



The Demon Stones

When huge stones fall out of the night sky,
A deadly curse settles over Gravencross.
Help the village exorcise the Demon Stones.

A medieval-fantasy roleplaying adventure for AP L5

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

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This work is dedicated to Sandra and Tony, parents like no other.

Also, in memory of Christopher Stanley (aka Ruskin Stunty).

Special thanks to Jamie Sayer for introducing me to D&D all those years ago.

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Foreword

Some time back in early 2014 I decided that I wanted to write and publish my own adventure. I'd played many created by others, and as MonkeyBlood Design was now a reality and my skill set had increased measurably, it didn't look like such a daunting prospect anymore.

I wanted a cast of everyday characters that had real world dilemmas and emotions, and I wanted them to live in a small village where you could get to know everyone there and feel its heartbeat. I created Gravencross.

I intended Gravencross to be used in isolation if needed. There are enough villagers and adventure hooks to base a small campaign from, and it's situated in a valley that could be placed almost anywhere.

So, the ride has been more difficult than I expected as I wanted to try and be as professional as I could about its creation, but we are here and it is ready for your players. Here is **The Demon Stones**, my first attempt at a professionally-produced product. This adventure is the first fully-detailed adventure released by MonkeyBlood Design. I am proud of the content in this work and the quality of the final product given that the work is *almost* entirely the creative effort of one individual, from adventure design, to internal artwork, to layout, to publishing.

That said, this is not to say that others have not been involved, so many thanks to my editor, Jim White, without whom this would be nonsensical, almost illegible and crammed full of typos. The awesome Eric Quigley created the perfect and beautiful front cover image that I was after.

I also owe huge thanks to the stalwarts that led the play-testing charge, namely Bevan Anderson, Peter Day, and Mark Knights for the magnificent playtest reports, updates and suggestions. Thank you!

Also, I would be remiss if I didn't mention the legion of fantastic people on the role-playing and art communities on Google+ for their inspiration, feedback, and encouragement.

I hope that you will enjoy running your adventurers through this adventure and even spend some time in front of the fire at The Felled Oak in Gravencross once the curse has been lifted. Gravencross has been my occasional home for the last year whilst working on this project, and most of the people there are hardworking and honest folk - it's been a great place to call home.

Until our paths meet again,

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Introduction

This adventure is designed for use with The Pathfinder Roleplaying Game and intended for an average party level (APL) of 5 (aimed at 4 adventurers of level 5). It is intended to be one of investigation, deduction and social interactions.

THE SUN HAD set an hour ago, and the rain lashed down and the wind howled on the dark moor. A storm this late in the season was unusual, but this one seemed different. The clouds were more menacing, tinged with anger, the rain colder and more biting than usual.

Skerrill had to find the lost calf and get him back to the farm before his father came back from the city on business. He'd been looking for two hours now, and he was right in the middle of the moor when the storm hit. He knew he should have turned back as soon as darkness fell, but then he was never the brightest boy in the valley. If only he had remembered to lock the farm gate.

The calf was now likely dead anyway having stumbled among the boulders and rocks panicking in the dark, and then fallen in a flood-water stream and drowned. Either way, he was in more trouble than he could imagine.

Suddenly, a bright flash of white light and a roaring peal of thunder were preceded by an explosion as a huge object fell from the sky and impacted the ground of the moor no more than a stone's throw from him. Dirt, mud, water, and debris erupted from the impact site, flying high into the air and then covering the moor for hundreds of feet all around.

Skerrill was knocked to the ground instantly and covered in the fallout from the blast. His ears rang and his head spun, but he staggered to his feet in a daze.

He stumbled to where the blast had happened only moments before, and in a depression in the ground lay a huge stone glowing orange as if hot. Skerrill passed out.

Two more thunderous explosions crashed in the distance.

Plot Background

Basaltor is a lesser earth elemental god with an interest in protecting the mineral deposits in the Hoarwych Valley. He is aware, through various means at his disposal, that a rare gem deposit known as The Glittering Geode is in danger of being discovered by mortal hands, and he needs to ensure its existence remains concealed.

In order to protect the geode, he sends three guardians to the region which await any disturbance of the rare deposit, whereupon they will awaken and act to protect it. However, Basaltor knows that the arrival of his guardians will arouse suspicion from mortals, and to this end he needs to ensure they are protected from meddling hands before their time of need.

In order to protect the guardians from being moved or damaged, he has managed to get a vague dream-message to a relatively local dwarven follower of his named Rhuin Graystone. In this dream, Rhuin is told to seek a capable bunch of adventurers to go and protect the "stones" from damage and harm, and also to give them his holy symbol. He should also offer them a handsome reward, which Rhuin will do using his own wealth. Rhuin approaches the party and asks them to travel to Gravencross as a matter of urgency, as he is being told by his god that these "stones" need protecting.

The three stones that fell from the sky are Basaltor's guardians, and they are now referred to by the inhabitants of the region as The Demon Stones. These "meteorites" are widely believed to be an ill omen, a portent of doom, and they are thought to be responsible for a regional crop failure as well as an unknown disease that has so far killed three farmers from outlying farms near the small village of Gravencross. Rumours and false whispers spread like wildfire in these parts.

The stones themselves are roughly 20-25ft in diameter and irregular in shape. It's possible to make out vaguely humanoid facial features in their surfaces if the light falls from the right angle.

At the time the adventure begins, the locals in the region only know the locations of two stones, although there is another suspected stone judging by the stories of a third explosion that was also heard during the same storm that brought the two.

The stones are not directly an ill omen and are in actuality the protective shells of dormant basalt elementals awaiting the opening of a rare encapsulated gem and mineral deposit, known as The Glittering Geode, before activating.

A stirring darkness will trigger the elementals' activation. An evil, megalomaniacal necromancer known as The Underlord, bent on revenge, wants to raise a mercenary force and take control of the whole region with the ultimate aim of sacking the city of King's Deeptown and enacting his revenge on the ruler and judiciary. His

vengeance is particularly directed towards Lord Horth, King's Deeptown's current ruler, whom he holds responsible for his treatment and that of his lover.

Twenty winters ago, Lord Horth and the Judges of Deeptown sentenced the twenty-eight year old Zabbas Thuul, as he was then known, to serve 30 years in King's Deeptown's prison affectionately known as 'Helltown' for grave-robbing, murder, and necromancy. During his trial and subsequent incarceration, his lover, Elleron Gralspeer was put on trial and also found guilty of assisting his devious acts. Her sentence was lighter, but she was badly treated by guards during her incarceration.

The Underlord escaped the city prison just over five years ago, when he fled into the subterranean chambers of the hills to the north of the city. Almost immediately he managed to find his beloved Elleron, and his bitterness and need for revenge increased tenfold after hearing of her treatment. The Underlord and The Torturess' relationship is one of dark and twisted love, where pleasure and pain meet and embrace the darkest recesses of the psyche. During a passionate and brutal ritual, he renamed Elleron as The Torturess, and she stood by his side both longing for the day when revenge would come. He continued to study the dark arts and made vile pacts with creatures from beneath the hills, driven by bitterness and dreams of revenge.

He learned two key things in these dark studies; First the creation of Wychblight, a disease that affects flora with devastating consequences. Now he has perfected the necessary rituals, out of spite he has begun to spread it to flora in the region. The crop failures and farmer's deaths are a result of the Wychblight and have nothing to do with the stones. Second The Underlord has nearly perfected a summoning ritual for an undead, bone devil and without interruption, The Underlord intends to let loose the Bone Devil on King's Deeptown when the time is right.

The Underlord is a patient man if nothing else. As he became ensconced in this secret world, his reach began extending and the search for others to aid his cause, whether voluntarily or not, continued. He has a number of henchmen such as The Black Company that have flocked to his cause, each harbouring their own reasons for revenge against King's Deeptown.

Currently The Underlord is hiding in the underground chambers beneath the Wardcroft Ruins on Haylan's Crag, where he has spent the last year.

The Underlord has secretly begun to add a few additional chambers to the existing underground dungeon to make way for cells and rooms to keep his creations as he builds towards the goal of revenge, but he is unknowingly close to discovering The Glittering Geode in his excavations. Basaltor will prevent this discovery if he can, as The Underlord is a threat to the natural balance of the region should he acquire significant wealth. Basaltor has long been interested in protecting this region from plunder due to its mineral wealth. To this end, Basaltor has sent three guardian basalt elementals which have fallen within a few miles of each other centred on the geode.

As the adventurers near The Underlord, he completes his first ritual and opens a portal, triggering a minor tremor shaking the crag and cracking the sealed geode. This change in the state of The Glittering Geode causes the basalt elementals to shed their protective shells and proceed to the Ruins of Wardcroft Tower.

Sometime later, just as the adventurers reach the Great Chamber, The Underlord will reach a crucial part of the summoning ritual and the Bone Devil will emerge through the portal just as the basalt elementals emerge into the chamber. Once the devil is through, the portal closes with a loud explosion. The resulting shockwave knocks over the candles that form the protective measures of the summoning thus releasing the bone devil.

The final fight occurs. The basalt elementals attempt to destroy the necromancer and anything he manages to bring through the portal, and collapse the dungeons, and thus secure the Geode.

*“The calf was now
likely dead anyway
having stumbled among the
boulders and rocks
panicking in the dark.”*

Adventure Synopsis

The adventuring party hear of the strange 'Demon Stones' from both tavern rumours and Rhuin Graystone - on one hand, cursed meteorites that fell from the sky during a storm, causing a strange disease ravaging the Hoarwych Valley, blighting crops and killing farmers. On the other hand divine stones that should be protected on the say so of an old and possibly crazy dwarf. The dwarf will give one of the adventurers a holy symbol of Basaltor, which he says his god has instructed him to do. This necklace allows the bearer to receive further vague visions sent by Basaltor, although that is not known by Rhuin.

The player characters will travel to the village of Gravencross encountering a farmer burning his crops to control the spread of the Wychblight, and a pack of 'Wychblighted' wolves. Once they reach Gravencross they can seek lodging at the Felled Oak Inn, and get as much information from its inhabitants as they can. Once they understand the geography of the region and places of interest they may wish to investigate in order to get to the bottom of the mystery.

They can learn from Skerrill what happened to him on the night the stones fell, and where to find the 'Moor Stone'. When the adventurers arrive at the Moor Stone, the character bearing the Holy Symbol of Basaltor feels a desire to touch the stone. If they do, they receive a vision of three stones shooting across the sky and landing in the night, thus suggesting that there are definitely three stones.

The Father at the church and the crop farmers of Gravencross can also explain what they know and can advise the party to seek the Grey Druid as he is most likely to know about the 'blight', and can also probably show them the 'Circle Stone' to be found near the Misty Woods and the Eight Watchers stone circle.

At some point in the search for answers, they are attacked by a band of mercenaries loyal to The Underlord led by Captain Hogarn. He too has learned of the stones, and is actually seeking the third stone for his master. The leader of the mercenaries has a scroll instructing him to seek for the third stone at Dead Tree Hill. Unbeknownst to The Underlord, the Grey Druid and the adventuring party, this location does not hold the third stone.

Visiting the Grey Druid, the party can learn that there is indeed believed to be a third stone although no-one has found it, and they can also learn that he has uncovered some writings that talk of a similar event in history, and that these 'stones' could be guardians protecting something for the ideals of balance, supporting the ramblings of Rhuin Graystone. He must research further to find answers.

They can also discover from the Grey Druid that the crop failure is not linked to the curse and is actually Wychblight, and also the reason for the villager deaths.

They can visit the location of the second 'Circle Stone' and the character bearing the symbol can receive another vision, this time of the Glittering Geode cracking, and the stone guardians emerging from their protective shells.

In the meantime, the party can attempt to find the stone themselves. The adventuring party have the option to visit Dead Tree Hill with an active lead, if they haven't already been there. They will find no stones at Dead Tree Hill.

If the adventurers return to the Grey Druid, he reveals that the stones are indeed actually guardians and that finding all the stones is key to revealing the location that the guardians are here to protect. The Grey Druid has heard from eagles that were grounded during the storm that a stone may have fallen in the Redmidge Marsh.

The PCs now have a solid lead about the third stone's location, and can go to Redmidge Marsh to find it. If the adventuring party search Coldwater River Valley, they locate the third 'Marsh Stone' in the Redmidge Marsh and are attacked by a Wyvern that terrorises the region. The Marsh Stone also holds a vision for the symbol bearer which shows a triangle of stones from high above the ground, a light flashes in the centre, then the vision transforms into the holy symbol of Basaltor, a triangle with a central circle.

Assuming they return to the Grey Druid with information on the stone's location and the Marsh Stone vision, they further learn that the positioning of the stones is indeed critical. It is written that the triangular positioning of the stones is centred on the place they protect. This links the source of the events to the Ruins of Wardcroft Tower.

The adventuring party can then head to investigate the ruins to see what they can find, and this will lead to an encounter with The Underlord and his minions, Ostopheles (a bone devil), and the Lesser Basalt Elementals in a final climactic battle to lift the threat from the Hoarwych Valley once and for all.

It is here, after this battle, that the path to The Glittering Geode is finally closed by the elementals and most of the underground excavations collapsed to prevent uncovering again.

During the search of the ruins, the adventuring party learns of The Underlord's plans allowing them to return to Gravencross as heroes. Lord Horth of King's Deeptown also rewards the adventurers for their efforts to protect the region.

Terminology

Various abbreviations are used throughout the book to make the text easier to digest and understand in game terms. These are explained below.

CAST CHARACTERS

These are characters central to the adventure and appear in the Appendix. Generally, when the character is referred to in terms of requiring a lookup to the statistics, the entry will have an accompanying page number to help locate the required element. For example:

“It is normal for Santris Stonebuckle (refer to pg 37) to be seated at the table nearest the door of the taproom.”

NON-PLAYER CHARACTERS

Non-player Characters are supplemental to the Cast Characters, and as such do not have a place in the Appendix. Rather they are presented with a list of abbreviated information in round brackets after the name. For example:

“The stables are looked after by the innkeeper’s son, Jeffrey Halland (hm, m, 17, Ro/1, N), and his small black dog, Wolf.”

The abbreviated information for Non-player Characters is presented as follows; (race, gender, age, class/level, alignment).

Abbreviations used are as follows;

Race

hm = human
he = half-elf
el = elf
dw = dwarf
hf = halfling
ho = half-orc

Gender

m = male
f = female
o = other

Class

Ba = barbarian
Bd = bard
Cl = cleric
Dr = druid
Fi = fighter
Mo = monk
Pa = paladin
Rr = ranger

Ro = rogue

So = sorcerer

Wz = wizard

Chg = The Pathfinder Roleplaying Game - Gamemastery Guide, Chapter 9 - NPC Gallery (see note below)

None = No class/level

Some NPC’s may be referred to directly from the list of Non-player Characters in Chapter 9 - NPC Gallery of the GameMastery Guide. If so, they will be referred to as follows:

“The stables are looked after by the innkeeper’s son, Jeffrey Halland (hm, m, 17, Chg/Farmer, N), and his small black dog, Wolf.”

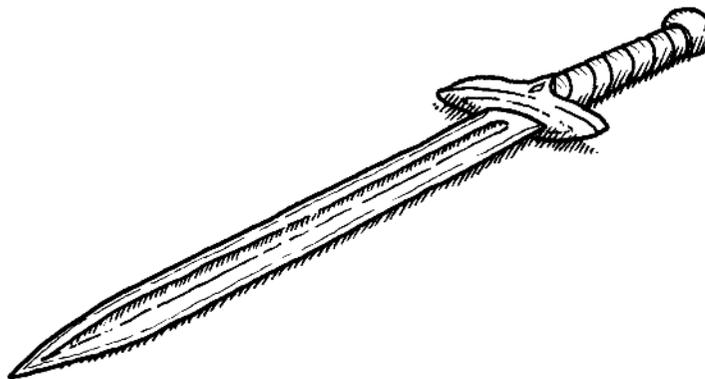
NOTE ON LISTED MAGIC ITEMS

Where listed, magic items will be in italics such as *Ring of Swimming*.

Where rods, staffs, wands, and other items with charges are listed they will have their number of charges listed in brackets after the item name such as *wand of magic missiles (12 charges)*.

Scrolls and potions will be at the minimum caster level required to cast the spell unless specifically at a higher caster level. In these cases the caster level will be identified in brackets after the name of the item, preceded by the letters CL, short for Caster Level.

For example: *potion of cure light wounds* or *potion of cure light wounds (CL5)*.



Act 1

Hoarwych Valley

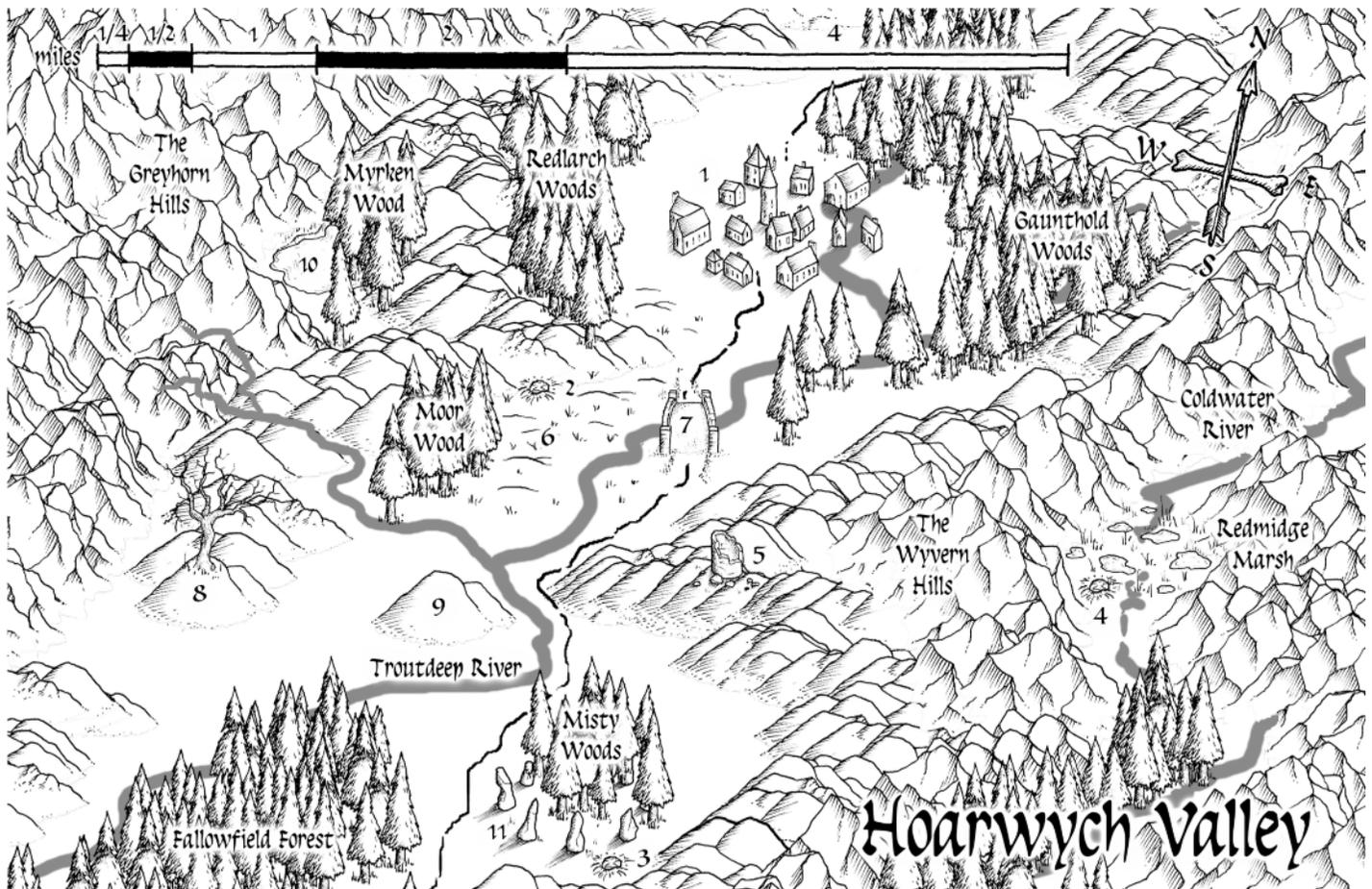
Hoarwych Valley separates the Greyhorn and Wyvern Hills and allows the silvery Troutdeep River to meander its course south towards the city of King's Deeptown.

The valley has been the home to the village of Gravencross for one hundred and twelve years.

The Hoarwych Valley map shows the location of Gravencross and the three stone sites, as well as the location of The Underlord's lair.

Key to locations:

1. **Gravencross** - The small village of Gravencross sits between the Gaunthold and Redlarch Woods. (Page 10)
2. **The 'Moor' Stone** - The Moor Stone is the one that almost killed Skerrill up on the Moor. (Page 20)
3. **The 'Circle' Stone** - The Circle Stone is a stone found by the Grey Druid. (Page 23)
4. **The 'Marsh' Stone** - The Marsh Stone is the third stone that hasn't been located by anyone else yet, and will be discovered by the adventuring party. (Page 31)
5. **Ruins of Wardcroft Tower** - The ruins sit on the ridge overlooking the approach to Gravencross and the Troutdeep River. In the dungeons underneath The Underlord undertakes his summoning ritual. (Page 22)
6. **Lostcattle Moor** - The moor used by the villagers of Gravencross for their cattle to graze. (Page 20)
7. **Castalan's Bridge** - Built 76 years ago to make access to Gravencross easier for wagons during periods of high water levels caused by melt-water in winter. (Page 23)
8. **Dead Tree Hill** - A solitary and mostly dead oak tree perched high above the surrounding land. Some say that this oak is 500 years old. (Page 28)



9. **Gilvan's Mound** - A mound reputed to be the burial mound of the Last Hill Chief who ruled the area centuries ago. (Page 22)
10. **Myrken Lake** - A deep and icy cold body of water sitting in the Greyhorn Hills. (Page 21)
11. **The Eight Watchers** - A weathered stone circle consisting of eight upright menhirs arranged in a circular pattern, on the borders of the Misty Woods. The circle has existed for centuries. (Page 23)

Adventure Start

Rhuin Graystone

The adventurers should be in an inn or tavern of a town or city minding their own business when they are approached by a gnarled, old dwarf dressed in simple travelling clothes. He seeks a group of adventurers to head to a small village called Gravencross located in the Hoarwych Valley, and protect some stones that have fallen from the sky. The dwarf seems a tiny bit crazy, occasionally looking around shiftily as if someone just spoke to him and he doesn't know where the voice came from. Rhuin has travelled for days from his home in the foothills to get to the town/city that the adventurers are in, in the hope of finding a party worthy of his god's instructions.

Rhuin claims that he has received a message in his sleep from his god, whom he calls "The Great Basalt One". He has been instructed to protect the "stones from the sky" that fell in the Hoarwych Valley, and that it is of utmost importance. He doesn't really know any more than that, but from the way he relays the information, he clearly believes it. Rhuin is genuine, and to show he means business he offers the adventurers 500 gold pieces to travel to Gravencross, find the stones, and ensure that they remain where they are and undamaged until he sends word to the contrary. If he hasn't sent word after a week, he will pay an additional 100 gold pieces for each week after that. Rhuin will pay 100 gold up front.

If the party accepts, then Rhuin will hand the character with the highest Charisma score a one inch diameter polished disc made of basalt pierced by a small hole in the top and threaded with a leather cord to form a necklace. The disc is marked on one side with a triangle containing a smaller central circle, which according to Rhuin depicts an erupting volcano. In reality this is a clue to the alignment of the stones and the central circle indicating the protected item in the middle. The engraved lines of the marking are filled with silver. This necklace is a Holy Symbol of Basaltor.

It is also a method of communicating visions sent by Basaltor to the bearer, which occur later in the adventure.

Rumours

In addition to the information gleaned from Rhuin Graystone, the party have also learned the following additional rumour from tavern-talk:

"There's something untoward happening up in Gravencross I tell ya! A demon's curse has taken the lives of three villagers and this year's crops have failed with no explanation, and it's to do with some stones that fell from the sky last month. Strange times indeed!"

If the rumour-monger is questioned further, they reveal the following additional information, but that's all they know:

"Every word I say is true, a friend of a friend told me that they are looking for brave folk to help the village out and exorcise the demonic stones. They believe once that's done, the curse will be lifted and no-one else will die. I believe I heard mention of rich rewards for anyone that can sort out the mess at the village."

The adventurers will have the opportunity to pick up more rumours and information from various villagers in Gravencross should they ask the right people.

The Road to Gravencross

The adventure proper starts as the party heads south on the gravel and dirt road towards Gravencross, hugging the border of the Gaunthold Woods as it unfolds down the valley.

As you crest a rise in the roadway, you notice smoke rising above the tree line in the distance ahead of you.

The smoke is about one mile ahead. As the adventurers get closer, they can see a field with what looks like crops being burned. The roadway runs alongside the field, separated by a low wooden fence. Leaning against the fence is an middle-aged male farmer and his dog. In the field, his two teen-aged sons are tending the fire wearing gloves and makeshift cloth masks tied around their mouths and noses.

Assuming the adventurers do not hide their approach, the farmer turns and spots the advancing party approaching. He raises an eyebrow and then continues looking at the field, unless the party stop and ask him questions.

The farmer will be suspicious of the strangers, especially if heavily armed and only answer with yes, no, and maybe answers. He will direct the party to Gravencross if they start asking about the Stones.

If asked about the blight, he will nod at his crops and say *"Whole damn crop ruined by it! I'm having to burn the whole lot to stop it spreading."*

If the PCs offer the farmer less than 10 gold pieces in exchange for information or just to help his situation, he will state *"Thank you, but I don't need your money, stranger!"*.

Should they offer 10 gold pieces or more, he will raise his eyebrows, and offer the following, *"This blight has something to do with them Stones, and whether they were flung there from the Myrken Lake by a demon or not, I can't tell you, but I do know that this isn't due to the un-seasonal weather, harsh frosts and reduced rainfall. Father Wessell Firth is the man that will help sort all this out if you can find him at the church, or maybe that crazy, old druid from down south, and by the way, go and tell that useless goblin-lover, Yakker-mere to get the Guild of Farmers up here and help us out, that is why I pay my taxes after all!"*

The farmer knows as much as the other Gravencross farmers if questioned after this point - refer to page 17.

A clever player may want to plot the other blight outbreaks to see if there is a central source (epidemiology). If you allow this, then there is no obvious central source, with farms/crops affected randomly, and Gravencross looks to have escaped by chance more than design.

Once they leave the farmer, the party travels for an hour more before reaching the next encounter with the wolves.

Wolf Attack

They are about 5 miles from the village and passing through a rocky wilderness area, with ridges, rises, rock outcroppings, bracken, bushes, and small trees.

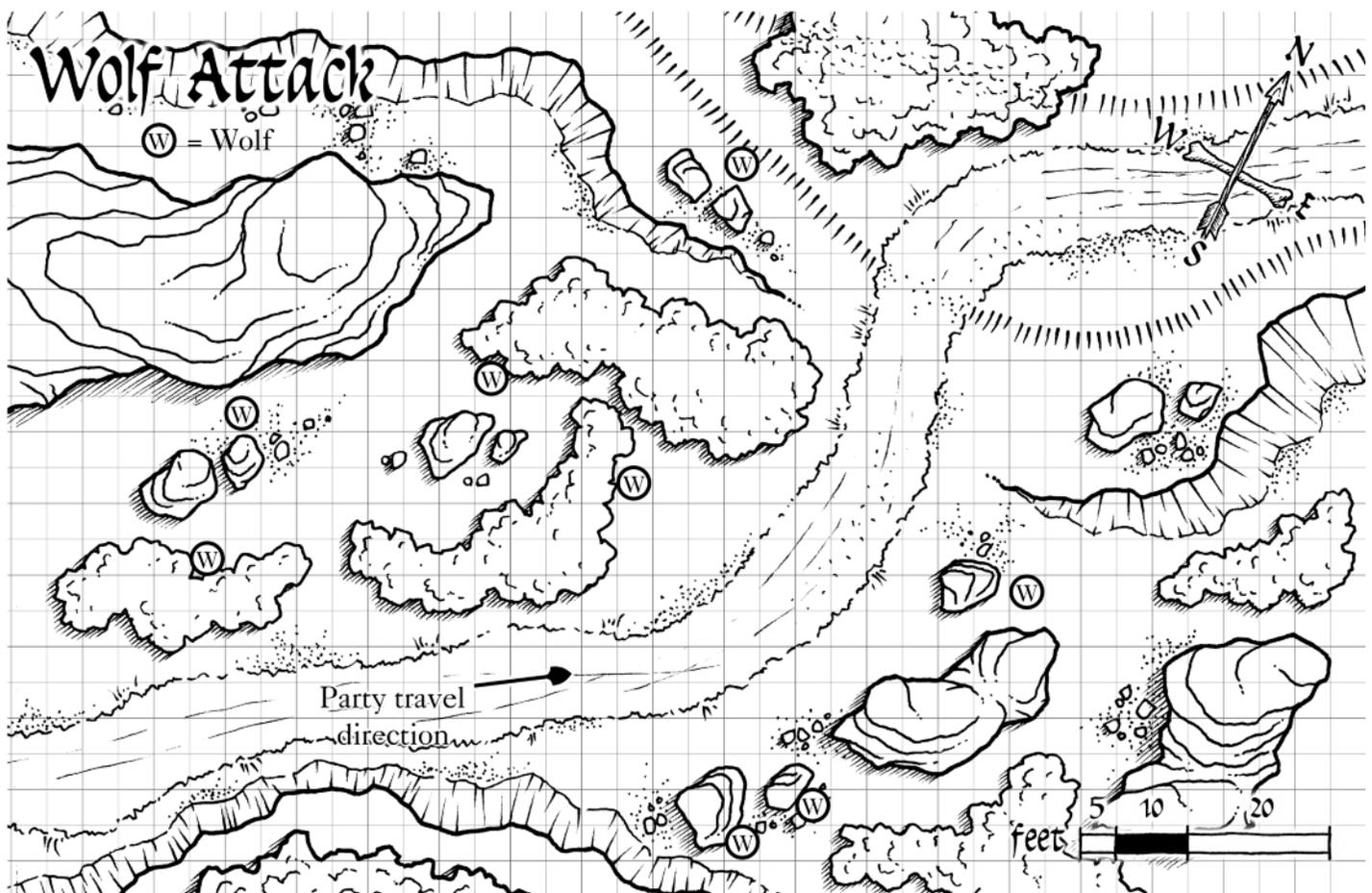
The sun is low on the horizon, and if they keep their current pace they will arrive at the village at dusk.

