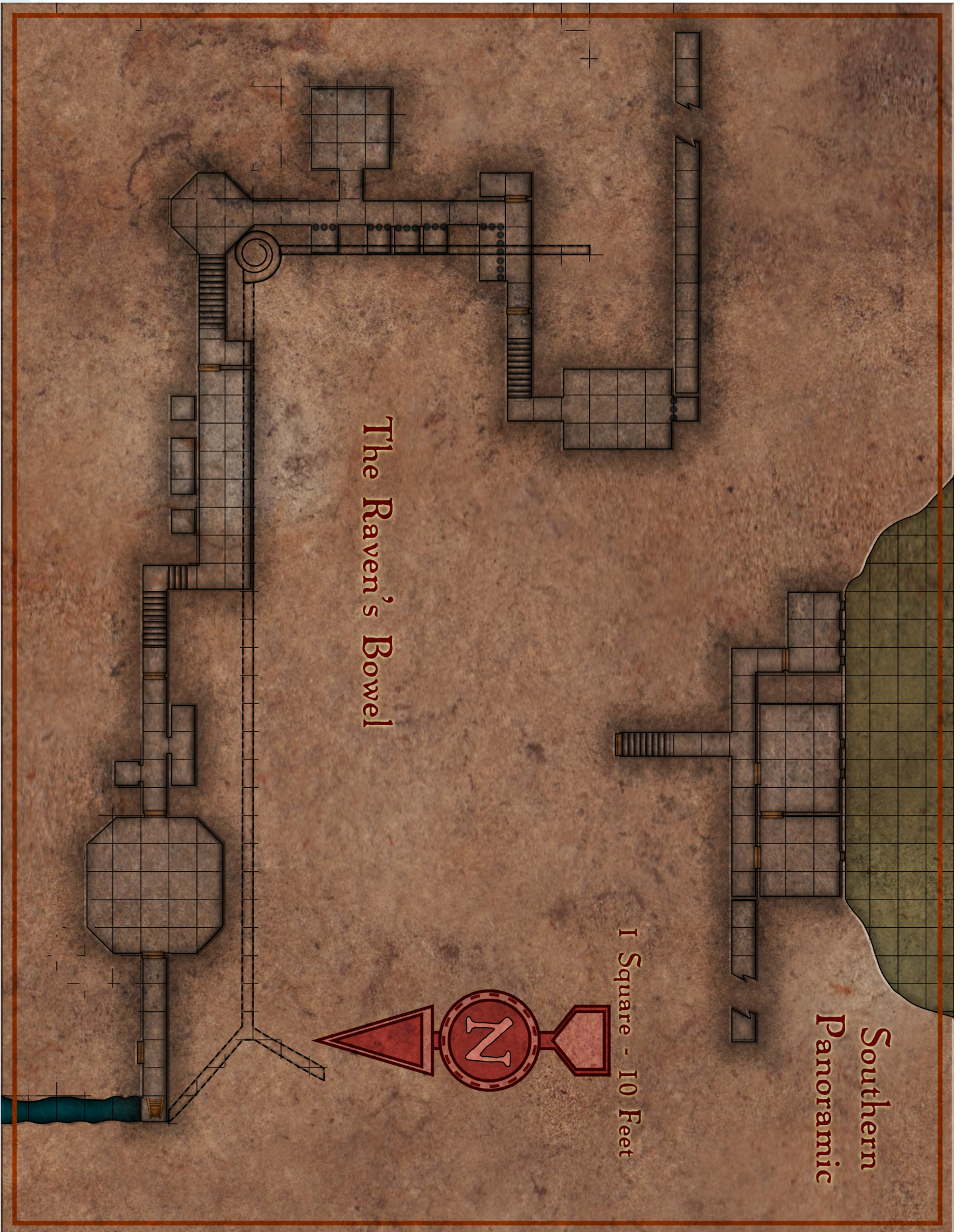


Level I



1 Square - 10 Feet





MYSTERY AT RAVENROCK

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MYSTERY AT RAVENROCK

by James Thomas

The Final Chapter

When our heroes return to Ravenreach all is not well. The castle is in lockdown and the town hasn't heard from anyone there in days. Worse, our heroes learn they are wanted for attempting to assassinate the baron.

Sneaking into the castle through a secret entrance at the bottom of the hill they find a way in via a slippery sewer drain. Snaking up through the dungeons below they unearth ancient secrets, encounter deadly monsters, nasty traps and twisted abominations.

As they piece together the sinister plot to frame them, the party must take care to avoid killing friends while fighting foes as they navigate the dungeon and castle. At last they encounter the usurper and his guard of monstrous henchmen for a final boss fight!

The exciting conclusion includes:

- Detailed treasure descriptions.
- Tactics for major encounters.
- New creatures and new troll fighting equipment.
- Ancient secrets.
- A lurking evil spirit.
- A horrifying experimental laboratory.



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