As they turn a bend in the roadway, a pack of eight grey wolves attack from the tree line. The wolves are affected by Wychblight (see page 26) from devouring the corpse of an infected traveller that was staying in the woodland three nights ago. The wolves' flesh is tinged a greenish hue in places, and they are frothing at the mouth when they attack.

The Wychblight has made the wolves more daring and predatory, and as a side effect has increased their stealth skill.

One wolf looks to be the alpha, being slightly darker in colour and more aggressive, but other than having the most hit points is a standard wolf.

The wolves will use their Stealth to get close to the party and attempt to gain surprise. The adventuring party should roll perception checks versus the wolves' stealth checks to avoid surprise as the wolves close the distance to within 50 feet of the party members where possible.



The wolves will not stand around allowing missile fire from distance, and as the Wychblight is making them more calculating, they will attempt to outflank opponents and use cover where possible.

Read the following as the wolves attack:

A pack of grey wolves breaks from the cover of the surrounding rocks and undergrowth all around you. As they close the distance, they leap to attack, and you see they are frothing at the mouth and their skin is green-tinged in places where fur has started to moult away.

If the adventurers search the area after the attack, they find a Wychblighted human arm and hand, half eaten by wolves. This arm is from the traveller that they devoured in the woods that led to their contagion by Wychblight. The hand has an ornate silver ring remaining on one finger worth 2 gold pieces.

If for any obscure reason they decide to eat the wolves as a food source, they will contract Wychblight - refer to page 26.

After the attack, the adventurers can carry on to Gravencross.

Wychblighted Wolves (8)

CR 7

XP 3200

Male wolf (The Pathfinder Roleplaying Game Bestiary)

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +8

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 20, 19, 18, 17, 15, 15, 15, 14 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

Statistics

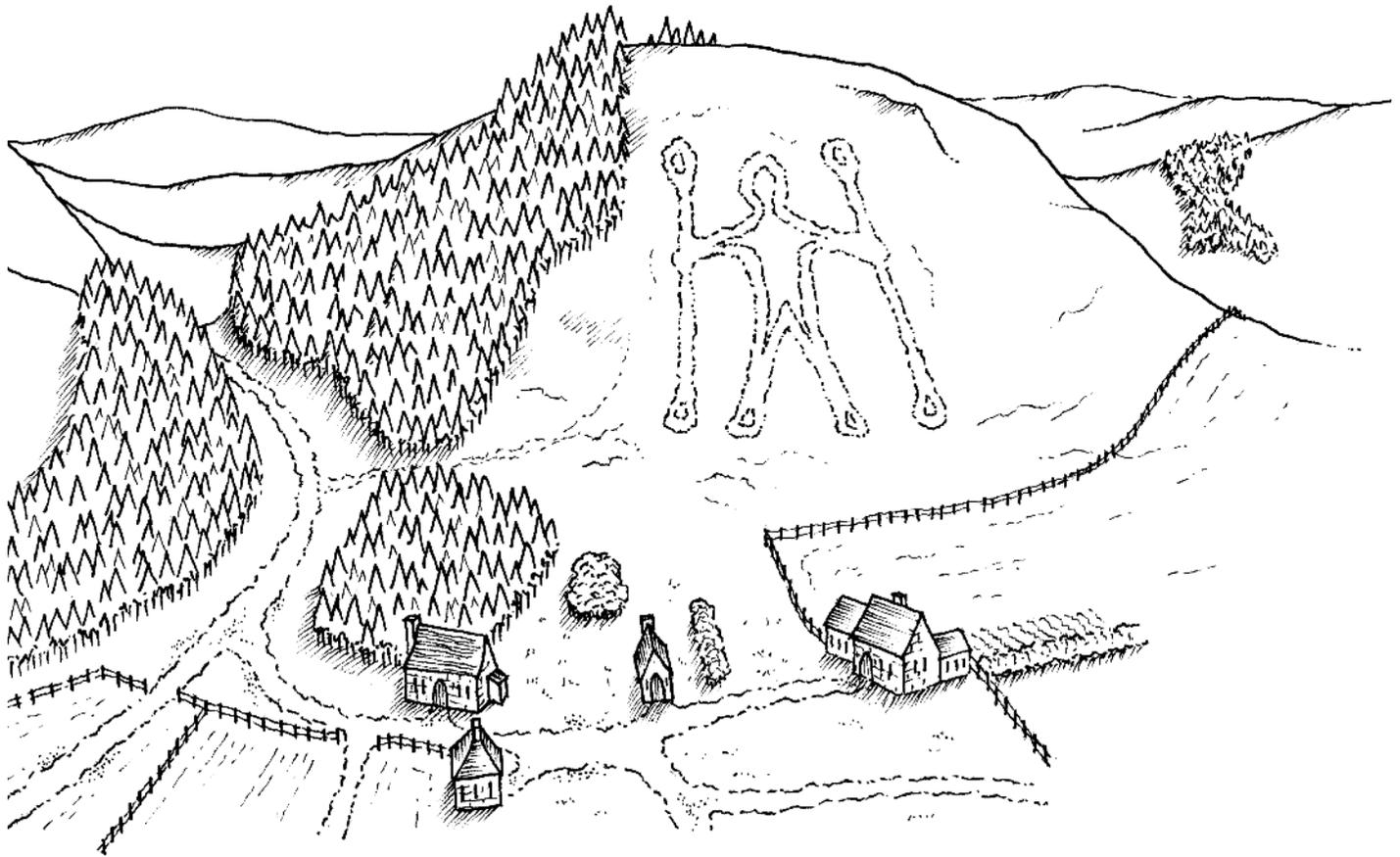
Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2 (+10 to jump), **Perception** +8, **Stealth** +9 (+3 from Wychblight); **Racial Modifiers** +4 to survival when tracking by scent.





Gravencross

The village of Gravencross lies in the Hoarwych Valley. The village is richly detailed with characters and is intended to be a standalone village or a base for adventurers.

The party will enter Gravencross from the north, having travelled south down the main roadway from King's Deeptown.

The road southwards has been long, but as the light begins to fade you see the lanterns and wisps of chimney smoke heralding your arrival to Gravencross.

As you wind through the trees lining the northern approach, you see that the village has approximately thirty buildings made of stone and thatch, and a river meanders down its eastern edge. Welcome to Gravencross.

When a villager is mentioned in later text it may be accompanied by a bracketed number. This number is the location where they live on the Gravencross map. This is intended to make cross-referencing easier when running the village exploration. As an example, the text might mention - Gwalin Redbeard (11).

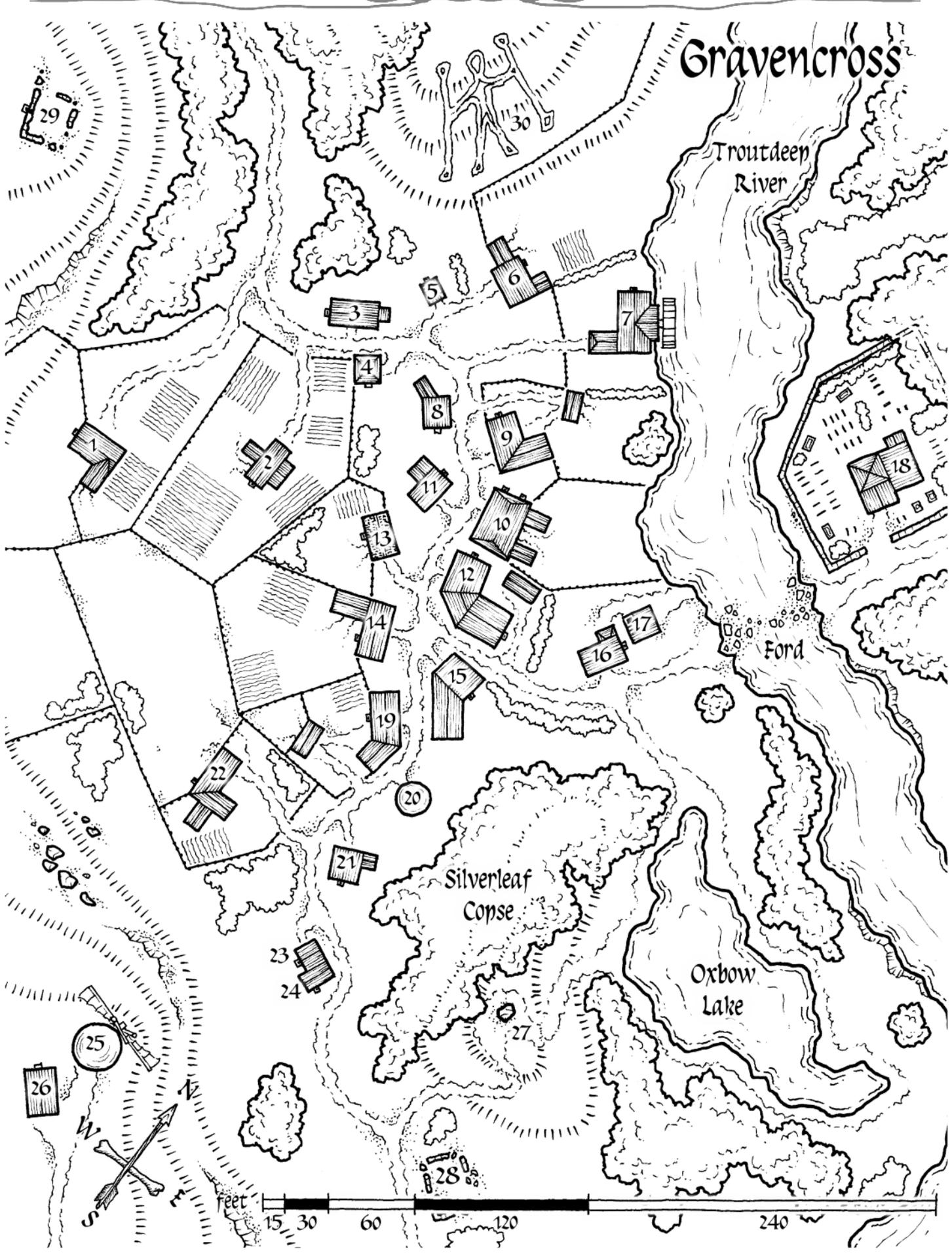
Key to Village Locations (refer to map on next page):

1. **Black Ewe Farm** - Owned and run by Bertram Porter (hm, m, 36, Chg/Farmer, N) with his wife Sylvala and

their two sons, Rolder and Witting. The Black Ewe farm grows potatoes and keeps sheep.

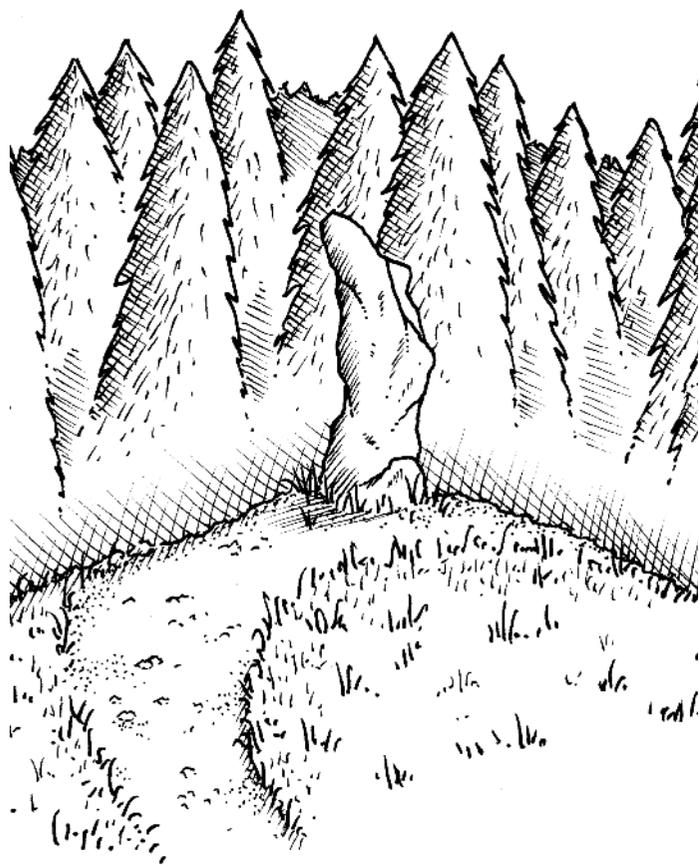
2. **Langower Farm** - Owned and run by Jarram Langower (hm, m, 48, Chg/Farmer, CG) aided by his son, Willum and daughter, Carlan. The farm produces carrots, leeks, corn, and other seasonal vegetables.
3. **Dwelling of Jyenna Huntingdon** - Jyenna (hm, f, 38, Chg/Shopkeep, CG) is the local potter who keeps the villagers in earthenware and glazed vessels for eating, cooking and general storage.
4. **Dwelling of Slarren Glych** - Slarren (hm, m, 66, Chg/Burglar, LE) is the town gravedigger and rat-catcher. He is a weasel of a man, not even 5 feet tall. Slarren often plunders the grave goods of the people he digs graves for. He returns to freshly dug graves the night of burial, ex-humes, steals, and re-buries. He is in the process of digging a tunnel under his house to the dwelling of Kallis DeBastion (see location 19) in order to steal from inside. He has attempted entry once before, only to lose a finger on his left hand.
5. **Dwelling of Hewlan Tywell** - Hewlan (he, m, 40, Rr/3, NG) is an excellent leatherworker, and he often goes hunting with Haythe Polby (8) to share the spoils.
6. **Copperhand Farm** - Kern Copperhand (hf, m, 78, Chg/Farmer, CG) and his wife Leega (hf, f, 65, Chg/Farmer, NG) operate a pig farm.

Gravencross



7. **Caslon's Mill** - Ulther Caslon (dw, m, 168, Ro/2, N) is a metal sharpener and cutting/splitting mill operator, and uses his watermill to drive sharpening stones, as well as a saw for splitting wood and making planks. Ulther and Gwalin Redbeard (11) are good friends.
8. **Dwelling of Haythe Polby** - The local furrier, Haythe (hm, m, 42, Rr/2, NG) makes the finest winter cloaks for miles, and even ships them to King's Deeptown for sale to nobles.
9. **Dwelling of Hern Blackoak** - Hern (el, m, 277, Rr/2, CG) is a master carpenter with an attention to detail that surpasses anyone else in the region. Hern gets most of his larger timber from Ulther Caslon (7) at a good rate.
10. **Village Hall** - The often empty village hall is used as a feshall and meeting place for the villagers and outlying farmers to come to discuss matters of importance.
11. **Dwelling of Gwalin Redbeard** - This jolly, ginger-bearded, red-faced dwarf (dw, m, 179, Fi/1 LG) is the village mason, and he's kept busy repairing farm stone walling and structures in the region. Ulther Caslon and Gwalin are good friends.
12. **The Felled Oak Inn** - A two-storey, stone structure with a tiled roof. The Felled Oak Inn is run by Dalbarn Middleham (hm, m, 48, Chg/Barkeep, CG), his wife, Jalla, and their two daughters Isha and Natiana.
13. **Dwelling of Zaros Hessle** - Zaros (he, m, 44, Wz/1, LE) is the local vintner and has a reputation for his 'Hessle Honey-punch' wine which is reputed to 'stop an ox' after two glasses.
14. **The Grey Lodge** - The dwelling and centre of power in the village, The Grey Lodge is inhabited by the village Sheriff, Julius Yakkermere (hm, m, 51, Ro/3, LE). Julius appears to be a helpful and trustworthy man, but he connives and manipulates where he can to retain his status in the area. Julius has been known to employ the less-honourable services of Slarren Glych (4) in times of need.
15. **The Old Packhorse** - A general store that supplies all manner of equipment and foodstuff. Run by Adiantantus Scorbrae (he, m, 72, Wz/1, CG)
16. **Dwelling of Faust Ironstrike** - Owned by the local blacksmith (see 17).
17. **The Smithy** - The blacksmith Faust Ironstrike (hm, m, 46, Fi/2, NG) is a bald-headed and tall, powerful man who has lived in the village for seven winters. He tends to all the villagers' metalwork needs.
18. **The Church of Fertility** - The church worships the Goddess of Agriculture, and is ministered by Father Wessel Firth (hm, m, 59, Cl/5, NG). When not tending the church, its graveyard, or preaching sermons, preparing for services, or praying for the village, he can be found in the Felled Oak enjoying a small glass of mead.
19. **Dwelling of Kallis DeBastion** - A retired adventurer, Kallis (hm, f, 32, Cl/7, NG) is a beautiful raven-haired woman. She has the bearing of a confident and assured citizen and is comfortable in any situation. She has been known to defend the village ferociously when threatened. Devoted to the goddess of agriculture, she loves the Hoar-wych Valley for its agricultural roots. Kallis is currently in a far away land and hasn't been seen for eight months, but ensures her home is well protected from thieves.
20. **The Alchemist's Tower** - This tower belongs to Zassalan Despire (he, f, 48, Chg/Cultist, LE). She is the local alchemist and is often working late at night in her tower concocting strange potions and poultices. She pretends to aid the villagers, but cares not for them. She is a member in a local cult that worships serpents and their forms. In the caverns beneath the tower basement she keeps a giant constrictor snake, which she feeds sheep to occasionally. These stolen sheep are blamed on cattle-rustlers from the surrounding area.
21. **Dwelling/Shop of Dogan Bright** - Dogan (dw, m, 147, Fi/2, N) is the village butcher, and is often seen helping the farms with their livestock when not at his dwelling preparing meat.
22. **Greyhope Farm** - The farm is owned by Halan Greyhope (hm, m, 32, Fi/1, NG) and his wife Tallya. Their son Skerrill, is the boy who was nearly killed by the falling 'Moor' stone. The farm tends livestock (sheep, cows and chickens).
23. **Dwelling of Tarius Bowater** - Tarius (hm, m, 81, None, CN) is an old man with a shock of white hair contrasting his dark, sunken eyes. He hobbles about the village occasionally, aided by his gnarled, wooden staff, viewing anyone he cannot remember with suspicion. Tarius is slowly losing his mind, but is as sharp as a longsword when it comes to money and being short-changed at The Felled Oak.
24. **Dwelling of Malyn Dallantyr** - The local wise woman, Malyn (hm, f, 43, Chg/Acolyte, N) is a gaunt woman with piercing eyes, originally from the east, she ran away from her village when she was sixteen years old because she was thought to be a witch. She can read palms and tell fortunes for a small fee, She is an acolyte of Vallissa, the goddess of fate and destiny.
25. **The White Windmill** - A picturesque white-washed stone windmill used to grind grain for bread-making. The owner is Mareesa Garrin (hm, f, 58, Chg/Shopkeep, CN), a large jovial woman, who runs the bakery (see 26) and operates the White Windmill with her husband, Boland Garrin (hm, m, 62, Chg/Shopkeep, NG).
26. **Bakery** - See location 25 above.
27. **The Giant's Finger** - An eight foot tall, stone menhir that sits on top of Ashen Rise. It is said to be the weath-

ered finger of an ice giant that was turned to stone by a medusa when snows covered the land centuries ago.



28. **Ruins of the Old Bakery** - The old bakery burnt down six years ago, caused by an unattended oven and a rogue spark that set the thatched roof on fire.
29. **Ruined Building** - The ruins of an old dwelling that became unsafe due to a lightning strike seventeen years ago.
30. **The White Man O' Cross** - A figure of a white man holding two staves cut into the grass of the hill to reveal the chalk beneath. The figure is centuries old but remains tended by the villagers. The name refers to The White Man of Gravencross, but has become more abbreviated to the White Man O' Cross for non-villagers, and 'Old Whitey' to anyone living in the village. Some villagers sarcastically call the hill figure 'White Tarius' after Tarius Bowater (see 23).

Questioning the Villagers

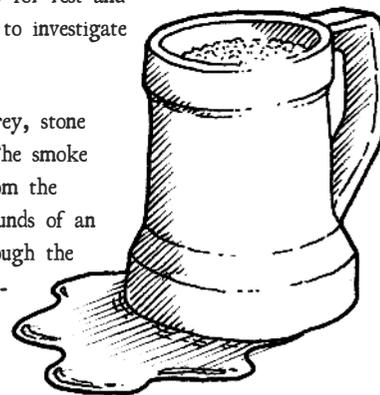
Generally the villagers are welcoming, although they are worried about their futures given the Wychblight and the appearance of the strange stones.

The Felled Oak (12)

The adventuring party should arrive at the Felled Oak Inn at sunset after the wolf attack to allow for rest and recuperation before they start to investigate the goings on in the region.

The Inn is a sturdy, two-storey, stone structure with a tiled roof. The smoke from burning hearths rises from the chimneys and the universal sounds of an active tap room drift out through the exterior walls, doors, and windows.

Read the following when the adventuring party enter The Felled Oak Inn:



You push aside the sturdy oak door to reveal a large taproom and the heat of a blazing hearth. The smell of stew greets your nostrils, and the sounds of loud talking reduce to a whisper as the patrons turn round to gauge the new strangers in their midst. Then, with the clank of tankards and scrapes of earthenware, the noise continues as it was before you entered.

The Felled Oak has a number of farmers and villagers in attendance on arrival. Patrons of note include Jarram Langower and his son Willum (2), Ulther Caslon (7), Gwalin Redbeard (11), Tarius Bowater (23) and Malyn Dallantyr (24). Refer to their details in the location entries or later in this section to find out what they know.

During the day, the Felled Oak is a quiet place with everyone out tending the farms and working their trades. Between two o'clock and five o'clock in the afternoon, Father Firth (18) and Tarius Bowater (23) can be found talking about the good old days in the corner of the tap room by the hearth.

The owner and barkeep, Dalbarn (12) and his family all know as much as each other about the goings on in the village if questioned. Dalbarn is a tall, broad man with a broken nose, deep voice, shock of blond hair going grey, and hands like spades. He is very, very protective of his wife and daughters. His raven-haired wife is still beautiful despite her later years, and his daughters take their looks from their mother and blond hair from their father.

Dalbarn and his family know the following:

The Stones - They haven't seen the stones for themselves, but believe they are the cause of the curse. He heard that the dwarf mason, Gwalin Redbeard went to look at the moor stone, and struck it with his hammer to see if he could take a chip off it. He wasn't able to make a mark on it. He said it's like no other basalt he's ever seen.

The Crop Failure - They only know what gets talked about in the tap room by the farmers. It seems to be all any farmer in the locale talks about: A green sickness on the crops that turns to mold and destroys the crops.

The Dead Villagers - Dalbarn knew one of the dead villagers, a turnip farmer named Holbus Kernn. He remembers him as a nice, happy man, who worked hard.

The Blight - He knows it's like a green mold on crops, and starts as a sickness and fever in animals and humans. "The sickness don't just stop with the crops, it's animals 'n people are getting sick too. Real sick."

Skerrill Greyhope - Know him as a harmless lad, who daydreams a lot. His father Halan is often in the Felled Oak at weekend evenings, and a nice man.

Kallis DeBastion - He hasn't seen her for months, he thinks she is a lovely, kind lady.

Julus Yakkermere - Believes that he's a bit of a waste of space.

Slarren Glych - He doesn't like him, or trust him. He's seen the way he looks at his daughters and he's told him that he will kill him if he so much as touches one of them.

White Man 'o 'Cross - Knows that it's been there centuries, and believes that travellers come from afar to see it, and then spend the rest of the afternoon giving him coin in exchange for food and ale. A tourist attraction of sorts.

The Inn has a good selection of food and ales/wines (see menu), and rooms are reasonably priced albeit common in furnishing at 5sp per night.

The Church (18)

The Church sits just on the opposite side of the Troutdeep River and is accessible by crossing the Ford. The boundary is protected by a low stone wall, crumbling in places. Within the wall's perimeter lie the church building itself, graves and cenotaphs. An iron lichgate adorns a break in the perimeter, and a gravel path leads to the door to the church. The church itself is single storey, with the exception of the square bell tower, which rises to golden finial in the shape of a wheat sheaf.

The door is made of sturdy oak and banded with iron straps, with a black iron knocker in the shape of a wheat sheaf. It is locked when the adventuring party arrive although Father Firth is in the church. If the adventuring party knock the door or tap on any of the windows, he scurries to open the door.

Bolts slide and creak, and then the door groans open. You are met by a slightly hunched, greying, man dressed in a brown cloth alb. A necklace of grains hangs around his neck.

"Ah, you must be the travellers I was told about, here to rid the land of the Demon Stone's curse?" he states in a laboured tone. *"Well, you may as well come in and tell me about yourselves, I am Father Wessel Firth, please come, come."*

The church inside is simple with lots of beautifully carved pews under high vaulted ceilings. All the woodwork is done by Hern Blackoak (9). Father Wessel Firth prefers to be called 'Father', and will be immediately distrustful of anyone that chooses to not use this honorific. Other than that he will be as open and helpful as possible.

The Stones - He has seen the Moor stone, and although he did not feel any demonic presence in it, he believes it may be responsible for the curse that has befallen the region. He knows that the second Circle stone can be found near The Eight Watchers stone circle on the borders of the Misty Woods. He has also heard rumours of a third explosion that night too. He suggests it might be worth taking a look at the second stone if the adventuring party goes to visit the Grey Druid.

The Felled Oak Inn - Meals and Drinks Menu

Food (per meal)

- ☞ Lamb and Seasonal Vegetables in a Mint Gravy - 4sp
- ☞ Pork Sausages in Hoarwyth Puddings - 3sp
- ☞ Beef and Parsley Pie - 3sp
- ☞ Chicken Daggers in Honey and Parsnip Sauce - 2sp
- ☞ Turnip Surprise - 2sp
- ☞ Freshly Caught Valley Trout stuffed with Beetroot - 3sp
- ☞ Crayfish, Beef, and Chicken with Peas - 3sp
- ☞ Soup of the Day with 2 White Windmill Fine Cobs - 2sp
- ☞ Silverleaf Steak with Potato Fingers - 4sp (large), 2sp (small)

Drinks (per bottle or tankard)

- ☞ Felled Oak Mead - 2sp
- ☞ Coldwater Bite - 3sp
- ☞ Oxstopper - 3sp
- ☞ I Wish I'd Not Drunk That - 3gp
- ☞ Hesse Honey-punch - 10gp
- ☞ Old Whitey's House Special - 5gp
- ☞ Sweetened Rosewater - 1sp
- ☞ Goat's Milk with Strawberry Boats - 2sp

The Crop Failure - He has only heard the concerns about the local farmers, and many have had crop failures, some are caused by an unknown blight.

The Dead Villagers - The three dead villagers were from the same farm in the outlying area. All of them seemed to be affected by the same kind of blight that affected the crops. They are buried in the church graveyard in the northern corner.

The Blight - The Father has not seen this type of blight before, but suggests it would be worth seeking out the Grey Druid in The Misty Woods, as if anyone knows about it, he will.

Skerrill Greyhope - Believes him to be a simple boy, who daydreams a lot. He knows that many people didn't believe his story until they went to the moor to see the stone for themselves. Also knows that his father didn't punish him for the lost calf.

Kallis DeBastion - He hasn't seen her for months, he thinks she is a lovely, kind lady.

Julus Yakkermere - He believes Julus Yakkermere (14) is no worse than any other sheriff he has ever known, but doesn't always act promptly. Often seen slacking off when he should be helping resolve disputes.

Slarren Glych - Employs him as a gravedigger, but is unaware of the grave-robbing.

White Man 'o 'Cross - It's been there for centuries!

Sheriff Yakkermere (14)

The Sheriff of Gravencross is Julus Yakkermere (14), and whilst he is tolerated as a sheriff he is probably not as well-liked as he thinks he is. He is determined above all else to hang on to the title of Sheriff, and connives and manipulates any that threaten this position.

He will be relatively unwilling to aid the adventuring party as he feels threatened that they may expose his failings. He will say that Gravencross needs no help and that the stones' curse will be lifted once the King's Deeptown ruler believes it is of importance to do so.

If the characters get suspicious of Julus's reluctance to accept help, then they may roll a Sense Motive DC20 check to reveal that he appears to be hiding something.

Reward - He knows of no reward, but the villagers and farmers will no doubt spare them whatever they can muster for their help. He doesn't want the adventuring party involved and doesn't let them know that King's Deeptown have sent 75 gold coins to help Julus deal with the situation (by means of a reward), because he wants to keep as much for himself as possible.

The Stones - He states they are simply stones that fell from the sky and that they cannot hold curses.

The Crop Failure - He is more than aware of the villagers' concerns and has sent letters to King's Deeptown to await advice.

The Dead Villagers - A tragedy, but he states that the farmer's families were given free plots in the graveyard, and there was nothing else he could do.

The Blight - Same as for the crop failure. Letters have been sent.

Skerrill Greyhope - A nuisance of a boy, always finding trouble.

Kallis DeBastion - Not sure where she went, but she has a dark manner behind those shining eyes. Julus is secretly in love with Kallis and whilst he has not told her, she is aware and shuns him at every opportunity.

Slarren Glych - A true and honourable man, who tackles the jobs that no others can or want to do.

White Man 'o 'Cross - Believes that The White Man o' 'Cross brings nothing but troublemakers to Gravencross. It is also interesting that he doesn't refer to the white man as Old Whitey like the rest of the villagers, thus alienating himself further.

Skerrill Greyhope (22)

This single storey, stone and thatch farm is home to Halan Greyhope, his wife Tally and their son Skerrill. They keep sheep, cows and chickens on the farm, and all are as yet unaffected by the blight. They are very wary about catching the blight and are taking great care in ensuring their own vegetables are thoroughly checked prior to eating, and that the animals are only given blight-free grain and meal. They are now reluctant to let the animals roam the moor.

Skerrill returned from the moor after nearly being killed by one of the falling stones. Halan and Tallya are happy for their son to be questioned as long as they are there. He can recount his story (refer to the Introduction on page 3 for what happened to him).

The Stones - He has only seen the one, and doesn't want to see it again. He can indicate to the adventuring party where the stone is on a map, if they want to go and see it.

The Crop Failure - He only knows what his mother and father have told him, and that he is not to pick any vegetables and eat them raw without checking them with his mother or father first.

The Dead Villagers - He doesn't know any of them personally.

The Blight - He has been told to look out for any of the farm animals and herd behaving strangely and tell his mother or father immediately.

Kallis DeBastion - He last saw her many months ago, and she gave him a toy city guardsman carved out of wood.

Julus Yakkermere - He has told Skerrill off for playing near the fence at the boundary of the Greyhope Farm and The Grey Lodge, and never throws back any of the inflated sheep's bladders he uses to kick around the field if they go over the fence.

Slarren Glych - He gave Skerrill a dead rat to play with once.

White Man 'o 'Cross - He believes that one day that Old Whitey will come to life to save the village from harm.

The Farms (1, 2, 6, 22)

There are three other farms of note in Gravencross with the exception of Greyhope Farm (22) already mentioned, these are Black Ewe Farm (1) that farms sheep and potatoes; Langower Farm (2) that farms carrots, leeks, corn, turnips, parsnips, cabbages and sprouts; Copperhand Farm (6) that look after pigs. When questioned the farmers and their families know as much as each other about the goings on as noted below. If they have cattle/animals, they have also heard rumours of a dragon in the Coldwater Valley - this is actually a Wyvern.

The Stones - Only seen it if they have cattle that they graze on the moor. Just looks like a huge boulder, although a bit out of place up on the moor, and not made of the same stone.

The Crop Failure - None of the farms in Gravencross have yet been affected.

The Dead Villagers - A tragic loss, the farmers knew each other.

The Blight - They have all so far been spared the blight, but are talking steps to ensure they don't catch it and are wary of the green mold as a sign. They have heard that some farmers are burning their crop yields off and even slaughtering animals to help stop the spread. The Grey Druid is likely to be able to help, as praying at the church doesn't seem to be helping.

Skerrill Greyhope - A care-free and pleasant lad. So glad that he didn't get hurt by that stone falling on the moor.

There are other villagers that have additional pieces of information and can provide assistance as follows:

Gwalin Redbeard - Mason (11)

Gwalin has been to Lostcattle Moor and looked at the Moor stone. As a mason, he interest was piqued, so he took his hammer and tried to

knock a bit off to see what it was all about. Gwalin was not able to make a mark on the stone, and whilst he is sure it's basalt, its like no basalt he's ever seen.

Gwalin also reveals that when he struck it, it had a strange resonant quality to it, as if it wasn't solid.

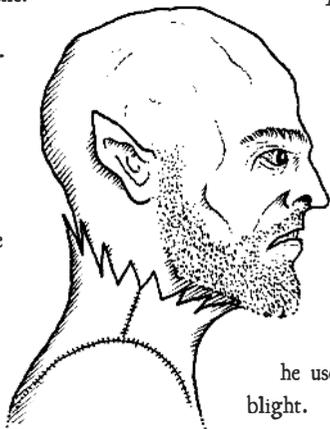
He left the stone on the Moor, none the wiser, and laughs if anyone suggests trying to move it, *"It'll take more dwarven smiths than live in these parts to move that stone, young 'un!"*

Slarren Glych - Gravedigger (4)

Slarren is suspicious of strangers wanting to know the business of folk in Gravencross. He is also quick to reveal any discussions he has with outsiders to Julus Yakkermere (14) seeking to gain as much favour with Julus as possible.

Slarren is a worm and tell-tale. He has slight lisp that makes any 's' into a 'th', and does not bathe, and it is difficult to be in close proximity without struggling to deal with his overwhelming odour of the grave and dead rodents. When he beckons people closer to whisper something, you often see their face turn pale at the thought of getting closer to him.

Slarren knows that Myrken Lake is dangerous and he avoids it, but will be happy to send the adventurers that way with a rumour he has heard: *"A watery demon livth up in the lake in the Greyhornth, writhing and tentaced, it threw the thtoneth from the laketh depthhh. Your antherth lie there"*.



Zaros Hessle - Vintner (13)

Zaros also dislikes strangers, unless they are wine connoisseurs, in which case he can talk for hours.

Zaros knows that the weather has been very unseasonal in the valley for this time of year, harsh frosts, not much rainfall, and he suspects that's why the crops are failing and carrying this crop blight. He has found that many of the grapes and other fruits

he uses for making wine also failed but not with the same blight.

Zaros will offer the adventurers 25 gold pieces each if they can bring him back a full cask of honey from the Gaunthold Woods, where bees and hives are abundant. He will provide an empty cask.

Dogan Bright - Butcher (21)

The butcher knows that the stone circle on the southern side of The Misty Woods is reputed to have properties that heal disease and wounds. He doesn't know how it works, but has heard of an old man that wanders the woods known as the Grey Druid, a hermit who rarely visits Gravencross.

Dogan has disposed of bodies in the past for some contacts he has in King's Deeptown. He keeps the skulls of those he disposes of buried at the foot of a tree in Silverleaf Copse. He has a will drawn up that should he die of suspicious causes, the possible answers to his demise will be buried with some skulls in the copse. This also holds incriminating evidence as to the killers' identities.

Faust Ironstrike - Blacksmith (16)

Faust is a man of few words with a stern demeanour who doesn't take kindly to idiots.

Faust believes that all this business with the stones, crops and deaths is the work of the Curse of the Last Hill Chief. He knows of a legend that surrounds Gilvan's Mound where it is said that if the Hill Chief's final rest is disturbed then a terrible revenge will be wrought upon the lands, and Faust suspects that the final resting place of Gilvan has been disturbed.

Faust is currently negotiating a price with Zassalan Despire (20) to build a 10ft square by 10ft tall cage, which could hold an ox and can also be disassembled to allow it to go through a doorway. Faust hasn't pried into its use, but it's one of his more unusual requests.

Zassalan Despire - Alchemist (20)

Zassalan heard that a whole detachment of the King's Deeptown militia were commanded to investigate the curse, but they have all fell ill with a strange malady.

She plys this rumour to try to sell potions to the adventurers to help combat the malady. In reality, there is no malady and her potions are a combination of fruit juices and bitter tasting roots. She sells a potion for 2 gold pieces, and suggests a person takes one a day for a week to ward off the ill effects of the malady.

She does have other minor potions available at the game master's discretion but at three times the usual prices.

Zassalan is commissioning Faust Ironstrike (16) to construct a cage. She hasn't told him what for, but she provided a crude sketch for him to work with. The cage is for her to hide away prisoners on behalf of the serpent cult she follows.

Also, Zassalan is trying to recruit Zaros Hessle (13) into the cult because she has a lusting for him. The recruitment is in the very early stages and she flirts with him when she can, revealing her ample cleavage and making him feel quite uncomfortable.

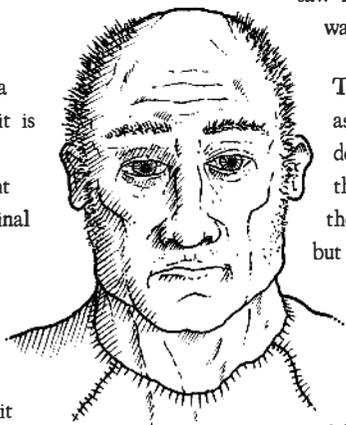
Probably the most useful thing that Zassalan knows for the adventurers is that she knew of a young woman when she was working in King's Deeptown as a lady of pleasure, called Elleron Gralspeer who fell in love with a man known as Zabbas Thuul. She remembers their

ways being 'odd' and that there was something not quite right about the pair. She knows that they were both imprisoned, and that eventually the man escaped. She was sure she saw Elleron or someone that looks just like her on the trail north of Gravencross the previous summer.

Tarius Bowater - Old Man (23)

Tarius is a tormented soul. He seldom sleeps, occasionally napping when needed. On occasion he grabs his staff and hobbles for miles, even in the dead of night. His mind is failing, but he is sure that he saw lights at the top of Haylan's Crag three nights ago while he was wandering. The Ruins of Wardcroft sit atop Haylan's Crag.

Tarius is subjected to visions in his sleep of a small demon that asks him questions and prys into his mind. In reality, the small demon is actually a real devilish Imp that belongs to a master that once knew Tarius and distrusted him. Tarius had uncovered the whereabouts of a rare artifact as his mind started to fail him, but the knowledge became lost in his mind, and the Imp's master wanted that knowledge, so he sends an Imp to question Tarius' subconscious while he sleeps.



Malyn Dallantyr - Wisewoman (24)

Malyn believes that the villagers that died were part of a demon cult that have cursed them and spread a disease. She has seen this in a cast of the bones.

She has tenuously linked a rumour she has heard, that the stones bear a resemblance to a demonic face, and is hypothesizing it as fact.

Recently, Malyn predicted that a local farmer's wife would give birth to a six-fingered daughter, and as the gods would have it, a six-fingered daughter was born as predicted. The truth is somewhat distorted, as the exact prediction, "*Six point the way on the road past sweetcorn*" is said to have been an uncanny piece of soothsaying. Malyn is now one of the most highly regarded wisewomen in the valley.

Malyn has also prophesized that in this very year, "*Horns and bones fight swords and stones*". This prediction will clearly relate to the end fight in the conclusion of this adventure.

Mareesa Garrin - Baker (25, 26)

The baker has heard that the bridge is being watched, but doesn't know by who or what. A merchant from King's Deeptown had heard the rumour and passed on the knowledge.

Mareesa is jovial on the outside but this facade disappears behind closed doors, as she dominates and abuses her husband Boland. Often hitting him and blaming him for her misfortunes.

Boland has just about had as much as he can take, and has asked Dogan Bright (21) for help in 'dealing with' his overbearing wife.

Adliandantus Scorbrae - Shop (15)

Adliandantus has heard from recent visitor to his shop that a winged serpent has been taking cattle in the Coldwater Valley. *"They didn't say what it was, but they mean a Dragon don't they? It's the size of The Felled Oak they said! I bet those bloody stones have woken it up! No good will come of all this I tell ya!"*

Adliandantus has a couple of minor magic items squirreled away at the gamemaster's discretion. They are hidden inside a safe built into the back of the fireplace in his sitting room.

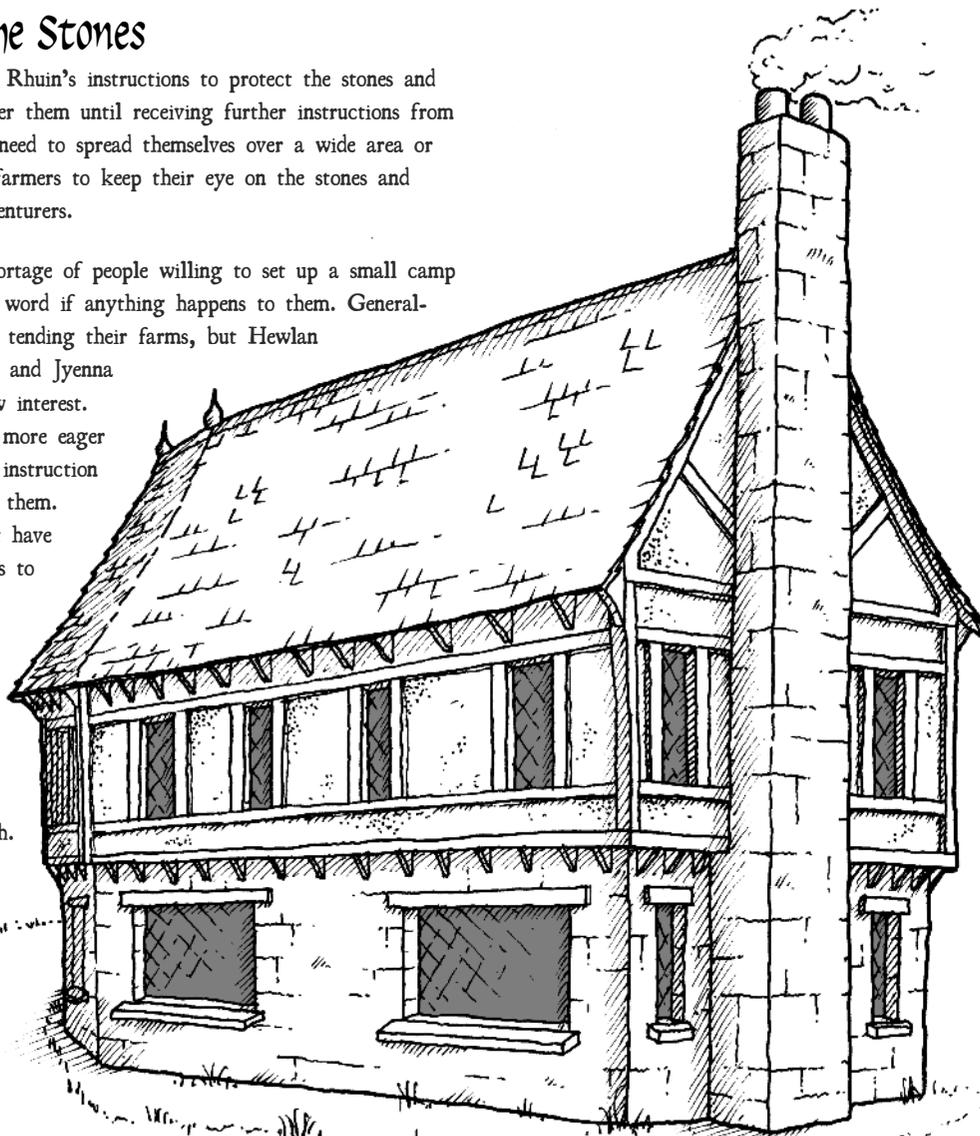
Adliandantus found a perfectly preserved warrior's helm whilst swimming in the Oxbow Lake two summers ago. It has strange symbols down the cheek guards. He keeps it on his mantelpiece. Occasionally, late at night it glows with an subtle, eerie blue-green hue.

Protecting the Stones

If the adventurers heed Rhuin's instructions to protect the stones and wish to stand guard over them until receiving further instructions from Rhuin, then they will need to spread themselves over a wide area or hire local villagers or farmers to keep their eye on the stones and report back to the adventurers.

There should be no shortage of people willing to set up a small camp by the stones and send word if anything happens to them. Generally, the farmers will be tending their farms, but Hewlan Tywell, Haythe Polby and Jyenna Huntingdon would show interest. Slarren Glych will see more eager than others, and under instruction from Julius to misdirect them. The adventurers do not have to stand watch for days to achieve this goal. The game master should advise that they need to find all the stones to be able to protect them, thus requiring some hirelings to keep watch while they search.

*"I believe I heard mention
of rich rewards
for anyone that can
sort out the mess at the village."*



Act 2

Exploring the Valley

Armed with the information from Gravencross, the adventurers are now free to explore and find out what they can.

As the adventurers explore the Hoarwych Valley, they may have additional random encounters. For each half day they are travelling anywhere in the Hoarwych Valley, roll 1d6. On a roll of a 5 or 6, roll on the random encounter table. These encounters are intended to provide opportunities for the game master to do some ad-lib.

Each random encounter table includes the Attack by The Black Company encounter. This encounter can occur at anytime to suit the

Random Encounter (Woodland)

Roll (1d6)	Encounter
1	1x Bee Swarm
2	1x Dire Boar
3	Getting lost
4	3x Dire Wolves
5	1x Barghest and 6x Goblins
6	Attack by The Black Company

Random Encounter (Hills)

Roll (1d6)	Encounter
1	A detachment of 4 guards from Wardcroft Ruins
2	Brown Bear
3	Spider, Giant Black Widow
4	3x Ogres
5	1x Troll
6	Attack by The Black Company

Random Encounter (Valley)

Roll (1d6)	Encounter
1	3x Human prospectors looking for the stones, to see if they can extract any precious minerals.
2	Tarius Bowater on one of his strolls.
3	Fur merchant with 2 guards
4	6x Hobgoblins
5	1x Dire Lion
6	Attack by The Black Company

game master and should be used to assist with pace and story flow, but should only occur once.

Lostcattle Moor

Lostcattle Moor is used by the livestock and cattle farmers of the the valley to graze their animals. Lush and benefiting from good soil, the moor is perfect grazing land. Shielded from westerly winds by the Greyhorn Hills, it can be a bleak place to be when the cold, easterly winds blow.

The Moor Stone

After a journey into the moor, just on the edge of a rise sits a depression in the earth about 15 feet deep. Debris from the impact is still scattered over the area. In the centre of the depression lies a giant boulder poking above the rim of the crater.

The boulder is some kind of dark, basalt rock, irregular in shape, and twenty to twenty-five feet across. The shimmering light shines through the rolling clouds in the sky above casting moving shadows across its surface and for a moment you think you see the visage of a demonic face.

This immovable boulder is known as the 'Moor Stone', and weighs around four hundred and fifty tonnes. It is impervious to non-magical weapons, and is effectively DR10/+2 with 200hp. Any attempts to damage, crack and chip bits off it result in half that amount of damage being done back to the wielder - Reflex DC15 save for half.

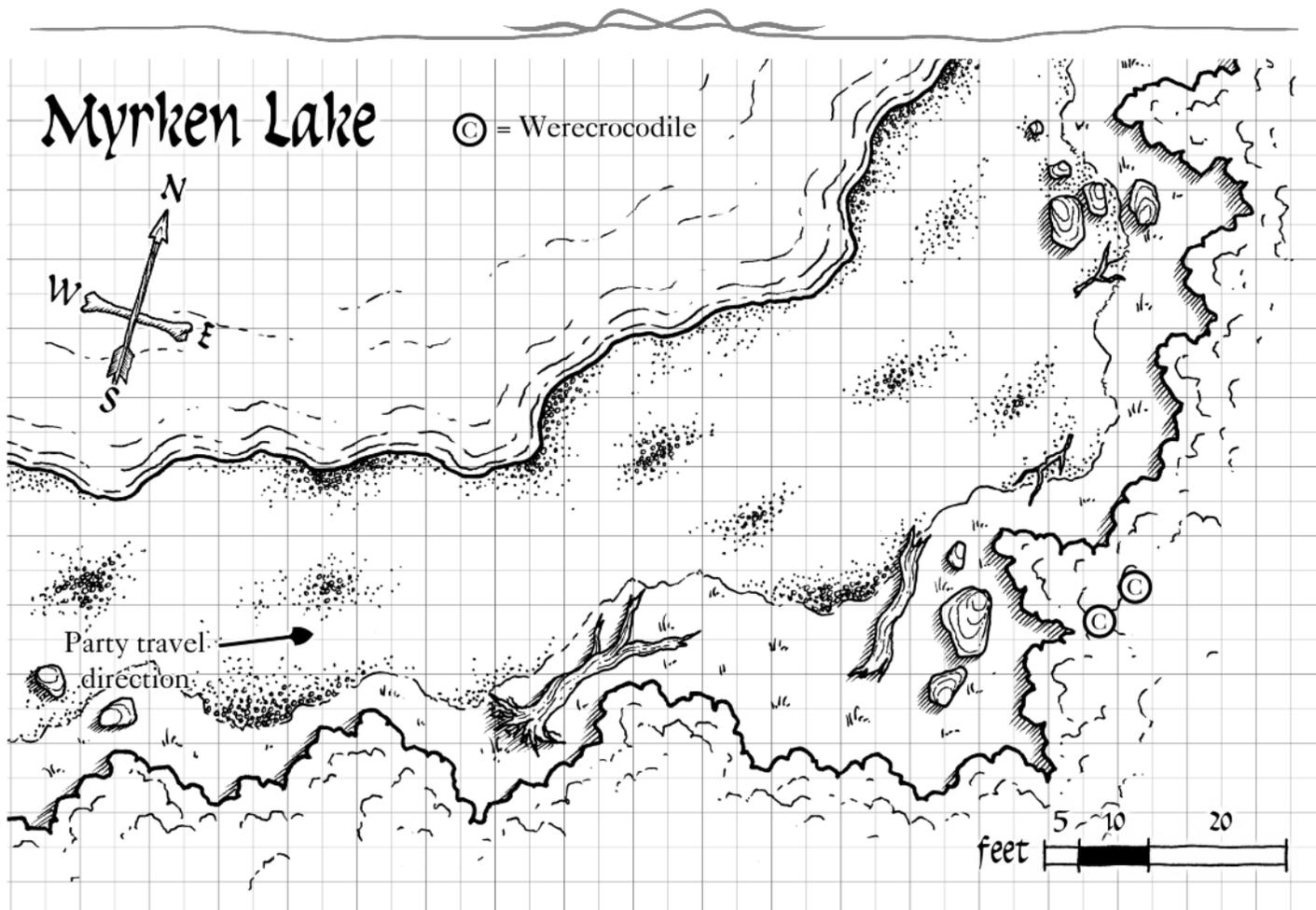
For the size of the stone, the crater seems relatively shallow and there appear to be no cracks or damage to the stone itself.

The stones have impacted the ground at a slight angle, not dropping straight down from the sky. A clever player might ask the direction that the stone came from and look at the valley map to see if it came from Myrken Lake. All three stones come from a north-easterly direction, thus debunking the 'tentacled beast throwing them from the lake' rumour known by Slarren Glych.

The stones are the outer protective shells for the lesser basalt elementals inside, more like eggshells than stones. This explains the strangely resonant sound when Gwalin Redbeard struck the stone with his hammer, and also the strange sound it makes when the PCs strike it with metal objects.

If *detect magic* is cast, the stone radiates strong abjuration, elemental (earth), and divination magic.

The bearer of the Holy Symbol of Basaltor gets an urge (DC15 Will) to touch the stone. If the symbol bearer touches the stone they will receive a hazy vision of three stones streaking down from the dark sky and impacting the ground in showers of debris. The locations are not very vivid, but the Moor where the characters are standing looks similar to one of the locations in the vision. After touching the stone, the symbol bearer's unprotected flesh will gain the appearance of stone



where it was in contact with the stone surface. The effect lasts for 1d6 hours then wears off.

Helping the Story Along

If the adventurers seem to get lost and don't know what to do next, then feel free to have them prodded by a prominent villager to seek out the Grey Druid.

*“A watery demon liveth
up in the lake in the Greyhornth,
writhing and tentacled,
it threw the thtoneth
from the laketh depthhh.
Your antherth lie there”*

Myrken Lake

The lake stands at the foot of the Greyhorn Hills. On its western edge the stone walls of the granite bedrock of the hills crumble into its icy depths. The eastern edge of the lake is far more forgiving, lined with pebble beaches and the Redlarch Woods that offer some protection from the cold wind that drops down from the hills.

A group of two young adult werecrocodiles, twin brothers, shunned from warmer climates far to the south, have now taken up residence in the surrounding wooded marshes and swamps. They have learned to distrust humans since birth owing to their natural form of lycanthropy, and are fearful that they will be hunted down if anyone knows of their existence. To this end, they attack any people that see them on sight so as not to expose their hiding location.

The lake is not visited often, and rumours of a lake demon who threw the stones from the lake is greatly exaggerated. The ‘tentacles’ referred to in the rumour are most likely the werecrocodile’s tails as they play fight in their animal forms in the lake when they think no-one is near.

As this encounter involves lycanthropy and the party are unlikely to have access to a level 12 cleric unless they travel to King’s Deeptown, they can seek help from Father Wessel Firth, Zassalan Despire, or The Grey Druid who all have access to Wolfsbane. The Grey Druid also has a *scroll of restoration*.

THE LAKE EDGE

As you approach the lake edge, the pebbles on the beach knock and crack under foot as they shift with your weight. All around the beach that you can see lie bits of detritus, branches and logs, even some uprooted trees. Large boulders dot the shoreline too, some resembling the stone on the moor.

If the rumour has been heard about the tentacled beast, then add the following:

It's not beyond the realms of possibility that a monster inhabits the expanse of the lake, and that the boulders are indeed from the lake depths, you ponder the thought.

If not:

With an almost ancestral fear you begin to wonder if a monster inhabits the expanse of the lake, and if the boulders here are anything to do with the stones found on the moor and near the circle, you begin to ponder the thought when suddenly you hear the crack and knock of pebbles nearby.

As soon as they emerge from the trees to the shore, they shift into their hybrid forms causing the pebble noise. Once the adventurers are spotted by the werecrocodiles they rush to attack, attempting to death roll the strongest looking party members into the lake.

The Werecrocodiles have a lair just inside the edge of the forest near a bit of swamp fed by a tributary from the lake. It's just below the surface of the water and consists of a small wooden chest that contains 267 gold pieces, three small solid gold skulls the size of walnuts (worth 20 gold pieces each), two *potions of levitate*, a *scroll of gaseous form*, and two *scrolls of lesser restoration* in a wax-sealed, engraved hollow bone worth 2 gold pieces.

At the bottom of the lake which is over 500 feet deep lies an ancient sunken temple to a long-forgotten sea god. Buried in its watery halls and chambers are masses of gold and jewels which were the collected offerings of its servants.

Gilvan's Mound

The mound is a large hill among the rolling hills and grassland in the area. It is said that the centuries ago, the last Hill Chief that held power in the region and united the tribes, was buried under the hill. Gilvan Hillstrider was indeed a real tribal leader, the last of his line. He was buried deep in the hill below the ground surface, and a curse will be placed on anyone disturbing his final resting place.

No-one has uncovered the resting place and there is no evidence of recent attempts to try to find an entrance. The rumour is false, and the curse is also unfounded.

Werecrocodile (2)

CR 5

XP 1600

Male human natural werecrocodile fighter 3 (The Pathfinder Roleplaying Game Bestiary 4) Hybrid Form

NE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +4

Defense

AC 23, touch 11, flat-footed 16 (+1 Dex, +6 natural, -1 size)

hp 35, 33 (3d10+12)

Fort +8, **Ref** +2, **Will** +2 (+1 vs. fear)

Defensive Qualities bravery +1; **DR** 10/silver

Offense

Speed 30 ft., sprint x2, swim 20 ft.

Melee bite +7 (1d8+4 plus grab and curse of lycanthropy), tail slap +2 (3d6+2)

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

Special Attacks curse of lycanthropy, death roll

Statistics

Str 21, **Dex** 13, **Con** 19, **Int** 12, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20

Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Run

Skills Intimidate +4, Perception +4, Stealth +5, Survival +7, Swim +19

Languages Common

SQ armor training 1, change shape (human, hybrid, and crocodile; polymorph), hold breath, lycanthropic empathy (crocodiles and dire crocodiles), sprint

Special Abilities

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecrocodile deals its bite damage, knocks the creature prone, and maintains the grapple.

Sprint (Ex) Once per minute, a werecrocodile can increase its land speed to 60 feet for 1 round.

Wardcroft Ruins

The Wardcroft Ruins are perched on Haylan's Crag in the hills overlooking the approach to Gravenross and the Troutdeep River. The structure was once owned by the Wardcroft family over one hundred years ago, but became ransacked by a goblin horde as they descended down into the valley before finally being destroyed in the pass before King's Deeptown. It is now a moss-covered ruin, with a series of underground cellars and crypts where the Wardcroft family held out during the sacking of the structure. The Wardcroft family were generally disliked in the area and the remaining family members disappeared after the destruction.

The Underlord takes great care to ensure that the entrance to the crypts and beneath are not discovered. He has collapsed the obvious entrance into the cellars and protected it with a pair of Ogre guardians. The actual entrance to the cellars is further down the crag. It is

recommended that unless the party have discovered the 'Marsh' stone that this remains undiscovered until a later visit.

Refer to page 33 for details of this area and the Ogre guardians. If the Ogre guardians are slain, they will be replaced with another pair of meaner Ogres, but this time with additional armour.

The lights seen at night in the rumour from Tarius Bowater are The Underlord's minions entering and exiting the ruins.

Dead Villager Farms

If the adventurers visit the farms outside of Gravencross that were struck by the blight or deaths, they find nothing untoward, but the areas where the crops were looks decidedly unhealthy.

The Eight Watchers

The stone circle is on the border of the Misty Woods, and is said by some to be the petrified and weathered remnants of eight Hill Giants turned to stone by Gilvan Hillstrider using a severed Basilisk head.

This stone circle has stood for tens of centuries and consists of eight menhirs arranged in a roughly circular pattern. Each menhir stands between 8 to 12 feet tall and is roughly hewn from granite supposedly from The Wyvern Hills.

The legend about the Basilisk is false. The stone circle's original architect is unknown. It is said that during the summer solstice and before the woods encroached on the circle that the dawn sun would shine and cast long shadows that pointed to a hidden tomb. The myth is as yet unproven, but it's more realistic that the stone circle was built for moonlit rituals by fey woodland creatures.

The stones have been defaced with various unintelligible sigils and icons throughout the time they have stood.

Gaunthold Woods

The Gaunthold Woods are home to numerous wandering monsters, and also swarms of bees. Should the adventurers enter the Gaunthold looking for honey for Zarus Hesse, then it will take all day to find enough hives to fill a cask.

Whilst gathering the precious honey, the party can be attacked by Giant Bees.

Castalan's Bridge

The Underlord's minions watch the bridge from the Wyvern Hills further north of Wardcroft Ruins. They report to him on who and

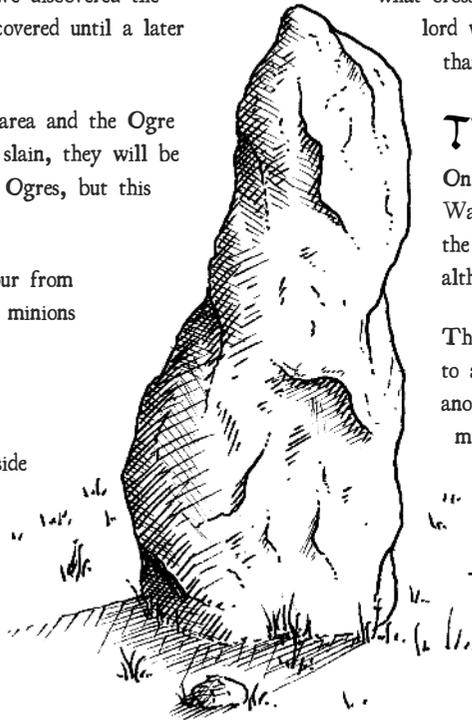
what crosses between Gravencross and King's Deeptown. The Underlord will be made aware of any armed groups numbering more than four that cross the bridge in either direction.

The Circle Stone

On the southern border of the Misty Woods lies The Eight Watchers, and less than quarter of a mile to the south east lies the stone. No different than the Moor Stone in terms of size, although slightly different in shape.

The symbol-bearer will need to succeed on a DC15 Will save to avoid touching the Circle Stone. If touched it will share another vision. A cavern filled with glittering and sparkling minerals which mesmerizes. Then the cavern cracks and daylight spills into it. The vision shifts, and you see the stones shudder and crack open like egg shells, giant stone humanoid forms unfolding from the shells within.

The same aesthetic effect on the skin of the symbol bearer will occur again.



Giant Bee (5)

CR 6
XP 2000
Male giant bee (The Pathfinder Roleplaying Game Bestiary 2)
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 19, 18, 18, 15, 14 (3d8+3)
Fort +4, **Ref** +3, **Will** +2
Immune mind-affecting effects
Weaknesses vulnerable to smoke

Offense

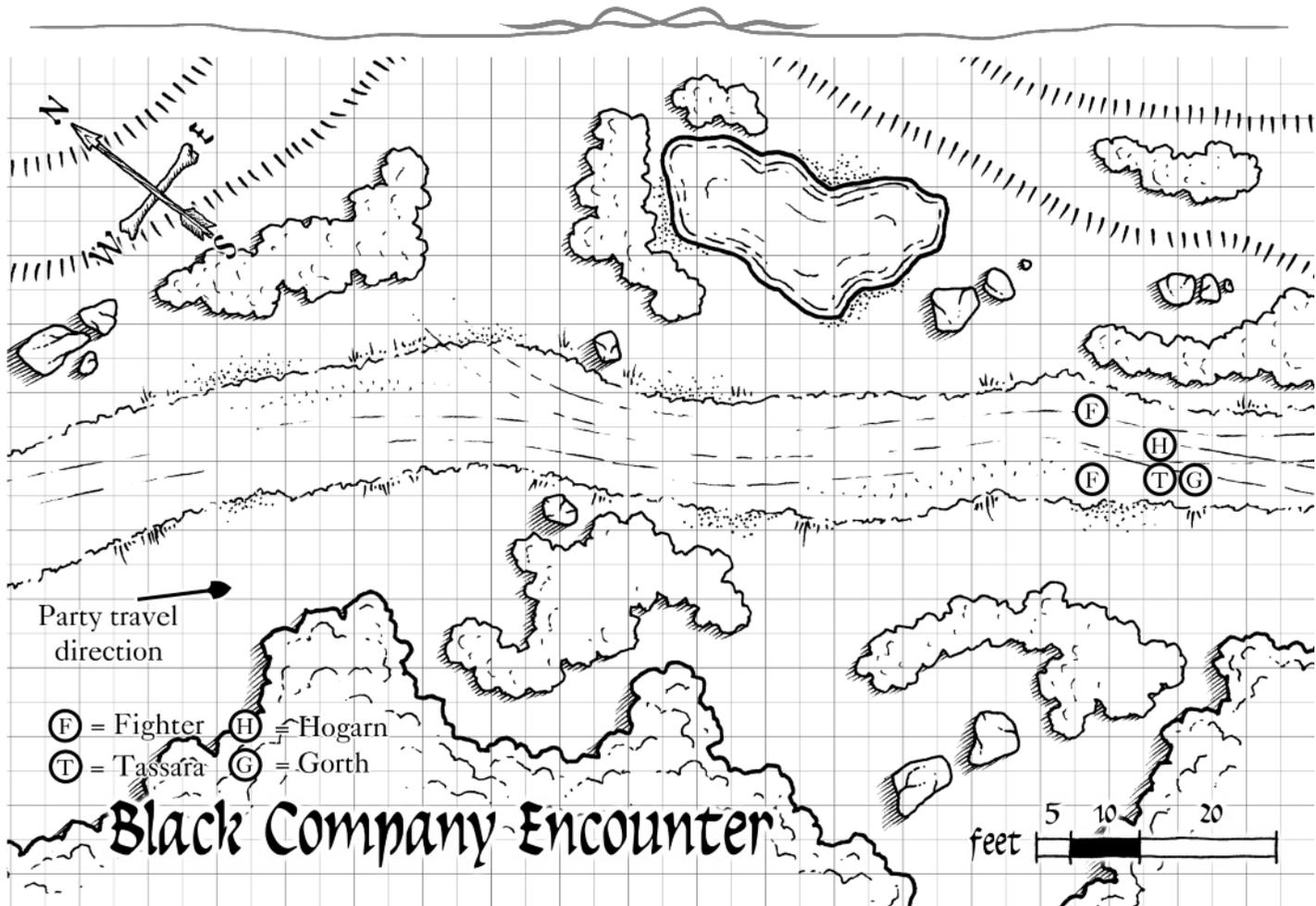
Speed 20 ft., fly 60 ft. (good)
Melee sting +2 (1d4 plus poison)

Statistics

Str 11, **Dex** 14, **Con** 13, **Int** -, **Wis** 12, **Cha** 9
Base Atk +2; **CMB** +2; **CMD** 14 (22 vs. trip)
Skills Acrobatics +2 (-2 to jump), Fly +6

Special Abilities

Poison (Ex) Sting-Injury; save Fort DC 12; freq 1/rd for 4 rds; effect 1d2 Str; cure 1 save.
Vulnerable to Smoke (Ex) Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.



Attack by the Black Company

This encounter can occur anywhere in the valley.

The Black Company is a group of mercenaries loyal to The Underlord. They are led by Hogarn Bloodfist, a half orc warrior from the cold northern wastes, and his half-brother Gorth Blackhand. A human female sorceress known as Tassara also provides arcane support for the group. Two other human Black Company fighters accompany the group.

The Black Company has received word that a party of adventurers is interfering in matters in Gravencross, and that they are to be dealt with if they are encountered. Hogarn will raise his hand palm-outwards as he spots the party, feigning greeting, meanwhile issuing silent commands to 'look peaceful' but prepare for battle. He does this without word, as his company are well versed in his leadership.

A search of the remaining bodies after the fight will reveal 8 platinum pieces, 132 gold pieces, 69 silver pieces, gems and precious stones worth 76 gold pieces, two *scrolls of lesser restoration* and a *potion of resist energy (acid)*.

Also, Hogarn is carrying a scroll inside his tunic from The Underlord instructing the mercenaries to search the area in Dead Tree Hill for the third stone. The scroll reads as follows:

Black Company Fighters (2)

CR 3
 XP 800
 Human fighter 2
 LE Medium humanoid (human)
Init +0; **Senses** Perception +0

Defense

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)
hp 25, 23 (2d10+7)
Fort +5, **Ref** +0, **Will** +0 (+1 vs. fear)

Offense

Speed 20 ft.
Melee longsword +6 (1d8+3/19-20)

Statistics

Str 16, **Dex** 11, **Con** 14, **Int** 9, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 15
Feats Power Attack, Shield Focus, Toughness, Weapon Focus (longsword)
Skills Acrobatics -9 (-13 to jump), Ride -4, Stealth -7, Survival +5
Languages Common
Combat Gear *potion of cure light wounds*
Other Gear splint mail, heavy steel shield, longsword, backpack, bedroll, flint and steel, hemp rope (50 ft.), hooded lantern, sack

Captain Hogarn Bloodfist

CR 4, XP 1,200
Male half-orc fighter 5
NE Medium humanoid (human, orc)
Init +5; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)
hp 56 (5d10+10)
Fort +6, **Ref** +2, **Will** +1 (+1 vs. fear)
Defensive Abilities orc ferocity

Offense

Speed 20 ft.
Melee +1 battleaxe +11 (1d8+6/x3)
Ranged throwing axe +8 (1d6+5)
Special Attacks weapon training (axes +1)

Statistics

Str 19, **Dex** 12, **Con** 15, **Int** 10, **Wis** 10, **Cha** 14
Base Atk +5; **CMB** +9 (+11 bull rush); **CMD** 20 (22 vs. bull rush)
Feats Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (throwing axe)
Skills Acrobatics -1, Heal +3, Intimidate +4, Sense Motive +2, Survival +6, Swim +6; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ armor training 1, orc blood
Combat Gear *potion of cure light wounds* (2)
Other Gear scale mail, heavy steel shield, +1 battleaxe, throwing axes (2).

Gorth Blackhand

CR 2, XP 600
Half-orc fighter 3
NE Medium humanoid (human, orc)
Init +4; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 19, touch 10, flat-footed 19 (+9 armor)
hp 30 (3d10+6)
Fort +6, **Ref** +1, **Will** +1 (+1 vs. fear)
Defensive Abilities orc ferocity

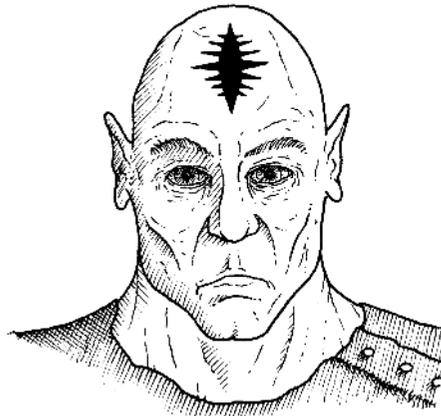
Offense

Speed 20 ft.
Melee silver greatsword +8 (2d6+5/19-20)

Statistics

Str 19, **Dex** 10, **Con** 12, **Int** 7, **Wis** 10, **Cha** 13
Base Atk +3; **CMB** +7; **CMD** 17
Feats Great Fortitude, Improved Initiative, Toughness, Weapon Focus (greatsword)
Skills Acrobatics -5 (-9 to jump), Intimidate +7, Perception +3, Stealth -3; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ armor training 1, orc blood
Combat Gear *potion of blur*
Other Gear full plate, silver greatsword, backpack, bedroll, blanket, winter, fishing net, flask, flint and steel.

"Hogarn, take your Black Company and search the area surrounding Dead Tree Hill. I am looking for another stone like the one the villagers found on the moor. Tell no-one what you are doing, and if you find it report back to me immediately. Also, a group of adventurers have been sniffing around Gravencross asking questions - deal with them! - The Underlord".



Tassara Hexallapton

CR 3, XP 800
Human sorcerer 4
NE Medium humanoid (human)
Init +6; **Senses** Perception +5

Defense

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)
hp 21 (4d6)
Fort +1 (+2 vs. poison), **Ref** +3, **Will** +6
Defensive Abilities Resist electricity 5

Offense

Speed 30 ft.
Melee cold iron sickle +1 (1d6-1)
Special Attacks 2 claws (1d4-1, 7 rounds/day)
Sorcerer Spells Known (CL 4th; concentration +8)
2nd (4/day)-web (DC 16)
1st (7/day)-cause fear (DC 15), charm person (DC 15), grease, magic missile
o (at will)-arcane mark, detect magic, detect poison, ghost sound (DC 14), light, mage hand
Bloodline Abyssal

Statistics

Str 9, **Dex** 15, **Con** 10, **Int** 12, **Wis** 14, **Cha** 19
Base Atk +2; **CMB** +1; **CMD** 14
Feats Combat Casting, Empower Spell, Eschew Materials, Improved Initiative
Skills Escape Artist +5, Perception +5, Ride +5, Sense Motive +6, Survival +5, Use Magic Device +11
Languages Common, Daemonic
SQ bloodline arcana (summoned creatures gain DR 2/good)
Combat Gear *potion of barkskin* +2, *potion of cure light wounds*
Other Gear cold iron sickle, *ring of protection* +1, backpack, belt pouch, parchment (2), sealing wax, signet ring

The Grey Druid

This section details the interactions with the Grey Druid at the Misty Woods.

THE COTTAGE IN THE WOODS

The Grey Druid is a hermit that lives in a small cottage within the Misty Woods. He dresses in a heavy, grey, cloth cloak that matches the colour of his long unkempt beard and is often found wandering the woods tending to the flora and fauna of 'his woods'.

MEETING THE GREY DRUID

You follow the trail through the trees and it emerges into a small clearing where you see a small stone cottage with a series of lean-to shelters, bathed in rays of sunlight that break through the opening in the tree canopy. Smoke gently rises from the stone chimney suggesting its occupant is home.

A throat clears behind you. *"Welcome to my domain, thunder-footed adventurers, I had been told to expect strangers"* he proclaims. Dressed in a full length, woven, grey cloak and wearing a hat fashioned from the skin of small black bear, the stranger's unkempt grey hair protrudes from underneath. His unruly beard hangs matted from his weathered face.

"I am known as the Grey Druid, and many unsavoury types roam these lands and even these woodlands, so let us get you inside out of the way."

With that, he brushes past and heads towards the cottage, *"Quickly!"* he barks.

Inside the cottage is warm, and basically furnished, but he offers hot drinks infused with herbs and cooked vegetables.

The following assumes that the party has not yet been to Dead Tree Hill or Redmidge Marsh, so adjust the conversations accordingly, given that the adventurers may have more information about the locations than the Grey Druid.

This is what the Grey Druid knows:

The Stones - The Grey Druid is sure that there is a third stone to be found, and he suspects it to be somewhere in the valley, possibly near to Dead Tree Hill if rumours of the origin of a third explosion are to be believed. Unbeknownst to the Grey Druid, these rumours are also those heard by The Underlord and why he dispatched the Black Company towards Dead Tree Hill.

In reality, the shape of the valley can often make loud noises seem to come from places they don't originate from.

If the adventurers mention the meeting with Rhuin, it will confirm

his suspicions that the stones are indeed guardians.

If the PCs mention the vision at the Moor Stone, it will confirm his suspicion that there are indeed three stones.

If they reveal the scroll from The Underlord obtained from the Attack by The Black Company encounter, then this will confirm to the Grey Druid that the adventuring party might benefit from investigating over at the Dead Tree Hill area.

The Grey Druid also reveals that his research has found that the stones could be guardians and not responsible for the blight. He believes they may become important and indeed vital to the security of the region. He needs to do more research. He is happy to help the party in a research capacity, as he is past gallivanting around the valley and surrounding areas looking for adventure, but is interested in the balance of nature should anything be untoward.

The Crop Failure - The crops have suffered from Wychblight.

The Dead Villagers - It would seem that they succumbed to the effects of Wychblight from eating infected crop or animal meat. He will send word to Father Firth and Julus Yakkermere, probably in the form of a bird with a small message attached to it, as usual.

The Blight - The blight is called Wychblight and it is a necromantic effect. See the entry below on Wychblight for more information. The Grey Druid knows that Wychblight is deliberate as it has to be laid upon the land as a curse. He knows it can be stopped in its tracks by eliminating the source of the necromancy. The villagers should avoid meat and crops that show the signs of Wychblight in the meantime.

Julus Yakkermere - He doesn't like or trust him, but he is the Sheriff of Gravencross and should be advised on matters affecting Gravencross unless the adventuring party has good reason not to.

The Underlord - He has never heard of The Underlord.

The druid will also send out a call to nature to see if he can help find out more about happenings in the wider region.

The Grey Druid will direct the adventuring party to the Circle Stone if they intend to visit it. He will not accompany them, mumbling about too much research to do.

If the adventurers have been to the Circle Stone and had the vision, and share this information with the Grey Druid, he will confirm that the stones are definitely guardians, and that finding all the stones and their locations is vital to understanding their reason for being here.

WYCHBLIGHT

Wychblight is the result of a necromantic curse on an area of ground containing crops. It is not caused by the stones. The Underlord is responsible for 'testing' this blight on some outlying farmlands near to Gravencross.

Wychblight is an unnatural disease that primarily affects crops. It cannot be transferred to humanoids or animals by touch, only ingestion. Herbivorous animals and humanoids that eat blighted crops can get Wychblight. Eating flesh of Wychblighted animals or humanoids also transfers the disease. The disease remains active on infected crops, animals, or humanoids even up to 7 days after death, and then becomes inert.

On crops, it causes a dark green, mold-like growth similar to normal mold, but consists of tiny, necromantic worms. After 7 days of continual degradation the crops wither and die.

Crops blessed by a cleric before Wychblight affects them, or any crops on consecrated ground are unaffected. It can also be affected by the *remove disease* spell.

Wychblight

Type disease, ingestion; **Save** Fortitude DC 15
Onset 1 day; **Frequency** 1 per two days
Effect 1d3 Str damage, plus 1d3 Con damage; **Cure** 3 consecutive saves

After ingestion and failure of the onset saving throw the disease takes hold and manifests as follows:

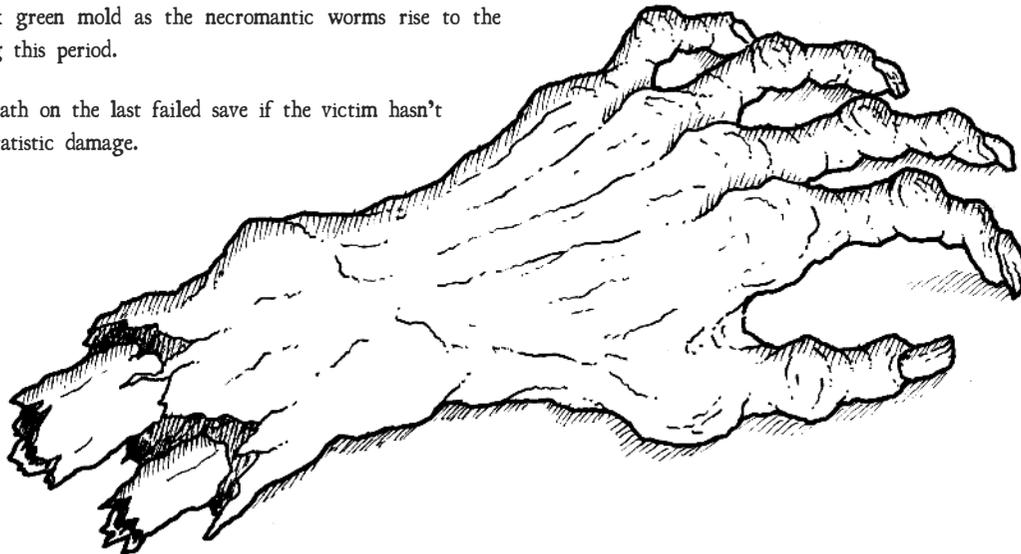
Onset to First Failed Save - gradually worsening sickness and fever during this period.

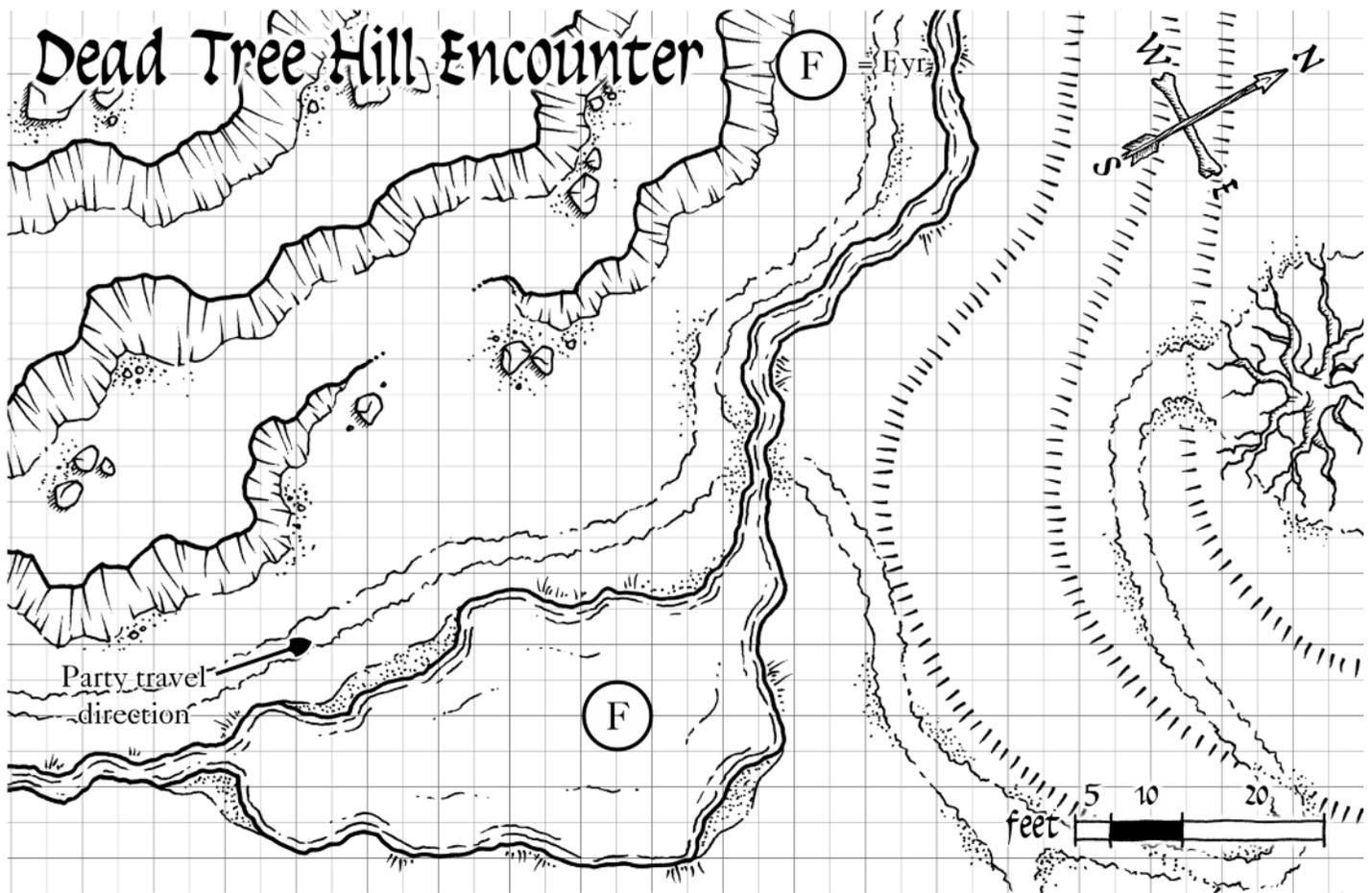
First to Second Failed Save - gradually worsening ravenous hunger, demonic visions/hallucinations, cold and calculating behaviour, patches of green tinged flesh during this period. Humans and animals infected gain +3 to Stealth checks as they become more calculating in hunting down prey, and tend to forego attacking with weapons preferring to use natural attacks such as bites and claws.

Second to Third Failed Save - Internal bleeding, pustules, and blisters. Flesh grows a dark green mold as the necromantic worms rise to the skin's surface during this period.

Then, obviously, death on the last failed save if the victim hasn't already died from statistic damage.

*“Go and tell that
useless goblin-lover,
Yakkermere
to get the
Guild of Farmers
up here and
help us out.”*





Dead Tree Hill

Approaching the Hill

The journey from Gravencross to Dead Tree Hill will take about 4 hours on foot, or 3 hours on horseback, as the last hour on the trail is slow even for horses, and they would have to be walked for the majority of it.

As they near Dead Tree Hill, read the following:

The trail to Dead Tree Hill is long and winding, and it takes an arduous route through rocky terrain and short steep climbs and descents. Finally, as you wind up another stone-strewn incline, you see Dead Tree Hill on your horizon. You crest the ridge and wind down the path towards it, following the path of a small stream. The gnarled and twisted oak tree sits atop a small tor a couple of hundred feet away. In front of it and to the left of the trail, is a pool which is the source of the stream that follows the trail. To your left, a series of ridges rise up, and you also see the source of the pool, a small stream you will need to cross to get to the tor.

Each ridge rises about 20ft and is a DC 12 Climb check to avoid falling back down the loose stone facing. The pool is 35ft across at its widest point, and 75ft long. It is deceptively deep and murky and falls away sharply from the bank to a depth of 55ft in the centre.

Fyr Attack!

The pool is also home to a fyr, a recent visitor to the area, that has just started to enjoy the fruits provided by the Dead Tree Hill landmark and the travellers that seek it.

For fyr statistics refer to Appendix page 60.

The skeletal remains of victims of the fyr lie at the bottom of the pool. Should anyone decide to investigate the depths of the pool they will find the following after a successful DC 20 Search check:

181 gold pieces resting on a section of rocky bottom, 2 emeralds worth 25 gold piece each, a gold decorative crown inlaid with gems worth 110 gold pieces, and a +1 large shield.

There is no third stone in the area, and even when viewed from the top of the tor there is no sign of anything that could be the stone.

Visiting the Druid after Dead Tree Hill

If the adventuring party have been to Dead Tree Hill and decide to return to the Grey Druid, he reveals more information from his research.

He reveals that he has heard from an eagle that was grounded during the storm that another stone may have fallen in the southern part of the Redmidge Marsh, and not near Dead Tree Hill as first thought - he mumbles something about the way in which sound can travel around the valley.

If this is the first visit since the Circle Stone visit and it's vision, then he also advises that he is now convinced that the stones are indeed guardians protecting something, and that the locations of all fallen stones are somehow vital in understanding what they are here to protect.

The adventurers now have the choice to visit Redmidge Marsh to see if the stone is there.

*“Thank you,
but I don't need
your money,
Stranger!”*



Redmidge Marsh

View from the Ridge

The adventuring party are on a ridge of the last set of hills before they descend into the valley. They are about 300 feet above the Coldwater Valley floor.

You swipe at the incessant, unrelenting attack of the midges looking to feed on a host. These insects have a red tinge which is rumoured to be the result of all the blood that they drink from their hosts, and they seem to be slightly larger than midges you are familiar with. Maybe the rumours are true.

You crest a ridge, and look down on the Coldwater River valley. Three hundred or so feet below you, you can see the marsh sprawl across the valley below. As you look down the descent from the ridge you see a curious anomaly amongst the marsh pools shimmering with reflected sunlight, which looks like a large out of place stone surrounded by dirt it's difficult to make out from the ridge at this range.

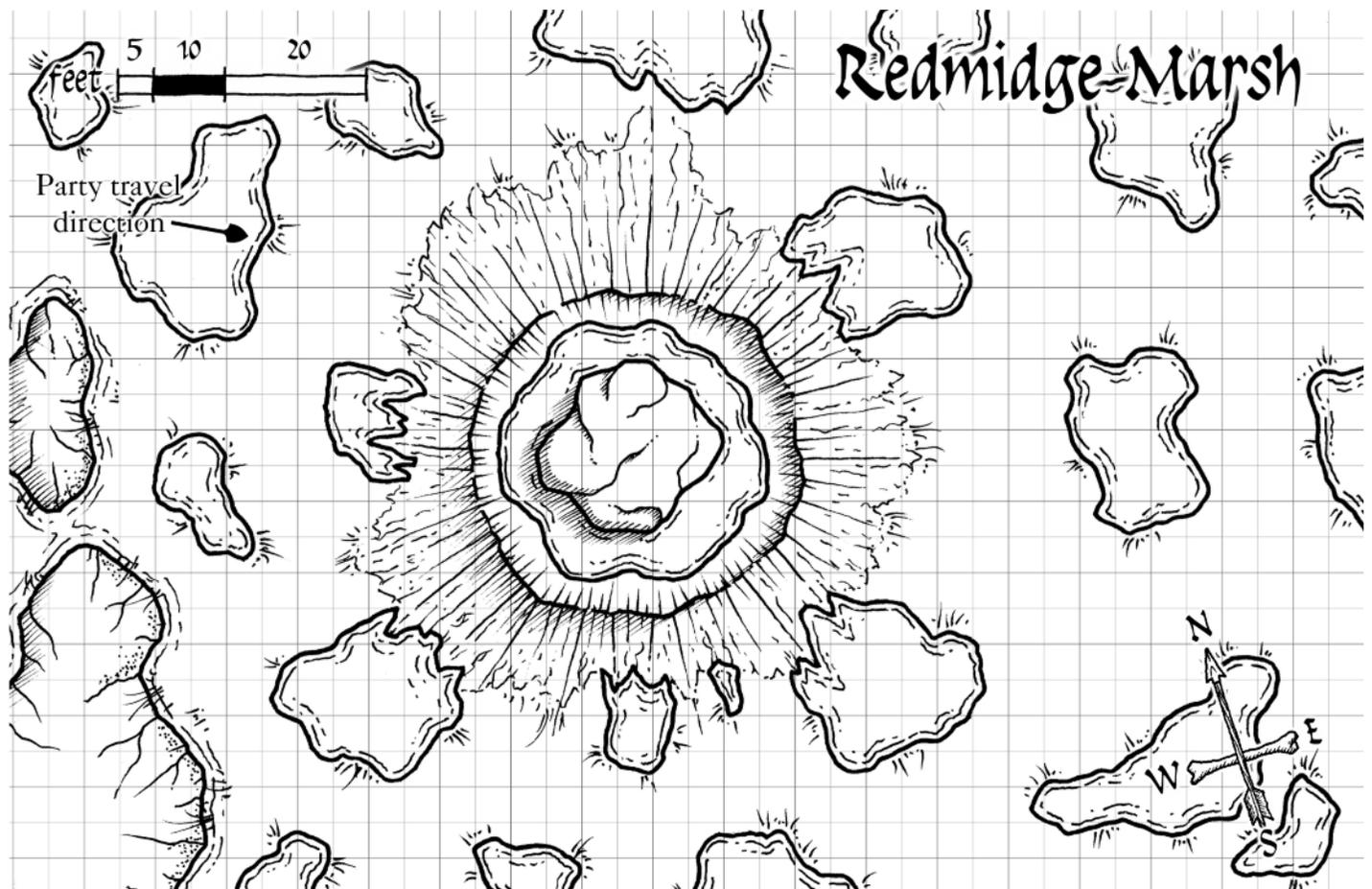
The Stone in the Marsh

As the adventuring party descends (requiring a DC 16 climb check for each 100ft with a fall resulting in 1d6 damage per 10 ft of fall), they lose sight of the anomaly. Eventually they get down to the valley floor, and they have to wade through knee high marsh. Refer to the Redmidge Marsh encounter map.

The stone is indeed the Marsh Stone, the third and final stone to be found. It sits in a crater 15ft deep, which is now 5ft deep of fetid marsh water. The stone looks very similar to the others, yet is marked with some kind of large animal faeces. This is the faecal matter from a wyvern, which has used the stone as a resting perch a few times.

Moving is tricky in the marsh and the valley floor and the pools are treated as difficult terrain. The large stones on the western side of the encounter map and the marsh stone itself are considered to be DC 12 to climb on top of, and 10 feet above the marsh level. The immediate area all around the crater is raised slightly from the marsh level and has dried a little in the sun creating an area of stable ground where movement is not impeded. As soon as anyone treads on this area, a wyvern swoops from the air, silently gliding in from a surrounding ridge top.

The wyvern will attempt to sting the largest character, and carry them off to a higher ridge, then swoop down and carry off a smaller target to a different ridge and eat them.



The wyvern lairs in a small cave 5 miles southeast of the marsh and has a small hoard of treasure amongst the piles of cattle bones it nests upon.

The hoard consists of 12 platinum pieces, 109 gold pieces, 83 electrum pieces, 63 silver pieces, a mithral shirt, and a scarlet & blue ioun stone. This is a high value hoard and thoughts about its discovery by the adventurers should be considered by the game master first or the treasure adjusted accordingly for balance.

The Marsh Stone

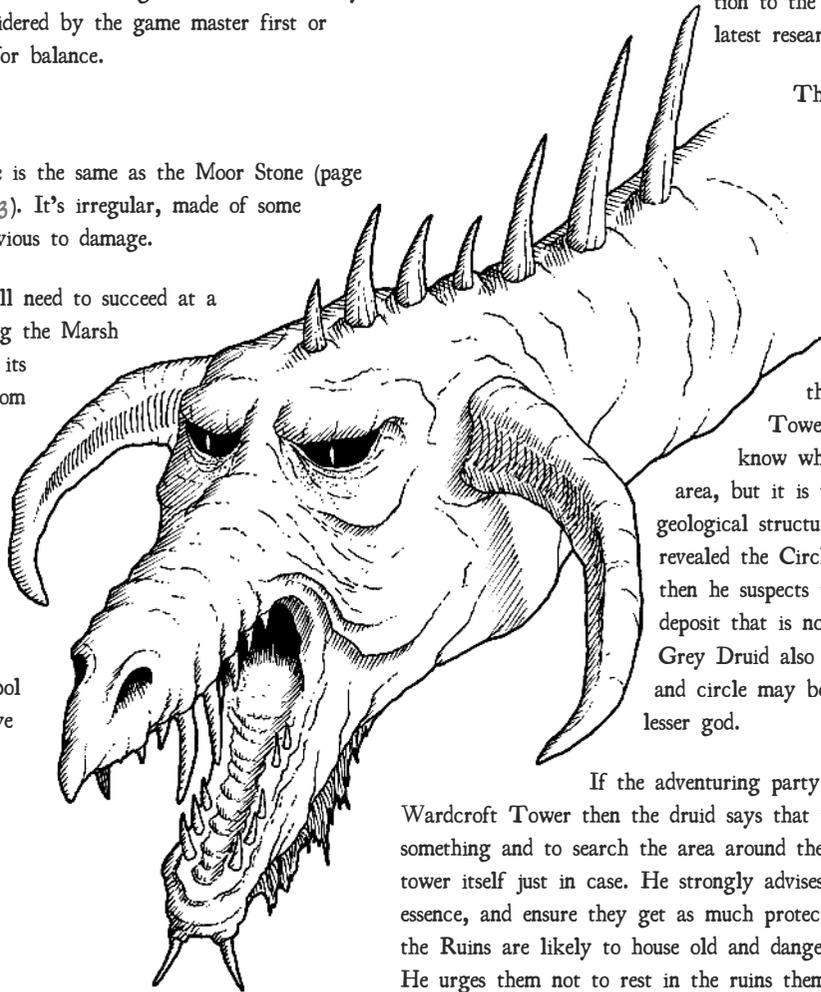
Not surprisingly, the Marsh Stone is the same as the Moor Stone (page 20) and the Circle Stone (page 23). It's irregular, made of some kind of basalt rock, and is impervious to damage.

Once again, the symbol-bearer will need to succeed at a DC15 Will save to avoid touching the Marsh Stone. Once touched it will share its vision which shows three stones from high above the ground laid out in a triangular arrangement, a bright, blinding light shines forth in the centre, then the vision transforms into the holy symbol of Basaltor, a triangle with a central circle.

This time, the whole of the symbol bearer's skin will transform to give the look of stone, also giving DR5/magic for 1d6 hours.

Visiting the Druid after Redmidge Marsh

Once the adventuring party have been to Redmidge Marsh, found the third stone, received the Marsh Stone's vision and revealed this information to the Grey Druid, he reveals his latest research.



The Grey Druid has discovered that the stones fall in threes, and as the vision confirms, their triangular position centres on the area they are designated to protect. This means the guardians are centred on the Ruins of Wardcroft Tower. The Grey Druid doesn't know why they are protecting this area, but it is usually to protect some geological structure. If the adventurers have revealed the Circle Stone vision to the druid, then he suspects this to be a gem/mineral deposit that is not to be disturbed. The Grey Druid also speculates that the triangle and circle may be a symbol related to a lesser god.

If the adventuring party has already been to Wardcroft Tower then the druid says that they must have missed something and to search the area around the tower and not just the tower itself just in case. He strongly advises that speed is of the essence, and ensure they get as much protection and healing magic as the Ruins are likely to house old and dangerous magic and guardians. He urges them not to rest in the ruins themselves.

Wyvern (1)

CR 6
XP 2,400
Male wyvern (The Pathfinder Roleplaying Game Bestiary)
N Large dragon
Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +18

Defense

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)
hp 79 (7d12+28)
Fort +9, **Ref** +6, **Will** +8
Immune paralysis, sleep

Offense

Speed 20 ft., fly 60 ft. (poor)

Melee bite +10 (2d6+4 plus grab), sting +10 (1d6+4 plus poison), 2 wings +5 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks rake (2 talons +10, 1d6+4)

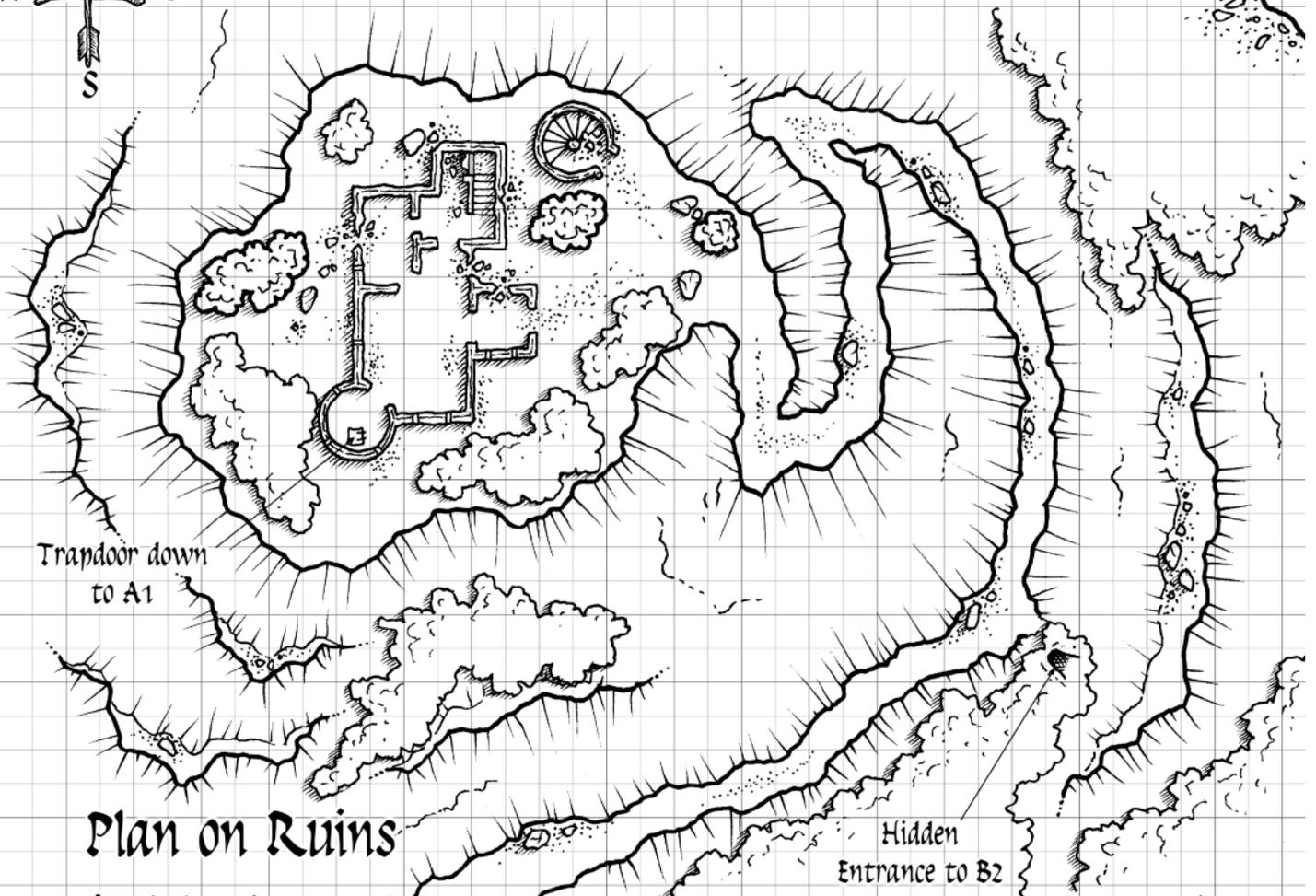
Statistics

Str 19, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 23
Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7;
Racial Modifiers +4 Perception
Languages Draconic

Special Abilities

Poison (Ex) Sting-Injury; *save* Fort DC 17; *freq* 1/rd for 6 rds; *effect* 1d4 Con; *cure* 2 cons saves. This save DC is constitution based.

Wardcroft Ruins



Act 3

Lair of The Underlord

The Ruins

The Wardcroft Ruins are a landmark for miles around, sitting atop a plateau on the basalt prominence known as Haylan's Crag. It sits on the westernmost ridge of the Wyvern Hills. A pathway winds its way up the elevation.

The route into the second part of the Cellar Level is hidden in the undergrowth just off the approach road. A Spot check DC25 will identify footprints of humanoids leading off the trail and into the undergrowth, and it is here that a roughly 5ft circular tunnel entrance is carved into the hillside.

In a few scattered locations on and around the area surrounding the crag, the party can find what looks like construction rubble consisting of mainly cut stone. It seems to be slightly out of place and is actually small clusters of excess construction rubble from the Deep Levels.

Optional rule: If this is the first visit to Haylan's Crag and the third stone has not yet been found - and the gamemaster wishes to have the adventurers explore further first, then the gamemaster has the option to prevent this entrance from being found if they feel it is acceptable to do so (i.e., no footprints and unsuccessful spot checks).

The ruins consist of a main building and a lone tower, all in a state of decay and disrepair. The ruins were originally constructed of basalt blocks carved from a quarry near the crag. They are now covered in mosses, lichens, and vines. A few pine trees and thorn bushes dot the plateau, as well as some large boulders.

A pair of ogres lurk in the ruins above ground protecting the local area around the ruins. Unless the adventurers are attempting to move stealthily up to and through the ruins, the Ogres will wait until the adventuring party gets near the trees close to the lone tower ruin on the northern edge of the plateau, and run from the main building ruins to attack.

The Ogres have been employed by Captain Hogarn and ordered to kill anyone that passes the two stones at the top of the winding path.

Ogres (2)

CR 5
XP 1600
Male ogre (The Pathfinder Roleplaying Game Bestiary)
CE Large humanoid (giant)
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

Defense

Normal Ogres:

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 39, 35 (4d8+12)

Armoured Ogres:

AC 19, touch 8, flat-footed 19 (+6 chainmail armor, -1 Dex, +5 natural, -1 size)

hp 38, 36 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

Offense

Speed 30 ft.

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Statistics

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, **Perception** +5

Languages Giant

Other Gear hide armor or chainmail, greatclub, javelin (4)

The exception is anyone that wears a black cloak with a red cowl covering their head, and they must be allowed to pass where they please. The ogres are fearful of the retribution of Captain Hogarn, so grudgingly obey this command for the moment although still show their disdain of anyone that approaches the ruins wearing the 'safe' cloak.

The ogres do not know about the secret entrance into the Cellar level just off the approach road in the undergrowth.

If this is the first visit to the ruins, then use the Normal Ogre statistics, as they will not be in chainmail armour.

Note that if this is the second visit to ruins, then use the statistics for the Armoured Ogres. They have also been asked to attack anyone that sets foot on the plateau.

The Ogres sleep in the north-western part of the main ruin, and their lair consists of dried grass, cattle bones, and the skeletal remains of a human. This is actually a victim that was murdered by Captain Hogarn, and given to the Ogres as free food, which handily disposed of any evidence linking Hogarn to the crime.

The ogres have stashed a small hoard under the crumbled stairs in the north tower of the ruins. It consists of the following: a medium suit of full plate, 2 masterwork heavy steel shields, +1 ghost touch scimitar, 3

sheep skulls, 26 gold pieces, a giant rat skeleton, and 38 small round shiny pebbles.

The players may now investigate the lower levels of the ruins.

Should the adventurers decide to set up camp on the hill for any reason, they will be attacked by a band of 4 guards from the Ruins (that have exited via the B2 entry/exit).

Additionally, the PCs should also be advised to take as much healing and protection into the Ruins with them, possibly through the Grey Druid sending them a messenger ensuring they are stocked up and that speed is of the essence, and that sleeping and resting beneath and near the ruins is not advisable.

If they leave and later return to the ruins, anything from the Deep Levels that has been killed will be replaced (other than named adversaries such as The Turturess and Olaf & Bulla), and they should also notice a seeming increase in defences.

Underground Construction

The Cellar and Crypt levels are original as constructed by the Wardcroft family.

The stairwell from C12 is new, and creates access to the Deep Level. This level was part of a much older undiscovered series of crypts pre-dating the Wardcroft family by more than a thousand years. Whilst the family knew of the ancient crypts, they sealed them up.

As such, The Underlord has refurbished these older crypts since reopening access, plundered the valuables, and begun to extend the level for his own plans. D9, D18, D19, D21 to D24 and part of the approach into D24 from D16 are all newly constructed.

The excess construction rubble is cleverly re-used within the construction to build up old floor levels and block or fill unwanted spaces. Any unwanted excess is periodically removed. Rather than being taken up and out through the cellar and crypt levels, and thus raising attention, The Underlord uses extra dimensional spaces and short-lived portals to keep it out of the way. A good scout around the crag and surrounding area will find a few small areas where construction rubble lies.

The dungeon levels on the maps are noted with a reference number which corresponds to an area description below for the relevant room. As an example, area descriptions are headed as follows:

A1. Room Name

[Depth below local ground level, Width in feet, Length in feet, Ceiling height in feet, ceiling type, wall type, smells, sounds, lighting]

Cellar Entrance - via ruins

All room descriptions on this level assume that adventuring party have a light source or can see in the dark. Unless otherwise noted, the following notes apply to all rooms and corridors on the Cellar level:

- Ceiling height = 15ft flat,
- Granite block construction,
- Doors are good wooden. Break DC (stuck 16, locked 18), Hardness 5, 15hp.

In the southwest of the buildings atop the tor is a rounded structure, which has a weathered and rotten trapdoor which leads down into the first part of the Cellar Level. The area around the trap door is carefully made to look untouched so as to think that no-one has used this entrance in a while maintaining the pretence of nothing untoward going on.

A1. Spiral Stairs

[-30ft, 5ftW, n/a, 15ftH, flat, granite block, dank and musty, occasional drip of water, dark]

A set of well-worn, stone spiral stairs leads down into the darkness below. Roots and tendrils hang down through the cracks in the ceiling blocks.

A light source is required once down past 10ft in depth. The stairs descend 30ft.

A2. Cellar

[-30ft, 25ftW, 25ftL, 15ftH, flat, granite block, dank and musty, occasional drip of water, dark]

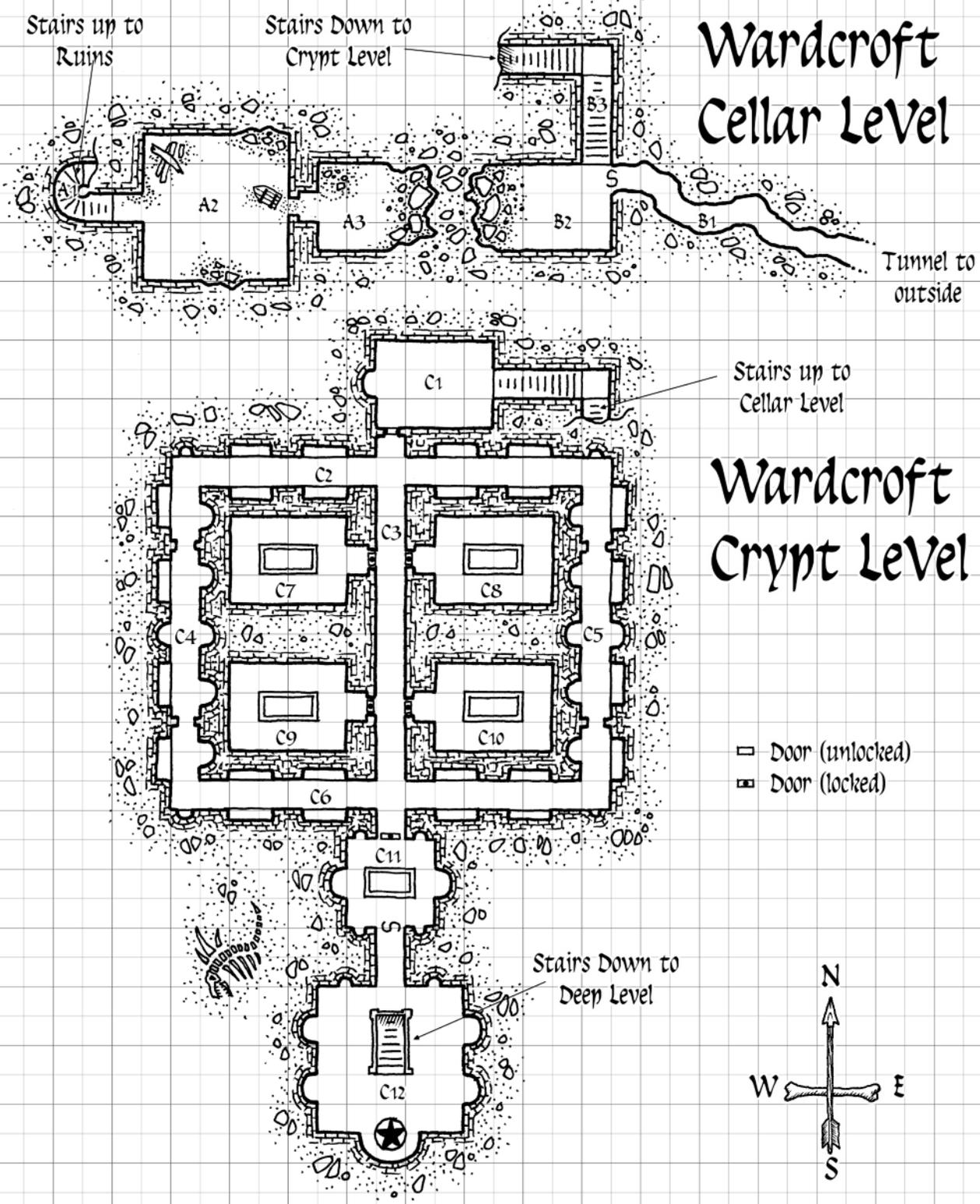
Assuming there is a light source or the adventuring party can see in the darkness, read the following:

The stairs open into what looks like an old cellar. Shattered and splintered wooden shelves and barrels lie strewn across the floor. Parts of the wall block facings have fallen away in places revealing the excavated chamber rock and earth behind. Ahead a doorway leads into another dark room, the door lies on the floor having fallen from the rusty hinges.

The room contains a few old copper coins green with verdigris, which are littered around the floor, and some small animal bones.

A3. Cold Storage (Western)

[-30ft, 15ftW, 20ftL, 15ftH, flat, granite block, dank and musty, occasional drip of water, dark]



This room contains broken wooden shelves now rotten, and broken earthenware pots and urns. The eastern wall of the room is collapsed and huge stones litter the floor.

This room used to be a cold store for the main building, and was used to contain the salted and dried meats for the Wardcroft family. The collapsed eastern wall is a deliberate collapse to prevent anyone gaining access to the crypt levels unless they use the hidden tunnel. Should anyone want to attempt to start removing the stones they can do so, however after removing stones for an hour more rubble tumbles down dealing 2d6 damage (Reflex save DC15 for half damage). This should be a warning that removing anymore rubble could risk a collapse of the plateau above.

Cellar Level - via Hidden Tunnel

B1. Tunnel

[-110ft to -30ft, 5ftW, n/a, 5ftH, flat, granite block, dank and musty with smell of animal scat, occasional drip of water, dark]

You push away the brush and undergrowth, and a tunnel leads into the darkness. The tunnel is hewn from the rock of the crag. It is clear that the tunnel is occasionally used by animals judging from the smell.

The tunnel contains three giant ants that attack from higher up the tunnel as soon as anyone gets 15ft into the tunnel entrance. The ants are there purely by happenstance. There are no guards at this entry point, as it is considered to be sufficiently hidden and the Ogres would be a good enough deterrent.

Fighting in the tunnel is limited to one abreast for the adventuring party, but the ants can attack two abreast. Note that the ceiling is only 5ft high, so tall characters will have to stoop.

The tunnel ascends approximately 80ft and twists and turns on its ascent. At the end of the tunnel it ends in a flat stone wall. The wall is actually the reverse side of a secret door, which is opened by pressing a stone block on the wall.

B2. Cold Storage (Eastern)

[-30ft, 15ftW, 20ftL, 15ftH, flat, granite block, dank and musty, occasional drip of water, dark]

The secret door hinges open into a 15ft wide room. Puddles of water catch the moisture dripping from roots above poking through the ceiling blocks of stone. Strewn on the floor are broken and rotting timbers from what look to be old shelves and barrels, as well as broken earthenware pots and urns. The western end of the room is a mass of boulders and stones from a collapse of some kind. To your right, a set of worn flagstone steps descends into darkness.

The collapse is the other side of the same collapse in A3, and the same applies in terms of digging through it. The room was used as a cold store and various husks of foodstuffs and old bones from carved meats can be found. There is nothing of value amongst the room contents and debris.

One of the puddles is actually a Gray Ooze, and it rests near the collapse. Any adventuring party approaching near the collapse and not taking care will need to make a DC15 passive perception check or be subject to a surprise attack by the ooze. The ooze has no treasure.

Giant Ants (3)

CR 5
XP 1600
Male giant ant (The Pathfinder Roleplaying Game Bestiary)
N Medium vermin
Init +0; Senses darkvision 60 ft., scent; Perception +5

Defense

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 25, 24, 21 (2d8+9)
Fort +6, Ref +0, Will +1
Immune mind-affecting effects

Offense

Speed 50 ft., climb 20 ft.
Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

Statistics

Str 14, Dex 10, Con 17, Int -, Wis 13, Cha 11
Base Atk +1; CMB +3 (+7 grapple); CMD 13 (21 vs. trip)
Feats Toughness
Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival

Special Abilities

Poison (Ex) Sting-Injury; save Fort DC 14; freq 1/rd for 4 rds; effect 1d2 Str; cure 1 save.

Gray ooze (1)

CR 4

XP 1,200

Male gray ooze (The Pathfinder Roleplaying Game Bestiary)

N Medium ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

Defense

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Defensive Abilities ooze traits

Immune cold, fire.

Offense

Speed 10 ft.

Melee slam +6 (1d6+4 plus acid and grab)

Special Attacks constrict (1d6+4 plus 1d6 acid)

Statistics

Str 16, **Dex** 1, **Con** 26, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ acid, transparent

Special Abilities

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for one full round in order to deal this damage. The save DC's are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

fourth step in the second flight going down, a loose stone in the vertical face of the step can be removed. A search of the stairs Search DC22 reveals this loose stone, and once removed reveals an old cracked leather scroll case, inside is a parchment revealing the text "*Lord Wardcroft protects the family wealth behind his crypt.*", as well as a rotting leather pouch containing 35 platinum pieces and a *potion of haste*.

The stairs emerge into room C1 on the Crypt level.

*"There's something
untoward
happening up in
Gravencross I tell ya!"*

With a successful tracking check DC16, footprints both booted and barefoot can be seen in the area between the stairwell and secret door, which seem to be humanoid in nature.

B3. Stairwell to Crypt Level

[-30ft to -60ft, 5ftW, n/a, 10ftH, flat, granite block, dank and musty, occasional drip of water, dark]

The stairwell descends down into the darkness. Rusting sconce brackets line the walls either side of the descent. After 15ft, the stairwell reaches a landing, and bears left down another set of stairs.

The stairwell descends a further 15ft. The sconces are rusty and of no use if prized off the walls, crumbling apart in the hands. On the

The Crypt Level

All room descriptions on this level assume that adventuring party have a light source or can see in the dark where required. Unless otherwise noted, the following notes apply to room and corridor constructions on the Crypt level:

- Ceiling height = 10ft vaulted,
- Granite block construction,
- Doors are iron. Break DC (stuck 28, locked 28), Hardness 10, 60hp.

Iron Cobra (2)

CR 2
XP 600
Male iron cobra (The Pathfinder Roleplaying Game Bestiary)
N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)
hp 15 (1d10+10)
Fort +0, **Ref** +2, **Will** +0
DR 5/-; **Immune** construct traits; **SR** 13

Offense

Speed 40 ft.
Melee bite +3 (1d6+1 plus poison)
Special Attacks poison

Statistics

Str 12, **Dex** 15, **Con** -, **Int** -, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)
Skills Stealth +12; Racial Modifiers +6 Stealth
SQ find target

Special Abilities

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.
Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. **Black Adder Venom:** Bite - injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

C1. Crypt Entry Chamber

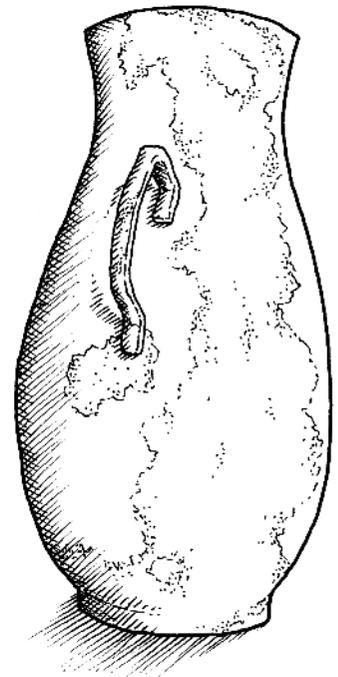
[60ft, 15ftW, 20ftL, 10ftH, flat, granite block, rot and decay, occasional drip of water, dark]

The stairwell emerges into a small chamber that has a full height recess in the western wall. In the recess is a large copper urn patched with verdigris. An old wooden door is set into southern wall near to the recess end of the room.

The recess is semi-circular and full height to the ceiling.

The urn has a loose-fitting lid and is about 3ft high and 2ft in diameter. If a player opens the lid whilst standing next to the urn, they are attacked by two iron cobras inside, which leap out of the urn and attack anyone in the vicinity. The cobras have been placed here by The Underlord, and contain black adder venom.

The door is a strong, iron-banded wooden door. Break DC (stuck 23, locked 28), Hardness 5, 20hp. It has a simple metal latch, and is unlocked but closed. It creaks loudly when opened.



C2. Northern Corridor

[60ft, 5ftW, 85ftL, 10ftH, vaulted, granite block, musty, quiet, dark]

The corridor contains recesses carved into the walls down both sides. The recesses are 3ft high, 7ft long and 3ft deep into the wall, and there are two recesses stacked atop each other. One recess at 1ft off the flagstone floor, one at 5ft off the floor. The recesses contain human or humanoid remains.

The remains are of various members of the Wardcroft family. The remains are in various stages of decay, some skeletal with no clothing, some desiccated or mummified. A few recesses remain empty. Below each recess is a worn and eroded brass plaque, some are etched with the family member's name in an old script. A Linguistics check DC 15 will reveal the names of some of the lesser family members. Some examples are Silas Wardcroft, Jessarya Wardcroft, Fallin Wardcroft, and Pallus Wardcroft.

At each end of the northern corridor a small recess in the northern wall holds a silver urn containing the ashes of Wardcroft family members, with a brass plaque below fastened to the stone wall. The north-eastern urn contains ashes concealing 137 gold coins and a

golden ring worth 22 gold coins. The silver urns are worth 35 gold coins each.

C3. Central Corridor

[60ft, 5ftW, 70ftL, 10ftH, vaulted, granite block, musty, quiet, dark]

A corridor runs off into the distance, you see four doors down the corridor, two on each side. Iron sconces holding old unlit wooden torches line the walls.

The torches in the sconces are usable and can be used to illuminate the corridor. The doors down each side of the corridor are iron doors. Although rusty in places the doors look like they have been used recently. All are now closed and secured from the inside by the wights that reside in the Crypts. They are Strength check DC 28 to break open.

C4. Western Corridor

[60ft, 5ftW, 60ftL, 10ftH, vaulted, granite block, musty, quiet, dark]

This corridor is lined with horizontal burial recesses along the western side, in the same style as the northern corridor. The eastern wall has five semi-circular recesses contains large earthenware burial urns, there is also a burial urn recess in the centre of the western wall.

The horizontal recesses contain remains the same as the northern corridor. The urn recesses contain large urns 3ft high, and 2ft in diameter. These urns contain collections of human bones. The last urn at the southern end of the corridor contains two spider swarms.

C5. Eastern Corridor

This corridor is the same a mirror image of the corridor detailed in the description for C4, with the following exception:

The two central urns are smashed on the floor and old bones litter the floor.

C6. Southern Corridor

This corridor is the same a mirror image of the corridor detailed in the description for C2, with the following exception:

One of the plaque inscriptions on the lower south-western recess is unusually of a non-Wardcroft name, Kildrellan DeBastion. Kildrellan was the great-grandfather of Kallis DeBastion (see Gravencross village location 19). She has roots in the Hoarwyth Valley, which is why she has settled here. She is aware that her father was associated with the Wardcroft family, but unaware of the history or that her great-grandfather's remains are buried here. Kildrellan's remains are not clothed and seem to have been interred here without reverence, almost as a punishment.

Kildrellan's ghost will appear if his remains are touched. His ghost appears as a mighty warrior with a dragon-crested helm and full plate armour. He looks to be a man of importance and honour. He looks at the adventuring party and introduces himself:

"My name is Kildrellan DeBastion, and I would ask that my remains are taken from this place and buried in the church graveyard in Gravencross, with my name on my tombstone so that my successors can find me. Can you do this for me?"

He cannot be attacked or harmed and if attacked simply vanishes. Once his remains have been removed from the crypt and buried in the church graveyard with a tombstone bearing his name, he will appear once more, smiling. He will say "Return this evening at midnight, and a gift will be yours", then disappear. On return to his graveyard at midnight, his sword will appear on his grave. The sword is a +1 *Holy Longsword* in the hands of a non-DeBastion, but +3 when wielded by anyone from the DeBastion bloodline.

This is actually an heirloom of the DeBastion family, and when wielded by a DeBastion has further powers. If Kallis is advised about the weapon and grave, she will offer the adventuring party 1000 gold coins for the sword's return.

Spider Swarm (2)

CR 3

XP 800

Male spider swarm (The Pathfinder Roleplaying Game Bestiary)

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

Defense

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 12, 11 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage.

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), poison

Statistics

Str 1, **Dex** 17, **Con** 10, **Int** -, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** -; **CMD** -

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

Special Abilities

Poison (Ex) Swarm - injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Wardcroft Wight

CR 4 (+1 Additional HD)
XP 1,200
Male wight (The Pathfinder Roleplaying Game Bestiary)
LE Medium undead
Init +1; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 35 (4d8+10)
Fort +3, **Ref** +4, **Will** +5
Defensive Abilities undead traits
Weaknesses resurrection vulnerability

Offense

Speed 30 ft.
Melee slam +4 (1d4+1 plus energy drain)
Special Attacks create spawn, energy drain (1 level, DC 14)

Statistics

Str 12, **Dex** 12, **Con** -, **Int** 11, **Wis** 13, **Cha** 15
Base Atk +3; **CMB** +4; **CMD** 15
Feats Blind-fight, Lightning Reflexes, Skill Focus (Perception)
Skills Intimidate +10, Knowledge (religion) +8, Perception +12, Stealth +17; Racial Modifiers +8 Stealth
Languages Common
SQ create spawn

Special Abilities

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.



NOTES FOR CRYPTS C7, C8, C9, C10 & C11.

The following crypts are occupied by key members of the Wardcroft family, who in death have mostly become wights and one a wraith, with the aid of The Underlord's rituals. In return for life after their death, they have agreed to protect the Deep level from intruders.

Crypts C7 to C11 are all the same construction:

[60ft, 15ftW, 20ftL, 10ftH, vaulted, small granite block, musty, quiet, dark]

The crypt doors C7 to C10 are all made of iron and locked to prevent graverobbers. They are also as noted in the description of the door for C3. A silver plaque on the door reveals the name of the occupant in an engraved flowing script. The plaques are worth 5 gold coins if levered off.

Once the door to a crypt is forced open, the sarcophagus inside bursts its lid and the wight residing there leaps out. The exception is Lord Vedderen in C11 who is actually a wraith, and his sarcophagus remains closed as he incorporates.

As the door swings open, it reveals a small chamber with a central stone sarcophagus shrouded in fine dust and decaying matter. The lid of the coffin bursts off in an explosion of stone and debris, and in the cloud of dust you see glowing red eyes, and hear the rattling of bone and tearing of dried flesh. The creature screams a blood-curdling, high-pitched wail and leaps to attack.

Once any of the crypts marked C7 to C10 have their doors forced open, and the first wight bursts from their crypt, all the wights from the other crypts awaken and begin to work their way out of their chambers to deal with any intruders.

From the time the first crypt is opened it takes the 2 rounds for the other wights to open their sarcophagi, climb out and open the doors to their rooms. They then move at 30ft per round to get to the sounds of the fight, or the crypt that was opened.

Lord Vedderen takes a little longer to arise from his sarcophagus, as he is unfamiliar with his new form, from the first wight's wail, he takes 4 rounds to leave his sarcophagus. He then moves at 60ft to the sounds of intruders, gliding through walls and using his life sense ability. He will flank adventurers where possible to give the wights the best chances to inflict damage.

If this room is examined after the wight fight, then read the following:

As you look inside the crypt, you see an open stone sarcophagus in the centre of the room, its stone lid smashed and scattered over the floor. Small niches containing old, melted candles dot the walls, and a rusty iron chandelier hangs tentatively from the ceiling wrapped in root tendrils. Rotten tapestries adorn the walls, faded and covered in mold

and spores, and the once finely white-washed walls and ceiling are now blackened with age, and roots trace their way through the cracks in the stone work joints.

Read the following entries for specific information relating to the crypts numbered.

C7. Crypt of Dargorth Wardcroft

Once the door is opened, the sarcophagus inside bursts its lid and the wight of Dargorth Wardcroft leaps out.

Dressed as a dandy and foppish socialite, Dargorth was a fine fencer in his time, now his decayed flesh hangs off him, and bones show where once fine garments hung. He rushes to attack the nearest adventuring party, hatred burning within his eyes.

The sarcophagus contains a masterwork rapier, *ring of protection +1*, 100 gold pieces, 50 silver pieces, and a set of ivory gaming pieces worth 25 gold pieces.

C8. Crypt of Hessel Wardcroft

Once the door is opened, the sarcophagus inside bursts its lid and the wight of Hessel Wardcroft leaps out. Dressed in the faded finery of a lord, the small, stocky, and brutish figure is Hessel. He was a rich merchant and only had the best. Now his head bears no flesh other than for a patch on his chin bearing a tuft of wiry grey hair. Hardly any teeth are left in his skull, he grimaces as if in pain, and howls as he fights.

The sarcophagus contains a large pouch filled with 250 gold pieces, 23 platinum pieces, and a *brooch of shielding* (16 damage left).

C9. Crypt of Zalleen Wardcroft

Once the door is opened, the sarcophagus inside bursts its lid and the wight of Zalleen Wardcroft leaps out. Zalleen was a tall, elegant and beautiful lady, but she had a nasty, evil streak that would ensure that no-one disrespected her twice. She is dressed in a mold-covered, off-white gown, covered in stains from the bodily fluids of her rotting corpse. Her visage is one of anguish and terror and her skin hangs loosely from her face. She attacks on sight.

The sarcophagus is empty, as she requested to be buried with no grave goods on her interment.

C10. Crypt of Lassallar Wardcroft

Once the door is opened, the sarcophagus inside bursts its lid and the wight of Lassallar Wardcroft leaps out. Lassallar was a strong warrior of the Wardcroft family, and his tall, broad-shouldered frame suggests a powerful man in life as well as undeath. Lassallar wears a once-fine golden tunic, embroidered with wyverns and dragons. It is now tattered and shredded, and his bones and desiccated skin rattle and flake beneath it.

The sarcophagus contains a masterwork tower shield, *+1 greataxe*, 50 gold pieces, and the skeleton of Lassallar's dead cat known affectionately as Meatbag.

C11. Lord Vedderen Wardcroft's Crypt

[-60ft, 15ftW, 15ftL, 10ftH, vaulted, small granite block, musty, quiet, dark]

Lord Vedderen

CR 6 (+1 Additional HD)

XP 2,400

Male wraith (The Pathfinder Roleplaying Game Bestiary)

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense (60ft); **Perception** +11

Aura unnatural aura (30ft)

Defense

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 58 (5d8+30)

Fort +7, **Ref** +5, **Will** +7; +2 bonus vs. channeled energy

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

Offense

Speed fly 60 ft. (Good)

Melee incorporeal touch +7 (1d6 negative energy plus 1d6 Con drain)

Special Attacks create spawn

Statistics

Str -, **Dex** 16, **Con** -, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +7; **CMD** 22

Feats Blind-fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +11, Fly +7, Intimidate +14, Knowledge (planes) +8, Perception +11, Sense Motive +11, Stealth +12

Languages Common, Infernal, Undercommon

SQ create spawn

Special Abilities

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su) Any humanoid creature that is slain by a wraith becomes a wraith itself in only 1d4 rounds. Spawn so created are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wraith that created them and remain enslaved until its death at which point they lose their spawn penalties and become full-fledged and free-willed wraiths. They do not possess any of the abilities they had in life.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

This crypt is used as access to the Deep level below, and there will be evidence of footfall heading into this room on a successful Survival check DC 12. This door is usually closed, and the wraith and wights do not stir if this door is opened in a certain way. To avoid coming to the attention of the undead, the opener must touch the gold plaque on the door and utter the words “*Lord Vedderen keep us safe from intruders*”. The undead also do not stir if the secret door is opened or the main door to the crypt is opened from the inside by sliding the bar across.

The door to this crypt bears a golden plaque with the name Lord Vedderen Wardcroft. It is worth 20 gold coins. A successful Spot check DC15 will notice that the gold plaque seems worn in places (due to touching).

If this is the first crypt to be opened read the following:

As the door swings open, it reveals a small chamber with a central dirty-white marble sarcophagus and recesses in the walls all around. In the recesses are copper urns and melted masses of candles. As you take in the surroundings, a cold chill passes through you as a black miasma appears around the sarcophagus.

The black miasma is the wraith form of Lord Vedderen. He will take 2 rounds to form into the incorporeal Lord Vedderen and attack the adventuring party.

If this crypt is examined after the wight fight, then read the following:

As you look inside the crypt, you see a sealed, white marble sarcophagus in the centre of the room. Two large recesses on the eastern and western walls display copper urns covered in verdigris. The smaller niches on the north and south walls contain earthenware pots and the melted blobs of old candles. Rotten tapestries and pictures of valiant battles adorn the walls, all are faded and covered in mold and spores. The walls were once painted in red and gold, but the colours are faded and dirty, and fronds and tendrils lace the walls and ceiling.

The copper urns contain the bones of the Lord's faithful mastiff hounds. Both contain collars studded with gold, although the leather is rotten, the gold is worth 10 gold coins per collar. The earthenware pots contained the lord's favourite foodstuffs to take into the afterlife. Now the pots contain barely recognisable dried, black organic matter.

The sarcophagus holds no monetary wealth or jewellery, but does contain a +1 *shocking spiked gauntlet*, and a *wand of cure moderate wounds* (12 charges).

A secret door can be found in the south wall on a Search DC15 check. On a successful Survival check DC15 it is evident that this door is used and the slight traces of tracks leading through this opening, in both directions, is evident.

C12. The Chamber of the Death Serpent

[60ft, 25ftW, 25ftL, 10ftH, vaulted, small granite block, musty, distant chanting of incantations, dark]

The stone secret door slides aside with a grating sound, to reveal a 25ft square chamber. The vaulted ceiling is intricately carved but now damaged and worn with age. Circular recesses line the walls with the largest being in the south wall. It contains a huge marble statue in the form of a skeletal, coiled serpent with the torso and visage of a naked human female wielding a rapier in one hand a buckler in the other.

The most unusual feature of the room is what looks to be a set of stairs in the centre of the room, leading down, surrounded by a low, stone-carved balustrade. The balustrade and stairs seem to be newly constructed.

This room is the old treasure vault for the Wardcroft family. The Underlord spent every copper on the Deep Level excavation and research works. The statue is an old relic from the crypts which The Underlord liked and ordered it to be cleared of vines, cleaned and moved to this location. The room has already been thoroughly checked for secret compartments by The Underlord looking for more coin to fund his plans, and none is to be found.

If the adventuring party can get the statue out of the crypt intact, it is worth 1,000 gold coins as it is the work of the infamous sculptor Xaleesh Darken, who sculpted some of the more deviant pieces of art five centuries ago.

If a player asks and everyone is quiet, the distant sounds of chanting and muttering can be heard coming from down the stairs. Dim flickering torchlight can be made out down the stairwell.

The stairs lead down to the Deep level.

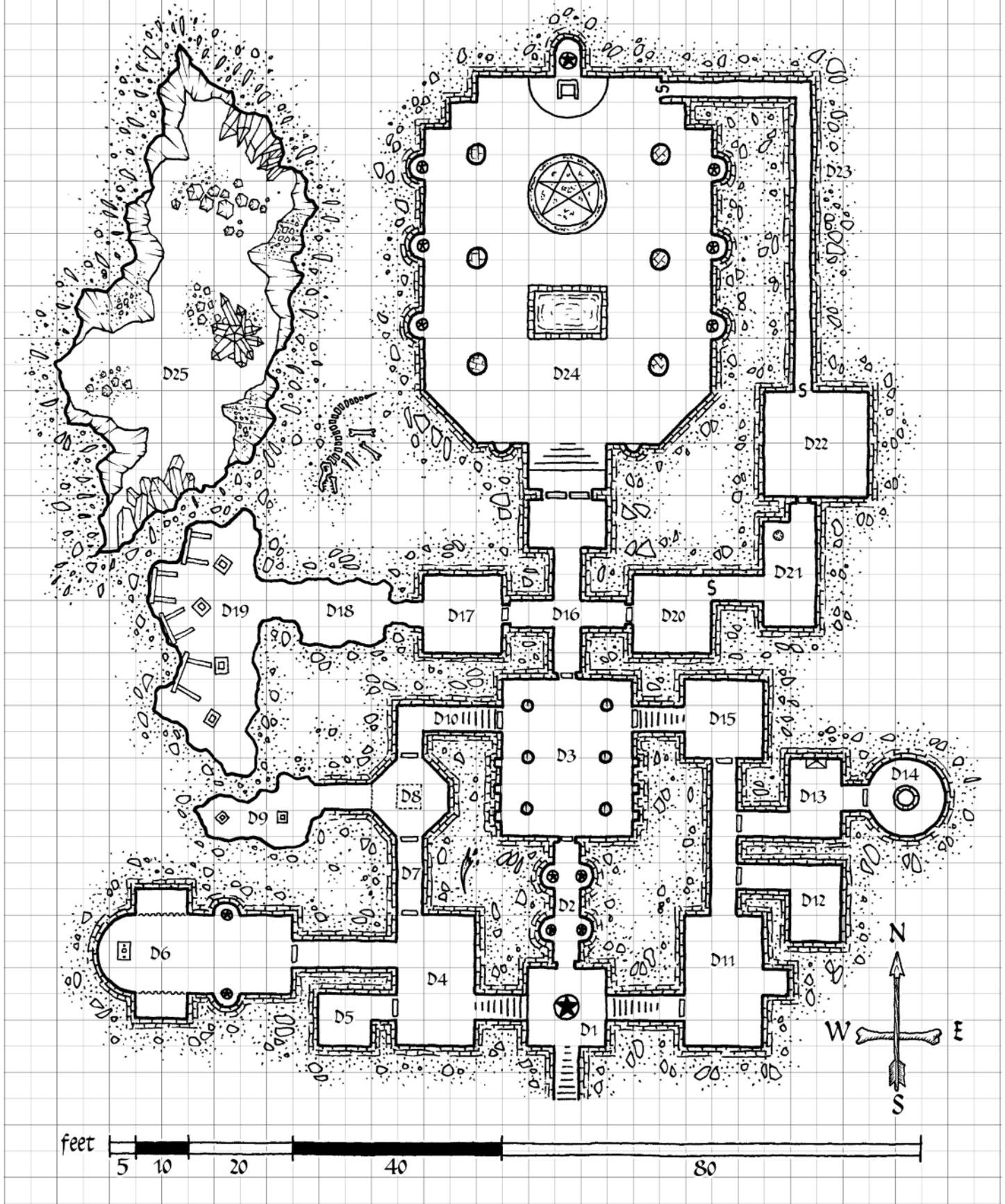
Next Steps

After the Cellar and/or Crypt levels have been explored or indeed at any point in the Wardcroft Ruins below-ground levels, the adventurers may decide to rest up or even head back to Gravencross to recuperate for a day or two.

This should not create too much of an issue as the PCs will not yet have received the vision of the awakening stones until they head into the Deep Level, but it will almost certainly alert The Underlord and his minions to the fact that people have discovered the lair once they head up to the Crypt and Cellar levels and see the aftermath of the adventuring party's last incursion.

In order to deal with the return of the PCs, The Underlord may have posted more Ogres and guards at the entrance at the top of the crag. He may also have guards in the Crypt levels in case the adventurers return via the hidden entrance.

Wardcroft Deep Level



The Deep Level

All room descriptions on this level assume that adventuring party have a light source or can see in the dark where required. Unless otherwise noted, the following notes apply to room and corridor constructions on the Deep level:

- Ceiling height = corridor 10ft flat, rooms 15ft vaulted,
- Granite block construction,
- Doors are iron-banded wood. Break DC (stuck 23, locked 25), Hardness 5, 20hp.

Awakening of the Stones

It is at this point in the adventure as the PCs move from area C12 to D1 that The Underlord opens the portal in area D24 of the Deep Level. This opening causes a minor earth tremor on the whole crag, which unsteadies any standing members of the adventuring party - Reflex save DC10 or fall to the floor.

The adventurers can hear the sound of rock cracking and splitting underneath them, and yet the ground they are on remains intact. The tremor and rumbling appears to be coming from further inside the crag.

As the tremor reaches a crescendo, any non-evil PCs that are in contact or touching the floor or walls of the dungeon, receive a vivid, visual daydream. Basaltor suddenly realises the clear and present danger to the geode, and sends this vision to act as a signal beacon for the elementals to shed their protective shells and proceed towards the geode. Read the following out to the players:

You notice an eery, warm, soft light transfers from the ground and stone of the crag and into your body. Your head begins to swim, and you feel sick suddenly. It passes quickly and then a vision appears in your mind's eye, as clear as if watching it yourself. The Demon Stones crack and split apart into many pieces, and massive humanoid forms made of rock emerge as if born. They stand erect, and turn to face the Wyvern Hills, and purposefully stride off as if focused on a single objective. The vision dissipates and you return to normality.

As a result of the tremor (although not obvious to the adventurers at this point) a crack from the excavated chambers in the deep level to The Glittering Geode begins to appear. This activates the Demon Stones, which immediately shed their protective stone shells to reveal their true large humanoid forms made of basalt, and proceed quickly towards the ruins, stopping for no man or beast.

They use their *basalt glide* ability to enter the crag, and descend to the Deep Level and appear in The Great Chamber (room D24) just as The Underlord finishes his ritual and Ostopheles emerges through

the portal. This will be the same time that the party enters The Great Chamber.

D1. Deep Level Entry Chamber

[70ft, 15ftW, 15ftL, 10ftH, flat, large black basalt blocks, a mixture of incense and musty, distant chanting, dimly lit]

The flagstone stairs descend down into a dimly lit entrance chamber. On either side of the room, a torch in an iron sconce provides flickering shadows around the room. The room smells of patchouli and lavender, which wafts from a brass incense burner on a stand in the north-western corner.

In the centre stands a seven foot tall alabaster statue of a tall, gaunt man wearing robes, a staff in his right hand and a deformed skull in the other. This room looks to be newly created, especially compared to the other rooms in the levels above. On both the eastern and western walls, you see an opening that leads down a further set of stairs. Ahead, an archway leads into another dimly lit passage.

The statue is sculpted in the likeness of The Underlord, and it faces the entrance stairs. The statue is worth 150 gold coins if it can be removed from the complex intact. The incense burner is worth 5 gold coins.

Loud noises in this room will alert the guards in D5.

D2. Corridor of the Four

[70ft, 5ftW, 25ftL, 10ftH, flat, large black basalt blocks, a mixture of incense and musty, distant chanting, dimly lit]

As you look through the archway into the corridor, you see it is lit from above by a wooden, cross-shaped chandelier suspended on an iron chain. Four torches hang in brackets at the end of the wooden arms. Four statues sit in the recesses, lining the corridor two per side. An iron-banded wooden door sits closed at the end of the corridor.

There is a pit trap within the first 5ft of the corridor, and the first person through the archway must make a save or be dumped 30ft down into a spiked pit trap.

The four statues are sculpted to resemble life-size females in flowing gowns, faces contorted in agony with hollow eye sockets. They are actually an intruder device, and when anyone passes between either pair

Pit Trap

CR 6

Type Mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger Location

Reset Manual

Effect 30ft deep (3d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC20 Reflex avoids.

of statues, the eyes glow red briefly (Spot DC 10 if not observing) which alerts the guards in D5. The eyes are 5ft from the floor, so it is possible to crawl under them.

If alerted this way, the guards will be at D2 in 3 rounds. The door to D3 is closed but not locked.

D3. The Black Hall

[70ft, 25ftW, 30ftL, 15ftH, vaulted, large black basalt blocks, a tinge of decay, slightly louder chanting, dimly lit]

This large chamber has a doorway in each of its four sides. The walls have been painted a matte black, and the floor is of a highly polished black slate yet covered in faeces and other foul-smelling lumps of gristle and rotting meat.

Six black, alabaster, fluted pillars support the black ceiling above. Two iron chandeliers are suspended from the ceiling, each holding eight wax candles which give off a dim, flickering light absorbed almost immediately by their black surroundings.

Zombie Hulk (1)

CR 6
XP 2,400
Human zombie lord monk 3
(The Pathfinder Roleplaying Game Bestiary 4)
L.E Large undead
Init +2; Senses darkvision 60 ft.; Perception +11

Defense

AC 19, touch 14, flat-footed 16 (+2 Dex, +1 dodge, +5 natural, -1 size, +2 Wis)
hp 42 (5d8+6)
Fort +4, Ref +6, Will +3; +2 vs. enchantments, +4 bonus vs. channeled energy
Defensive Abilities channel resistance +4, evasion; DR 5/slashing;
Immune undead traits

Offense

Speed 40 ft.
Melee unarmed strike +11 (1d8+8) or
unarmed strike flurry of blows +8/+8 (1d8+8) or
slam +11 (2d6+12)
Space 10 ft.; Reach 10 ft.
Special Attacks flurry of blows, stunning fist (3/day, DC 15)

Statistics

Str 26, Dex 14, Con -, Int 12, Wis 15, Cha 10
Base Atk +4; CMB +14; CMD 28
Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Nimble Moves, Power Attack, Step Up, Stunning Fist, Toughness
Skills Acrobatics +10 (+14 to jump), Climb +16, Intimidate +3, Knowledge (religion) +6, Perception +11, Sense Motive +8, Stealth +6
Languages Common
SQ fast movement, maneuver training

A series of niches line the east and west walls at shoulder height, each containing a cluster of white candles burning away and dripping wax down the walls. In the centre of the room is a huge deformed, humanoid figure. In the dancing lights you can occasionally make out vaguely human features. It lifts its head as the door opens.

It's a zombie hulk that remains motionless other than staring at the PC's as they enter. Once they get inside the room or closer it attacks relentlessly.

The zombie hulk has almost outgrown this room now and spends most of its time eating and defecating in here. Occasionally Olaf or Bulla (see D13) might clean up some of the mess when the hulk is sleeping. The zombie hulk will choose not to fight in any of the 5ft corridors but will squeeze down them as quickly as it can to get into larger rooms to fight.

There is a secret compartment hidden behind the central niche on the eastern wall Search DC20 which contains a bunch of arcane scrolls consisting of *Bull's Strength*, *Acid Arrow*, *Color Spray*, *Lightning Bolt*, and *Displacement*.

D4. Armoury

[80ft, 25ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, a mixture of incense and musty, quiet, dimly lit]

This room is quite well lit, with a few torches in sconces dotted around the walls. Rack of weapons and shields line the walls of what looks like an armoury. A couple of practice dummies stand in the north-east corner.

This room contains many non-magical weapons and shields as can be found in the "Equipment" section of The Pathfinder Roleplaying Game Core Rulebook as the game-master sees fit.

The practice dummies are made of leather filled with wool, and sewn into crude humanoid torso forms with heads. Simple faces have been drawn onto the heads with what looks like blood.

The door to D5 is slightly ajar, and any noise in the room above a whisper will alert the guards in D5.

D5. Guardroom

[80ft, 10ftW, 10ftL, 10ftH, flat, large black basalt blocks, hints of incense, distant chanting, dimly lit]

This room contains five human guards, under the command of The Underlord. They will be in the room sitting around a table eating and playing cards unless they have been alerted and fought already. One of the guards has just returned to the room after a check of the adjacent rooms to see if he could find out what the tremor was all about. The door will be slightly ajar, and if the adventuring party are sneaking up to the door, roll a passive perception check for the guards. If they are not heard they will hear slurping and munching, as well as human

voices talking about the terror, and seemingly playing some sort of game. The room itself, unoccupied, is as follows:

The door opens into a 10ft square room, a large rectangular oak table sits in the centre of the room surrounded by six chairs of various manufacture. Candles burn on the table top and in small niches around the walls.

The table is also scattered with half eaten food bowls and playing cards and a few coins. A few assorted weapons lie against the walls. In the centre of the western wall is a carved demonic face made from a solid stone block and set into the wall, it sits about 5ft high and is about 2 feet tall.

When the officer or guards realise something is amiss or the alarm sounds, they all begin shouting and grab their weapons, with the guards loading their crossbows. Moving into the armoury, they see if they can see any enemies at the top of the stairs, if they do, they immediately fire their crossbows and the officer gets ready with his net and javelin.

One guard moves to the foot of the stairs and goes full defense. The officer does his dazzling display. Two move up to provide cover with their halberds, attempting to sunder the weapons of those that attack. If the enemy holds back, they exchange missile fire from cover.

Guard Officer (1)

CR 3
XP 800
Male human fighter 4
LN Medium humanoid (human)
Init +1; Senses Perception +3

Defense

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 41 (4d10+8)
Fort +6, Ref +2, Will +1 (+1 vs. fear)

Offense

Speed 30 ft. (20 ft. in armor)
Melee +1 keen longsword +9 (1d8+6/17-20) or net +7.
Ranged javelin +5 (1d6+3)

Statistics

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12
Base Atk +4; CMB +7; CMD 18
Feats Combat Reflexes, Dazzling Display (longsword), Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +3
Languages Common
SQ armor training 1
Combat Gear *potion of cure light wounds*
Other Gear full plate, +1 keen longsword, net, javelin.

Guards (4)

CR 5
XP 1,600
Male human warrior 3
LN Medium humanoid (human)
Init +0; Senses Perception +5

Defense

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 31, 30, 27, 24 (3d10+3)
Fort +4, Ref +1, Will +1

Offense

Speed 20 ft.
Melee halberd +5 (1d10+3/x3) or
heavy flail +5 (1d10+3/19-20) or
sap +5 (1d6+2 nonlethal)
Ranged heavy crossbow +3 (1d10/19-20)

Statistics

Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8
Base Atk +3; CMB +5 (+7 sunder); CMD 15 (17 vs. sunder)
Feats Alertness, Improved Sunder, Power Attack
Skills Heal +1, Intimidate +5, Perception +5, Ride -3, Sense Motive +3
Languages Common
Combat Gear *potion of cure light wounds (2)*
Other Gear half-plate, crossbow bolts (10), halberd, heavy crossbow, heavy flail, sap, 5 gp

If it is clear that they are engaged by a superior force, they withdraw to raise the alarm, and lead intruders down the trapped corridors if possible.

The coins on the table amount to 18 copper pieces. There is a longsword, two shortwords, a handaxe, and a greataxe leaning against the wall, all non-magical. Hidden in a secret compartment cut into the bottom of one of the table legs is a pouch containing 82 gold coins, and a *potion of cure serious wounds*.

The demonic face is actually the alarm system alert from D2. If activated it emits a quiet screaming sound and the eyes pulsate within a red magical glow. The sound can only be heard by the guards in D5 and possibly the armoury (D4). If the face is dug out of the wall the magical link to the statues is severed, and can be sold as a stone carving for 5 gold coins.

The guards are aware that The Underlord is in the Great Chamber doing research and have been instructed not to disturb him for any reason.

The guards themselves are human warriors, four are guards, and one is a guard officer. On their bodies they have a +1 *Keen Longsword* wielded by the Guard Officer, 57 gold pieces, 24 electrum pieces, 72 silver pieces, 193 copper pieces, and *potions of cure light wounds (2)*.

D6. Sanctum of the Unhallowed

[-80ft, 25ftW, 37.5ftL, 20ftH, vaulted, large black basalt blocks, patchouli and rotting meat, distant chanting, dimly lit]

The door opens into what looks like a church or temple. Iron chandeliers hang from the ceiling, with burning torches bathing the hall in light. Two statues sit in circular recesses along either wall. Red velvet curtains hang further down on both sides.

At the back of the room a larger circular recess is home to an altar with brass candelabra sporting burning red candles and incense burners atop it. The scent of Patchouli is heavy in the air, and barely disguises the smell of rotting meat. Painted on the curved wall of the recess is the image of serpent with a naked female human torso. A red carpet runs from the front of the altar back to the entrance door.

This room is the dominion of The Underlord's partner Elleron, also known as The Torturess. If the Torturess is aware of the fight in D5, then she will be standing at the back of the room near the altar with her longbow poised to let fly at the first thing through the door, and let the ghouls and skeletal champions advance. She will make good use of cover, and will engage anyone attempting to attack her directly

The Torturess

CR 5
XP 1,600
Male human expert 5/fighter 2
NE Medium humanoid (human)
Init +1; **Senses** Perception +11

Defense

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)
hp 52 (7 HD; 5d8+2d10+14)
Fort +6, **Ref** +2, **Will** +7 (+1 vs. fear)

Offense

Speed 20 ft.
Melee +1 heavy flail +10 (1d10+7/19-20) or
masterwork whip +11 (1d3+4 nonlethal)
Ranged composite longbow +6 (1d8/x3)
Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 20
Feats Diehard, Endurance, Exotic Weapon Proficiency (whip), Iron Will, Persuasive, Skill Focus (Profession (torturer)), Weapon Focus (whip)
Skills Craft (traps) +4, Diplomacy +6, Heal +6, Intimidate +12, Knowledge (dungeoneering) +3, Perception +11, Profession (torturer) +19, Sense Motive +11
Languages Common
Combat Gear *potion of cure moderate wounds*, *potion of resist fire*, acid (2), alchemist's fire (2), greenblood oil (2), tanglefoot bag (2).
Other Gear +1 banded mail, +1 heavy flail, arrows (20), composite longbow, composite longbow, masterwork whip, masterwork torturer's tools.

Ghouls (4)

CR 5
XP 1,600
Male ghoul (The Pathfinder Roleplaying Game Bestiary)
CE Medium undead
Init +2; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 16, 16, 15, 13 (2d8+4)
Fort +2, **Ref** +2, **Will** +5
Defensive Abilities channel resistance +2
Immune undead traits

Offense

Speed 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis), 2 claws +3 (1d6+1 plus paralysis)
Special Attacks paralysis (1d4+1 elves are immune, DC13)

Statistics

Str 13, **Dex** 15, **Con** -, **Int** 13, **Wis** 14, **Cha** 14
Base Atk +1; **CMB** +2; **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3
Languages Common

Special Abilities

Disease (Su) Ghoul Fever: Bite - injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

by using her whip to try and trip then as they get within range. She will spit through clenched teeth that they will have to kill her before they find her lover.

The statues are actually Skeletal Champions awaiting command from the Torturess. They were given to her as a gift by The Underlord, and obey her commands.

There are 4 Ghouls hiding behind the curtains in the recesses, and are just awaiting the Torturess' verbal command to attack.

Behind the curtains are instruments of torture which all look to have been used recently, covered with blood, bits of flesh, and gristle: An iron maiden (insert Bill & Ted jokes here), torture rack, brazier with coals and poker, and cabinet full of nasty, torturous prodder, pokers, and gougers.

The Torturess has a stash of hidden valuables in a secret drawer under the torture rack (Search DC22). This includes a *scroll of tongues*, *scroll of hold person*, and a *scroll of fly*.

Skeletal Champion (2)

CR 4

XP 1200

Male human skeletal champion warrior 1 (The Pathfinder Roleplaying Game Bestiary)

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 21, touch 11, flat-footed 20 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 28, 27 (3 HD; 2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning;

Immune cold, undead traits

Offense

Speed 30 ft.

Melee masterwork longsword +7 (1d8+3/19-20)

Statistics

Str 17, **Dex** 13, **Con** -, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth -1

Languages Common

Other Gear breastplate, heavy steel shield, masterwork longsword

The candelabra and altar contents are worth 32 gold coins.

Should the PCs capture The Torturess, she will reveal only one thing, "The Underlord will kill you all and the whole valley will be his once the summoning is completed". Her capacity for pain is staggering, and she will pass out before talking. She could be held unconscious and delivered for justice at the end of the final fight.

D7. Arrow Trap Corridor

[80ft, 5ftW, 15ftL, 10ftH, flat, large black basalt blocks, patchouli, distant chanting, dimly lit]

This looks simply like a corridor with a door at both ends, but it is trapped. The guards in D5 never use D7, D8, and D10 or the 'western route' to D3, preferring the safer eastern route via D11. They will use the trapped western route if they can lure intruders down there.

Wyvern Arrow Trap

CR 6

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

Effects

Trigger Location

Reset None

Effect Atk +15 ranged (1d6 plus wyvern poison/x3).

For wyvern poison refer to the sample poisons in the "Appendices" of The Pathfinder Roleplaying Game Core Rulebook.

The central 5ft section of corridor has a wyvern arrow trap.

D8. Pit Trap Room

[80ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, a mixture of incense and musty, distant chanting, dimly lit]

This octagonal room is also trapped. Only the central 5ft square and the corridor to D9 is un-trapped. The room seems fine until a combined weight of 500lbs is within the non-trapped areas of the room. Anyone in the room but not on the central square or in the D9 corridor will be tipped into a pit filled with stomach acid (Reflex DC17). This acid is removed from the bodies of The Underlord's and Torturess' victims and concentrated. Bits of stomach lining and intestines can be seen floating within. The central 5ft section of the room remains but it has been greased to prevent climbing out easily (DC25 climb check), the same applies to the ascent up the west wall

Stomach Acid Pit Trap

CR 6

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

Effects

Trigger Location

Duration -

Reset Automatic

Effect 30ft deep pit trap (3d6 falling damage); acid damage (1d6 points per round of exposure)

of the trap into the D9 corridor. When the trap is triggered, both north and south doors open up.

The trap was designed to allow people to cross the room one by one, or to make a leap across if the trap had been triggered.

D9. Unfinished Room

[80ft, 15ftW, 20ftL, 10ftH, rough hewn, rough hewn, vague hint of patchouli and earthy smell, distant chanting, dark]

This room is under construction still, and looks to have been abandoned. Building rubble also seems to be stored here. Sturdy timber supports have been wedged in for support to prevent a ceiling collapse. A couple of picks and shovels lie on the floor. The room is unremarkable and contains nothing of value.

D10. Dual Arrow Trap Corridor

[80ft, 5ftW, 15ftL, 10ftH, flat, large black basalt blocks, vague hint of patchouli, distant chanting, dark]

This corridor is similar to D7, but contains two wyvern arrow traps (see room D7 for trap statistics). One is in the corner of the corridor and fires diagonally. The other is on the first 5ft square of the stairs going up.

D11. Guard Hall/Barracks

[80ft, 15ftW, 25ftL, 15ftH, vaulted, large black basalt blocks, smell of cooking meat, clanking of pots/pans and snoring, dimly lit]

The west door to this room is wedged by a chest of drawers to prevent anyone coming in whilst the guards sleep. It can be forced with a DC15 Strength check.

This room appears to be the barracks judging by the bunks and sleeping pallets. Small bundles of belongings and chests dot the room. There are weapons and pieces of armour dotted about the room as if casually removed and left to tidy up later.

The room is empty except for 4 half-asleep guards seemingly still dazed and half-asleep from the earlier earth tremor (use statistics from Room D5). One is fighting the urge to fall asleep again whilst the others are sitting up wiping sleep from their eyes and yawning. They are so used to noises created by the goings on in the ruins and the kitchen staff banging and clanking pots and pans that they do not seem particularly perturbed by the tremor. The remaining beds belong to the guards in D5, and also Captain Hogarn's men.

The room is dimly lit with torches in iron sconces. About half the torches in the room are lit.

There are various simple and martial melee weapons around the room, as well as bits of non-complete armour suits - nothing better than splint mail.

Two of the mattresses are used to hide valuables - a *potion of invisibility*, 32 platinum pieces, and a tanglefoot bag.

D12. Worker Chambers

[80ft, 15ftW, 10ftL, 15ftH, vaulted, large black basalt blocks, cooking food, clanking pots and pans, dimly lit]

This room contains five double bunks, and judging by the various items lying about the room you would say this room is the resting chamber of workers. Pots and pans, shovels and picks, all lie around the room next to sleeping pallets and bunks.

Apart from the mentioned items there is nothing of value in this room. The room is empty.

D13. Kitchen

[80ft, 15ftW, 10ftL, 15ftH, vaulted, large black basalt blocks, food, clanking pots and pans, well lit]

As you open the door to this room, the smell of cooking meat and vegetables assails your nostrils making your mouth instantly water. The flickering light from a blazing cooking hearth casts shadows of two figures on the wall. You can hear pots and pans clanking.

Olaf & Bulla

CR 5
XP 1600
Male and female human fighter 4
CN Medium humanoid (human)
Init +1; Senses Perception +3

Defense

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 42 (Olaf) 36 (Bulla) (4d10+8)
Fort +6, Ref +2, Will +1 (+1 vs. fear)

Offense

Speed 30 ft.
Melee meat cleaver (handaxe) +9 (1d6+5/x3)

Statistics

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12
Base Atk +4; CMB +7; CMD 18
Feats Combat Reflexes, Dazzling Display (handaxe), Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (handaxe), Weapon Specialization (handaxe)
Skills Intimidate +8, Perception +3, Profession (cook) +4, Ride +5, Sense Motive +2, Survival +7
Languages Common
SQ armor training 1
Other Gear studded leather, meat cleaver

The two cooks, Olaf Fourfingers and Bulla Volgador, a human male and female husband and wife team cook the meals here.

The room contains a cooking hearth on the north wall with a metal flue taking the smoke up out of the ceiling to elsewhere. A large table sits along the west wall, and various shelves and cupboards line the walls crowded with cooking paraphernalia.

A door to the east lies ajar, and a faint waft of rotting vegetables occasionally overpowers the heady smell of cooking meats.

If Olaf and Bulla are alerted to the intruders, they will grab meat cleavers from the tables and attack. Bulla will scream at the top of her voice, which is probably the loudest sound the adventuring party has ever heard. This will alert the sleeping guards in D11 if they are still sleeping.

A search of the room reveals 32 gold coins hidden in a jar marked 'salted cockroaches' in a cupboard above the table (Search DC15). A sign made of wood and tied with strands of hemp rope hangs on the wall with the phrase "A meal without mead is called breakfast!" daubed in white paint.

Also, hidden on the inside of the hearth flue is a *ring of minor fire resistance* which is unaffected by the heat, and also unknown to Olaf and Bulla.

Olaf & Bulla will fight like devils if they feel their lives are threatened. They could however be persuaded not to fight and tell the PCs

details of the dungeons and occupants as the gamemaster sees fit, in exchange for a safe escape.

D14. Waste Disposal

[80ft, 15ft dia, 15ftH, vaulted, large black basalt blocks, rotting vegetation, distant chanting, dimly lit]

In this circular room there is a circular stone wall in the centre. The wall is about 3ft high, and 5ft in diameter. The wall surrounds a well shaft that plunges into darkness.

The shaft is used as a waste disposal. Scraps of food (and worse) are tossed down the shaft to rot away.

The bottom of the shaft is 50ft from the floor of room D14, and the bottom is rank and 2ft deep in rotting and decomposing flesh and vegetation. Whilst in the bottom of the shaft, characters suffer from the *sickened* condition, which remains for 2 rounds after exiting the shaft.

A number of small shafts and natural crevices feed into the bottom of the shaft, and it has become a feeding ground for a Violet Fungus.

Violet Fungus (1)

CR 3

XP 800

Violet Fungus (The Pathfinder Roleplaying Game Bestiary)

N Medium plant

Init -1; Senses low-light vision; Perception +0

Defense

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, Ref +0, Will +1

Immune plant traits

Offense

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; Reach 10 ft.

Statistics

Str 12, Dex 8, Con 16, Int -, Wis 11, Cha 9

Base Atk +3; CMB +4; CMD 13

SQ rot

Special Abilities

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save is Constitution-based.

D15. Dining Room

[80ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, cooking food, distant chanting, dimly lit]

This room contains a central wooden oak table surrounded by a number of chairs. It is clearly some kind of dining chamber, and unwashed plates of food cover the table from a recent meal.

This is the dining chamber. The meal was an hour ago, and Olaf and Bulla have not yet got round to emptying the plates and cleaning the room for the next meal. The room is lit by a low chandelier holding four burning, but dwindling, torches.

The meals were meat and vegetables, and bones covered in half eaten meat lie on the table.

D16. Crossroad Corridor

[70ft, 5ftW, varies, 10ftH, vaulted, large black basalt blocks, incense, louder chanting, dimly lit]

This is the crossroads to the excavation site, Great Chamber and The Underlord's personal quarters. The doors to the east and west are made of iron (Break DC 28). The double doors to the north are made of iron inlaid with brass panels depicting the dead rising and destroying a city. These were personally created for The Underlord, and were intended to show his ultimate goal of destroying King's Deeptown with an undead army.

The brass panels (of which there are two) are 3ft wide x 5ft high and worth 200 gold coins assuming they can be removed from the door without damaging them too much. Melted down value is about 13 gold coins.

D17. Elite Guard Room

[70ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, earthy, distant chanting, well lit]

The door to this room is closed (Break DC 25). The following description assumes the adventuring party have not already alerted and confronted the Elite Guard.

As the door opens, you hear quiet talking stop, and the sound of weapons readying. Inside, four heavily armoured men stand to meet you with weapons pointed in your direction.

This room is the chamber where the elite guards reside. They sit and idly chat until summoned by their master. They are unconcerned with the rest of the goings on in the dungeons, other than keeping their master safe. They have strict instructions not to disturb him unless he commands them. They have been trained by the Guard Officer in D5 on using nets, and also how to intimidate opponents using displays of prowess with their guisarmes, and use these to full advantage tripping opponents and staying out of reach.

Elite Guards (4)

CR 7
XP 3200
Male human fighter 4
LN Medium humanoid (human)
Init +1; Senses Perception +3

Defense

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 42, 40, 38, 38 (4d10+8)
Fort +6, Ref +2, Will +1 (+1 vs. fear)

Offense

Speed 20 ft.
Melee masterwork guisarme +9 (2d4+6/x3) or net +7
Ranged javelin +5 (1d6+3)

Statistics

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12
Base Atk +4; CMB +7; CMD 18
Feats Combat Reflexes, Dazzling Display (guisarme), Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (guisarme), Weapon Specialization (guisarme)
Skills Intimidate +11, Perception +3, Ride +1, Sense Motive +3
Languages Common
SQ armor training 1
Combat Gear *potion of cure light wounds*
Other Gear splint mail, javelin, masterwork guisarme

The guards are used to petty squabbling amongst the the minions and visitors to the deep levels, so any signs of an altercation are unlikely to get them to leave their room unless they hear the commotion close to the entry to the Great Chamber.

The room contains a small table, four chairs, and two sleeping pallets. The guards hold on to all their own weapons and armour.

Between them, the Elite Guards carry 178 gold coins, a *ring of swimming*, a *potion of blur*, *potion of invisibility*.

D18. Building Store

[70ft, approx. 10ftW, approx. 15ftL, 10ftH, rough hewn, rough hewn, earthy, distant chanting, dark]

This chamber is a store for the main excavation chamber D19. It contains partly worked stone blocks, chisels, wooden supports, wooden wedges, axes, picks, and shovels. All stored in piles.

Hidden behind a pile of wooden supports is a dirty pouch with a few uncut gems inside, presumably taken from the excavation works. These could make a profit of 50 gold coins if cut by a jeweller.

D19. Main Excavation Chamber

[70ft, approx. 10ftW, approx. 15ftL, 15ftH, rough hewn, rough hewn, earthy, distant chanting, dark]

A large, partly-excavated chamber. Rubble and construction spoil are everywhere. The western wall is supported by timber posts and planks to prevent it from collapse on the unfinished stone. The northern end of the excavation subtly glistens in the light.

Apart from the construction rubble and many timbers holding the structure, there are stone-working and excavation tools all around the chamber, as well as chunks of rock and boulders. Occasionally sprinkles of dust drop from the ceiling to remind the adventuring party that this chamber is unfinished and only tentatively supported. The tremor that occurred when The Underlord opened the portal has made this balance somewhat delicate.

The northern wall contains tiny mineral deposits due to its proximity to The Glittering Geode. There is also evidence of cracks in and around this area. These were also caused by the tremor. If the adventuring party removes more than 2 supports, the chamber will collapse and bury anyone in it alive, and it will also collapse half of D18. Anyone in the collapsing chamber will take 4d6 damage (Reflex save DC15 for half). If the save fails, then the character is *pinned* and begins to slowly suffocate.

D20. False Private Chamber

[70ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, a mixture of incense and musty, close by unintelligible chanting, dimly lit]

The door to this chamber is locked (Open Lock DC 25).

This chamber is more opulent than the rest, and the walls are painted in vermilion. Two chandeliers hang from the ceiling, with torches burning. A bed with rich fur coverings lies in the southern part of the room. There is also a desk with a red leather chair and a number of book shelves. A chest lies open at the end of the bed.

This room is The Underlord's false private chamber, intended to be a decoy. There are books on the book shelves on human anatomy, burial rites, rituals and all manner of dark and nefarious subjects.

The chest contains clothing. There is a black robe with a red cowl, which The Underlord wears if he has to go anywhere near the Ogres on the top of the ruins. A pouch containing 50 gold coins and 2 diamonds worth 25 gold coins each as well as a +1 *dagger* is hidden in the bottom of the chest in a secret compartment (Search DC 22). This is again intended to fool intruders into thinking this is his real chamber.

The desk contains drawers with writing equipment and paper. There are some letters on the desk which are just fabricated letters to make it look like he has contacts in King's Deeptown. The letters incriminate people that have crossed him in his years as Zabbas Thuul and have been left here as a deliberate ploy should the dungeons become discovered by the authorities.

Only The Underlord and Captain Hogarn are aware of the real private chamber (D21), and the library (D22) and tunnel (D23). The architect and any workers involved in the construction of these rooms were fed to the ghouls and lacedons in the dungeons.

The secret door in the north-eastern corner of the room can be found on a Search DC 18. It is also trapped and locked, (trap Search DC 20, Open Lock DC 23, Disable Device DC 18). If activated it does 2d6 slashing damage as a blade drops from the head of the door, Reflex save for half.

D21. The Underlord's Private Chamber

[70ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, a mixture of incense and musty, close by unintelligible chanting, dimly lit]

This room is almost identical in furnishing to his false chamber D20, yet all of the items are his real belongings when not on his person. In addition, there is what looks like a large cage covered with a golden silk cloth in the north west corner of the room.

He also has a chest in this room, but it is locked (Open lock DC 20) and trapped (Search DC 20, Disable Device DC 21). Trap does 1d6 piercing damage +1d6 acid damage unless reflex save for half. Inside the chest are clothes as well as the following: *boots of the winterlands*, *wand of magic missiles (18 charges)* and, *+1 defending mace*. Addition-

ally, there are scrolls of letters that suggest that he has left a bundle of fabricated letters in his false chamber to incriminate the innocent.

The desk contains documents and diaries detailing The Underlord's plans to lay low King's Deeptown, and his hatred of the ruling leaders. Details of the fabricated letter in his false chamber are recorded, as well as all the reasons for incriminating them. There is also a detailed tome seemingly written by The Underlord himself on the 'Implementation of Wychblight', which contains rituals and information on how he had created the blight that affected Gravencross and the Hoarwych Valley.

The shelves are crammed with books on necromancy, undeath, and summoning rituals. All look well-read and some have notes and scribbles in them. One book lies open on the desk, the title reads "Preparing for a Summoning Ritual".

The surprise in this room lies under the golden silk cover, where The Underlord keeps a basilisk as a pet/guardian. The basilisk is sleeping, but if anyone removes the cloth it awakens, takes a moment to fix its gaze, and then thrashes about violently in an attempt to get out of the cage and bite anyone in the room. The cage is locked (DC15) but the basilisk can make Strength checks to break free each round. The cage can be broken open with a Strength check DC20.

In the bottom of the cage is an unlocked secret compartment (Spot DC15) that contains the Underlord's spell book. This spellbook contains all the spells The Underlord has memorised, plus any additional spells the GM sees fit to allow his players to learn. The spells tend to favour the necromancy school.

D22. The Dead Library

[70ft, 15ftW, 15ftL, 15ftH, vaulted, large black basalt blocks, a mixture of incense and musty, close by unintelligible chanting, dimly lit]

This room is the main library and preparation area for The Underlord. Books line the walls covering all manner of subjects, mainly focused on death, necromancy, anatomy, curses, and blights.

In the centre of the floor is a summoning circle in the form of a pentagram drawn in dried blood. Unlit candles are stuck to the floor with melted wax at the points of the star.

In the centre of the circle lies a dead Imp. The Imp was summoned by The Underlord, but did not survive the summoning ritual.

Skeletons on stands and skulls on shelves also dot the room, as well as painting depicting undead rising from their graves and killing townsfolk.

The door in the north wall can be found with a Search DC 20.

Hidden in the library (Search DC 18) is a *scroll of teleport* which is The Underlord's last resort to escape.

D23. The Secret Tunnel

Basilisk (1)

CR 5
XP 1,600
Male basilisk (The Pathfinder Roleplaying Game Bestiary)
N Medium magical beast
Init -1; Senses darkvision 60 ft., low-light vision; Perception +10

Defense

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)
hp 52 (7d10+14)
Fort +9, Ref +4, Will +5

Offense

Speed 20 ft.
Melee bite +10 (1d8+4)
Special Attacks gaze

Statistics

Str 16, Dex 8, Con 15, Int 2, Wis 13, Cha 11
Base Atk +7; CMB +10; CMD 19 (27 vs. trip)
Feats Blind-fight, Great Fortitude, Iron Will, Skill Focus (Perception)
Skills Perception +10, Stealth +10; Racial Modifiers +4 Stealth

Special Abilities

Gaze (DC 15) (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in the manner. The save DC is Constitution-based.

[~70ft, 4ftW, 85ftL, 10ftH, flat, large black basalt blocks, earthy, close by unintelligible chanting, dark]

This secret tunnel is the route The Underlord can use to get between the Great Chamber and his secret quarters in time of emergency. Both ends of the tunnel require a Search check (DC 20) to reveal the secret door.

D24. The Great Chamber

[~80ft, 55ftW, 70ftL, 20ftH, vaulted, large black basalt blocks, a mixture of incense and burning candles, chanting, dimly lit]

This huge chamber is lined with six huge pillars. Hundreds of burning candles and incense burners clutter the entire chamber. Skeletons dressed in armour line the walls on either side in recesses.

A large rectangular pool filled with a green liquid sits near the centre, as well as an intricately designed summoning circle. In the centre of the summoning circle a blurry blue/green haze shimmers.

A raised dais at one of the chamber holds a throne made of bones, with a statue of a skeletal warrior behind it. In front of the throne standing on the dais facing the summoning circle is a tall, gaunt man wearing a black robe with jet black eyes underneath a mask made to look like a skull. He is the source of the chanting, and as you watch, his drone reaches a crescendo as he raises his hands palm upward.

As the adventuring party enters, The Underlord finishes his summoning ritual and Ostopheles steps through the blue/green shimmering gateway into The Great Chamber and into the summoning circle, although he is not yet bound by The Underlord. An instant later the three lesser basalt elementals emerge into the Great Chamber from the walls using their *basalt glide* ability.

The gateway disappears with a loud explosion and shockwave (Reflex DC 15 checks or all in 100ft radius get knocked to floor), which knocks over the candles around the summoning circle, granting Ostopheles his freedom.

The Underlord is weary after the summoning and certainly not looking for a fight. He was hoping to leave Ostopheles in the circle whilst he recovered for the binding ritual, but that plan has backfired. The Underlord looks elated, and also shocked at the same time. He didn't expect Ostopheles to become free before he had chance to bind him, and he is also very concerned to see the elementals.

To see statistics for Ostopheles refer to Appendix page 59, Lesser Basalt Elementals refer to Appendix page 60, and The Underlord refer to Appendix page 56.

The Elementals are attempting to kill The Underlord and destroy the Deep Level to prevent the Glittering Geode's discovery. They believe Ostopheles is a minion of The Underlord, so they seek to destroy him first, highlighting him as the biggest initial threat. The elementals make no attempt to attack the adventurers as if some higher power is

Lacedon (6)

CR 5
XP 1600
Male ghoul (The Pathfinder Roleplaying Game Bestiary)
CE Medium undead
Init +2; Senses darkvision 60 ft.; Perception +7

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (2d8+4)
Fort +2, Ref +2, Will +5
Defensive Abilities channel resistance +2
Immune undead traits

Offense

Speed 30 ft., swim 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)
Special Attacks paralysis (1d4+1 rounds, elves are immune, DC 13)

Statistics

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14
Base Atk +1; CMB +2; CMD 14
Feats Weapon Finesse
Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +11
Languages Common

Special Abilities

Disease (Su) Ghoul Fever: Bite - injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

instructing them that they are allies. If the PCs inflict any damage on the elementals, even accidental area effect spells, then that adventurers neutral status is undone, and the elementals will not hold back on attacking the offending PC if they should get in the way or impede their mission. Until Ostopheles is dead, the elementals will hold off killing The Underlord.

Ostopheles is a little confused after his summoning and his almost immediate freedom, but in light of the attacking elementals he will attempt to destroy them first.

Ostopheles understands that The Underlord is vital to him staying on the material plane, as once The Underlord is killed Ostopheles will be dragged back to his home plane, which he is not keen to do especially as he is currently unbound and free to do what he pleases. He will help keep The Underlord alive if at all possible, positioning himself in front of him and allowing him to cast any defensive magic, whilst defending himself against the elementals. Ostopheles can talk to The Underlord with telepathy but they both speak Infernal and are occasionally exchanging tactics, which any PCs who speak Infernal can understand.

The Underlord issues a command and the pool erupts with six lacedons, and the six skeletons in armour rush to attack, which are skeletal champions (refer to statistics from Room D6).

Ostopheles will scoop up The Underlord and fly to the ceiling just out of melee range to protect his summoner. If The Underlord is taking too much damage from ranged attacks, he will wriggle free and slip to the secret tunnel.

The Underlord will take to the secret tunnel to escape if he feels like the fight is not going his way. He will head to the Dead Library (D22) to use his *scroll of teleport*.

It is intended for the game-master to play out/narrate the fight between the elementals and Ostopheles as a balanced fight, but nonetheless a spectacle secondary to the adventuring party's fight with The Underlord and his minions. If the PCs want to get involved in the elemental/Ostopheles fight, feel free to give them a warning strike. The adventurers are much better providing supporting casting to aid the elementals if they have time.

Once The Underlord is killed, Ostopheles will wink out of existence back to where he was summoned. If any elementals survive, they crumble to the floor after muttering '*leave here, the work is done, you will die if you stay*' in deep, stony voices. The adventuring party will need to escape before the crag collapses in on itself burying The Glittering Geode once again.

Assuming the elementals die before The Underlord is killed, once the last elemental dies, earth tremors and ground movement start to signal the eventual collapse of the levels under Wardcroft.

The adventuring party have an hour to leave the ruins before it collapses, which might give The Underlord the opportunity to slip through the adventuring party's hands and become a future nemesis or threat, bent on revenge.

D25. The Glittering Geode

[105ft, 110ftW, 40ftL, 80ftH, natural rock, natural rock, earthy, quiet, dark]

The Glittering Geode is a huge cavern filled with precious stones in naturally formed clusters in the walls.

If a light source is held in the chamber, the scintillating colours are a spectacular sight to behold.

The value of the gems in the Geode is hundreds of thousands of gold coins, but it is not intended for the adventuring party to get hold of this wealth.

The Curse Lifted

An hour after the last elemental is killed (or the battle is ended), the dungeons collapse and the crag top sinks slightly causing more of the top-side ruins to crumble.

Assuming the adventurers escaped the dungeons before the collapse, they can now head back to safety to bind their wounds and take rest after the massive challenges they have endured.

If they took the documents and papers from The Underlord's false and private chambers, they can pass them to the authorities in King's Deeptown and learn the full scope of the problem that the region was about to endure.

The adventuring party can return to The Grey Druid and recount the details of the final battle, or head back to Gravencross. The Grey Druid can also fill in any missing gaps in the happenings of the stones themselves, having found references to a previous occurrence in old texts.

One of the documents in the private chamber holds information on the deceit of Julius Yakkermere and him keeping the intended 75 gold piece reward money. The adventurers may decide to retain the knowledge, or pass to the authorities.

If the PCs captured The Tortress, they can deliver her to the authorities where she will again be placed into custody. The documents obtained from the dungeon are sufficient to have her sentenced.

If The Underlord escaped, then he can become a recurring nemesis, and will be even more angry and bent on destruction of the King's Deeptown authorities and the characters that stood in his way. If The Tortress was captured, but he fled, then he will attempt to rescue her when the time is right.

Rewards

Assuming the adventurers return to Gravencross, Julius Yakkermere greets the party grudgingly and tries to talk the adventuring party out of going to King's Deeptown to discuss events, as this may expose his deceit in keeping the reward money (75 gold coins) and expel him from his position. This will create another enemy for the party, especially if they expose Julius. The villagers will angrily throw Julius out of the village if he is exposed.

The Gravencross villagers all urge the adventuring party to visit King's Deeptown as does The Grey Druid. If they don't go, then villagers will send word and the ruler and an armed escort will come to Gravencross to seek the party and learn the events.

If the PCs visit King's Deeptown, they will be warmly received with fine meals and rooms near the main palace.

As gratitude for rescuing King's Deeptown from an immediate menace, Lord Horth, a greying but regal and confident man, offers the party members freedom of King's Deeptown, and free lodgings there and anywhere in the Hoarwych Valley.

He also gives each player 500 gold coins, and a fine riding horse and tack.

The adventurers have truly earned the respect and trust of the region's inhabitants, and news travels fast about what they have done. They will be talked about for years to come, and when they walk through the area, people will greet them or whisper to each other about the Heroes of Hoarwych.

Rhuin Graystone arrives in Gravencross also and hugs each and every one of the adventurers for the great work they have done for Basaltor. He received intermittent visions of the adventurers' endeavours over the course of their journeys and happily pays the reward he promised.

Further Adventure

Gravencross and the Hoarwych Valley are rich with adventure opportunities, and Gravencross makes a great place of residence or base for future adventure in the lands. Here are some suggestions:

1. Hobb the Frog goes missing and the Grey Druid asks for help in finding him.
2. Kallis Debastion has not returned after months of being away, and Tarius has a disturbing vision that contains clues to her location.
3. A plague of snakes is said to be affecting the areas around Myrken Lake. Some say a giant man-eating snake has taken up residence in the depths of the lake.
4. The villagers of Gravencross wake one morning to find the White Man o' 'Cross has disappeared from the hill.
5. The Eight Watchers stone circle is reputed to have recently been used by a cult to summon a demon.

We hope you have enjoyed this adventure and we would love to hear your feedback - contact us at www.monkeyblooddesign.co.uk



*“Ah, you must be the travellers
I was told about,
here to rid the land of
the Demon Stone's curse!”*

Appendix

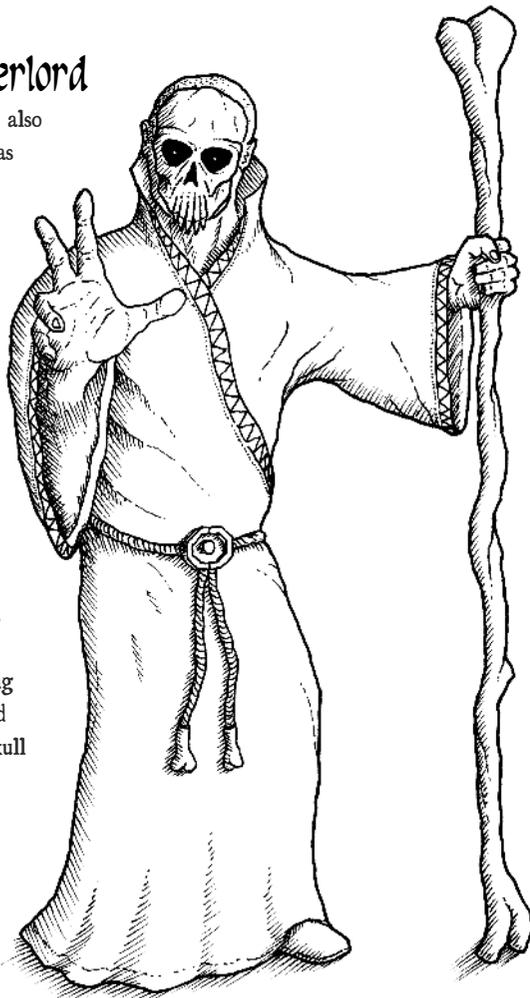
This section contains additional information to help run the adventure. Some is background information, whilst other parts may become important in terms of running the adventure.

Important Characters

The following characters are presented here as a reference. They are key characters to the plot, and are more detailed than other characters that the adventuring party may interact with during playing sessions of the adventure.

The Underlord

The Underlord, also known as Zabbas Thuul (a name he rarely uses or shares with others) is nearing fifty winters old. He keeps a shaven head and face, and appears as a gaunt and pale man, some 6ft tall. He has old tattoos of skeletons writhing up his arms, and often wears a skull mask.



The Underlord

CR 7
XP 3,200
Male human necromancer 8
NE Medium humanoid (human)
Init +2; **Senses** life sight (10 feet, 8 rounds/day); **Perception** +2

Defense

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 48 (3d6+8)
Fort +4, **Ref** +4, **Will** +8

Offense

Speed 30 ft.
Melee unarmed strike +3 (1d3-1 nonlethal) or
underlord's staff +5 (1d6+1 plus 2d6 vs. Undead)
Arcane School Spell-Like Abilities (CL 8th; concentration +14)
9/day-grave touch (4 rounds)
Necromancer Spells Prepared (CL 8th; concentration +14)
4th-*animate dead*, *dimension door*, *silent dispel magic*, *stoneskin*
3rd-*fireball* (DC 19), *halt undead* (DC 20), *haste*, *empowered ray of enfeeblement* (DC 18), *ray of exhaustion* (DC 20)
2nd-*blur*, *command undead* (DC 19), *darkness*, *ghoul touch* (DC 19), *protection from arrows*
1st-*cause fear* (DC 18), *charm person* (DC 17), *endure elements*, *mage armor*, *magic missile*, *protection from chaos*, *ray of enfeeblement* (DC 18)
o (at will)-*disrupt undead*, *light*, *mage hand*, *resistance*
Opposition Schools Divination, Illusion

Statistics

Str 9, **Dex** 15, **Con** 10, **Int** 22, **Wis** 14, **Cha** 15
Base Atk +4; **CMB** +3; **CMD** 16
Feats Combat Casting, Dodge, Empower Spell, Great Fortitude, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Turn Undead
Skills Appraise +14, Bluff +6, Escape Artist +7, Intimidate +8, Knowledge (arcana) +17, Knowledge (dungeoneering) +15, Knowledge (history) +14, Knowledge (local) +14, Knowledge (planes) +16, Linguistics +14, Spellcraft +17, Craft (alchemy) +10
Languages Aboleth, Abyssal, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Infernal, Orc, Undercommon
SQ arcane bond (underlord's staff), power over undead
Combat Gear *potion of cure serious wounds (2)*, *potion of resist electricity 20*, tanglefoot bag.
Other Gear *underlord's staff* (+2 *undead bane quarterstaff*), *ring of freedom of movement*, spell component pouch, spell components.

Special Abilities

Arcane Bond (Underlord's Staff) (1/day) (Sp) Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).
Grave Touch (4 rounds, 9/day) (Sp) As a standard action, touch shakes living foe 4 rds (frighten 1 rd if already shaken).
Life Sight (10 feet, 8 rounds/day) (Su) Gain special blindsight which only sees living and undead.
Ring of freedom of movement This gold ring allows the wearer to act as if continually under the effect of a freedom of movement spell.
Turn Undead (9/day, DC 16) Your Channel Energy can make undead flee.

The Grey Druid

The Grey Druid is a reclusive old man that lives in the Misty Woods, and has done for the last thirty winters. He dresses in a heavy, cloth, grey cloak which matches his unkempt hair and beard, all of which make him look even older than his sixty years.

His real name is Tarris Oakwinter, but this is not remembered by any save Tarius Bowater of Gravencross, who would be hard pressed to remember it anyway.

The Grey Druid rarely visits Gravencross or King's Deeptown, as he gets everything he needs from the Misty Woods and area surrounding it. The people of Gravencross are aware of him and seek his advice in times of need. He knows of the Demon Stones already, especially as the Circle Stone fell not far from him, and due to concerns from the Gravencross villagers and local valleyfolk, he has started looking into what they might be.

He spends his days wondering the Misty Woods and surrounding area tending the flora and fauna of the land he refers to as 'my woods'. He spends his evenings reading his vast array of books which he keeps in an underground chamber below his woodland cottage.

The Grey Druid has a giant frog companion known as Hobb. The druid found Hobb out in the sun dehydrating after a hawk attack back in the druid's youth. He took him home to nurture him back to health, and they have been inseparable since.



The Grey Druid

The Grey Druid
Human druid 8
LN Medium humanoid (human)
Init +1; **Senses** Perception +5

Defense

AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)
hp 54 (3d8+8)
Fort +6, **Ref** +3, **Will** +11; +4 vs. fey and plant-targeted effects

Offense

Speed 30 ft.
Melee +1 defending quarterstaff +3 (1d6+2)
Ranged sling +7 (1d4+1)
Special Attacks wild shape 4/day
Domain Spell-Like Abilities (CL 8th; concentration +13)
At will—speak with animals (11 rounds/day)
Druid Spells Prepared (CL 8th; concentration +13)
4th—control water, cure serious wounds, reincarnate, summon nature's ally IV (animals only) [D]
3rd—cure moderate wounds, dominate animal [D] (DC 19), neutralize poison, speak with plants, stone shape
2nd—animal messenger, barkskin, hold animal [D] (DC 18), lesser restoration, spider climb
1st—calm animals [D] (DC 17), cure light wounds, detect animals or plants, detect snares and pits, endure elements, pass without trace, speak with animals
o (at will)—detect magic, detect poison, know direction, read magic [D] Domain spell, Animal domain.

Statistics

Str 12, **Dex** 12, **Con** 10, **Int** 16, **Wis** 20, **Cha** 12

Base Atk +6; **CMB** +7; **CMD** 18

Feats Extend Spell, Magical Aptitude, Natural Spell, Spell Focus (enchantment), Toughness

Skills Climb +7, Disguise +6, Escape Artist +4, Handle Animal +10, Knowledge (arcana) +3, Knowledge (history) +11, Knowledge (local) +3, Knowledge (nature) +14, Knowledge (planes) +10, Knowledge (religion) +8, Survival +16, Swim +9

Languages Common, Druidic, Elven, Sylvan, Terran

SQ animal companion (giant frog named Hobb), nature bond (Animal domain), nature sense, trackless step, wild empathy +9, woodland stride

Combat Gear oil of magic stone, potion of barkskin +3, potion of cure moderate wounds (3), ring of animal friendship, rod of cancellation, wand of detect magic, scroll of greater restoration.

Other Gear ironwood leather armour, +1 defending quarterstaff, sling, druid's vestment, ring of protection +2, 150 gp

Special Abilities

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

Spell Focus (enchantment) Spells from the enchantment school of magic have +1 to their save DC.

Wild Shape (Su) Shapeshift into a different creature. (8 hours, 4/day)

Hobb the Frog

Giant frog (The Pathfinder Roleplaying Game Bestiary)
N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +6

Defense

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 34 (5d8+15)

Fort +8, **Ref** +7, **Will** +1

Defensive Abilities evasion

Offense

Speed 30 ft., swim 30 ft.

Melee bite +8 (1d6+4) or tongue +8 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 ft.), swallow whole (1d4 bludgeoning damage, AC 12, 3 hp), tongue

Statistics

Str 18, **Dex** 16, **Con** 16, **Int** 2, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Blind-fight, Improved Natural Armor, Run

Tricks Attack, Down, Fetch, Guard, Heel, Hunting, Seek, Stay, Track

Skills Acrobatics +7, Perception +6, Swim +8

SQ Tricks (attack, down, fetch, guard, heel, hunting, seek, and stay)

Special Abilities

Evasion (Ex) No damage on successful reflex save.

Pull (5 feet) (Ex) You can pull targets closer to you.

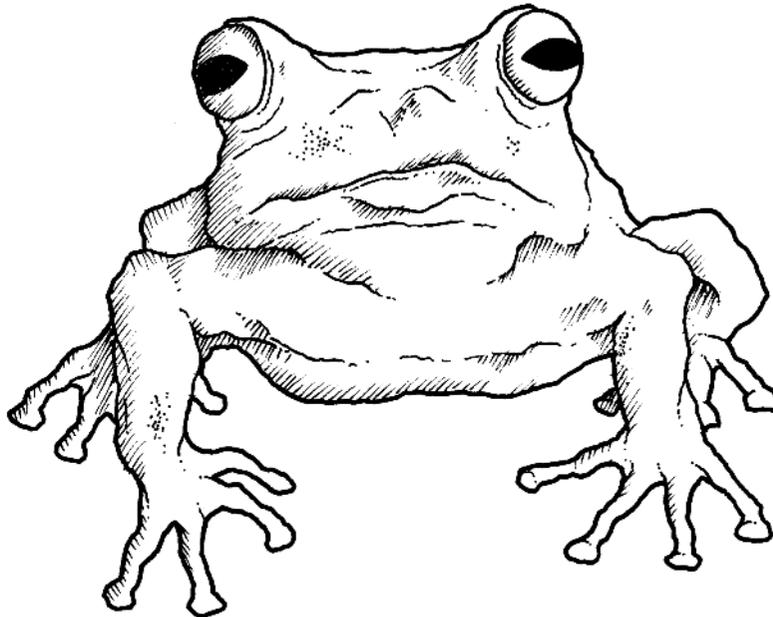
Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Swimming (30 feet) You have a Swim speed.

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Hobb loves big juicy flies, spiders, and beetles for a snack, and The Grey Druid lets Hobb do his own thing wandering around the woods. When sitting with the Grey Druid, Hobb likes to clean himself with his tongue and front feet, rubbing them over his open eyes and face. Occasionally he makes a deep croaking sound.

The adventurers will not necessarily come into contact with Hobb during their meetings with the Grey Druid, but he is there to add some flavour if needed, and maybe even be the cause of a side adventure.



New Monsters & Creatures

The following new monsters and creatures can be found within this adventure, and their game statistics can be found in this section.

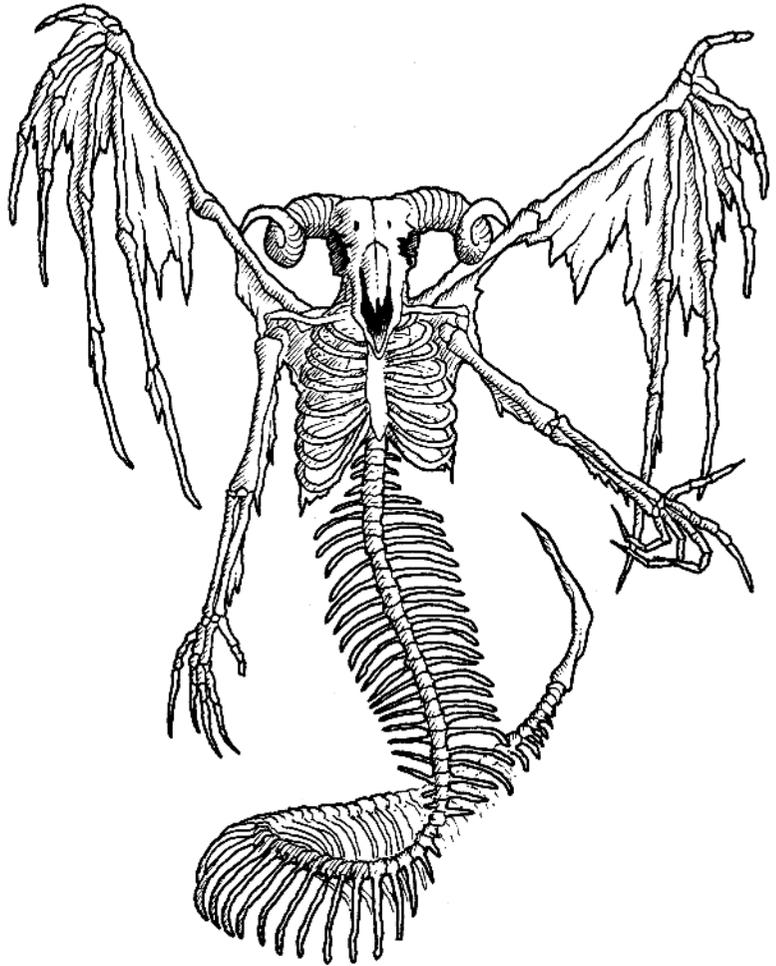
Ostopheles

Ostopheles is a malformed cross between a winged humanoid and a serpent, in skeletal form with dried husks of ancient flesh hanging from its bones. Its head is that of a giant ram with piercing green pinpoint lights set against eye sockets as black as ash.

Ostopheles can fly by beating its bat-like skeletal wings, although such a small amount of flesh exists to create lift, there must be some other dark magicks that raise its form aloft.

Its large hands end in razor sharp talons, and its serpentine body tapers to a vicious poisonous bone spike.

Ostopheles uses a modified version of the bone devil statistics in the *The Pathfinder Roleplaying Game - Bestiary*. He cannot use the usual *greater teleport*, *wall of ice*, or *invisibility* abilities of the bone devil, and he is unable to summon another bone devil. This is due to the way in which the ritual that summoned him was crafted.



Ostopheles

CR 8

XP 4,800

Male modified bone devil (*The Pathfinder Roleplaying Game Bestiary*)

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; **Perception** +19

Aura frightful presence (5 ft., DC 19)

Defense

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)

hp 97 (10d10+50)

Fort +12, **Ref** +12, **Will** +7

Defensive Abilities DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

Offense

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 (1d8+5), 2 claws +14 (1d6+5), sting +14 (3d4+5 plus poison)

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

Special Attacks poison

Spell-Like Abilities (CL 12th; concentration +16)

Constant-fly

At will-contagion, dimensional anchor, major image (DC 17)

Statistics

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*contagion*)

Skills Acrobatics +5 (+9 to jump), Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14.

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Special Abilities

Frightful Presence (5 feet, 1d6 rds, DC 19) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken.

Poison (Ex) Poison: Sting-injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves.

Telepathy (Su) Communicate telepathically within 100 feet if the target has a language.

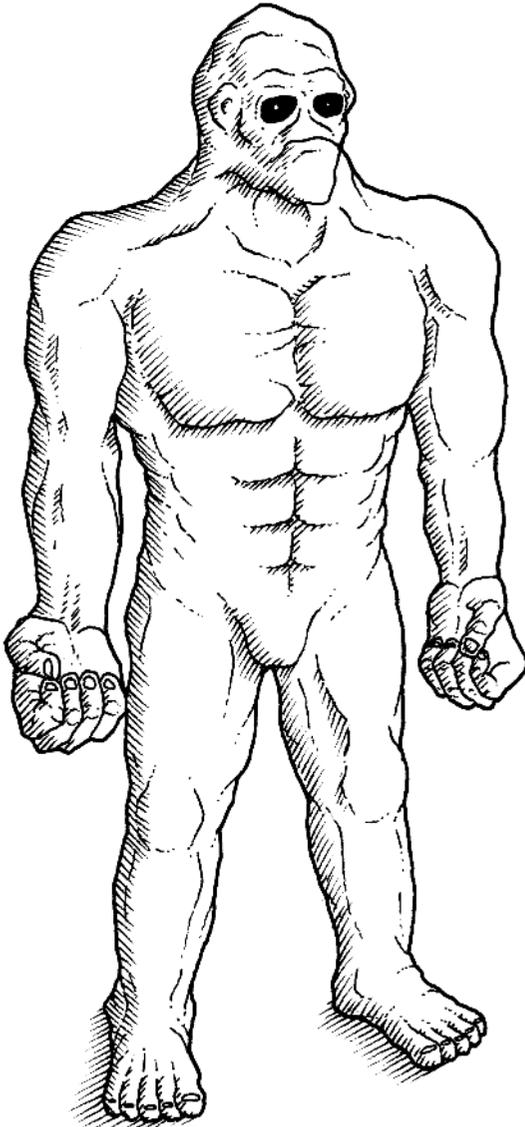
Lesser Basalt Elementals

Lesser basalt elementals stand 10 feet tall and take a humanoid form. Made from volcanic rock and having black eye sockets with central, glowing, red points of light, which extinguish upon their death. They are often dark grey and black in colour, but some other colours are known to exist, primarily red and green.

They are occasionally sent as minions by Basaltor to look after his interests on the material plane.

They attack with their huge fists, and can even make use of rudimentary weapons should they need to.

They have a variant of the earth elemental ability to *earth glide*, called *basalt glide*, allowing them to travel through worked or unworked basalt in the same way that an earth elemental uses its *earth glide* ability.



Lesser Basalt Elemental

CR 5

XP 1,600

Male earth, large elemental (The Pathfinder Roleplaying Game Bestiary)

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11

Defense

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

Defensive Abilities DR 5/-; **Immune** bleed, critical hits, flanking, paralysis, poison, precision damage, sleep, stunning

Offense

Speed 20 ft., burrow 20 ft., basalt glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

Statistics

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16 (+20 bull rush, +18 overrun); **CMD** 25 (27 vs. bull rush, 27 vs. overrun)

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

Special Abilities

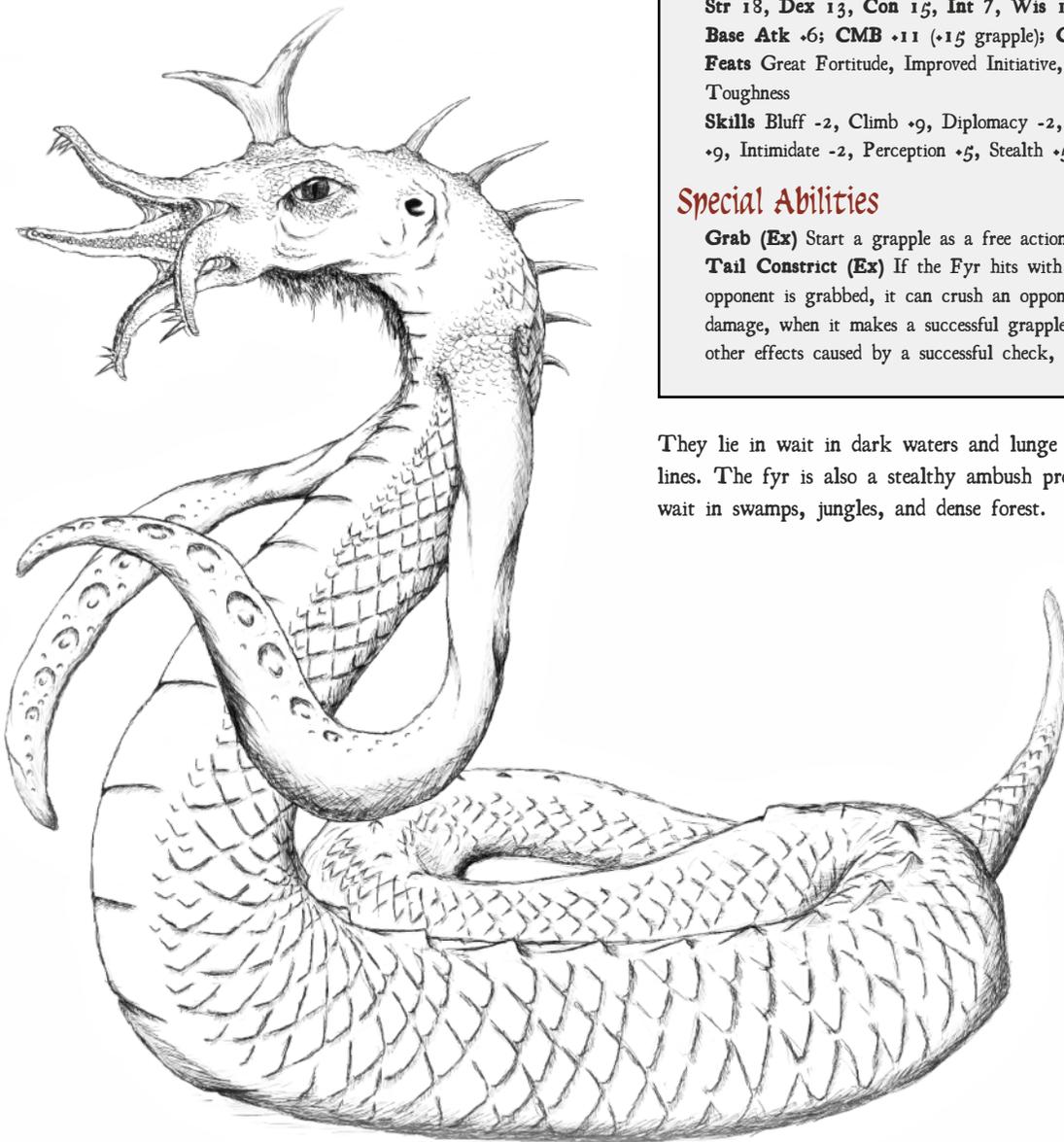
Basalt Glide (Ex) A burrowing lesser basalt elemental can pass through basalt as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing lesser basalt elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery +1 (Ex) A lesser basalt elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Fyr

The fyr is an anaconda-like serpent with two arm-like tentacle appendages used to strike prey and feel its way around in dark and murky waters. The maw of a fyr opens wide with four fanged tentacles that grab and draw prey towards their digestive tract, before dragging them into the watery depths where they wrap their tails and tentacles around to squeeze the remaining breath out of them until they go lifeless and can be swallowed slowly.

The body of the fyr is pale on the underside, but mottled grey and green on its top and sides. Their serpent-like bodies are like a cross between snake and piscine scales. Stretched from head to tail, an ancient fyr can grow up to 60 feet long, and rear up to a height of 20 feet.



Fyr

CR 6

XP 2,400

NE Large aberration

Init +5; **Senses** blindsight 30 ft., darkvision 10 ft.; **Perception** +5

Defense

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 68 (9d8+27)

Fort -7, **Ref** -4, **Will** -6

SR 14

Offense

Speed 30 ft., swim 30 ft.

Melee bite +9 (1d8+4 plus grab), tail slap +7 (1d6+2), 2 tentacles +7 (1d6+2)

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

Special Attacks tail constrict (1d6+4)

Statistics

Str 18, **Dex** 13, **Con** 15, **Int** 7, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 22

Feats Great Fortitude, Improved Initiative, Multiattack, Nimble Moves, Toughness

Skills Bluff -2, Climb +9, Diplomacy -2, Disguise -2, Escape Artist +9, Intimidate -2, Perception +5, Stealth +5, Swim +19

Special Abilities

Grab (Ex) Start a grapple as a free action if bite attack hits.

Tail Constrict (Ex) If the Fyr hits with its tail attack whilst an opponent is grabbed, it can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

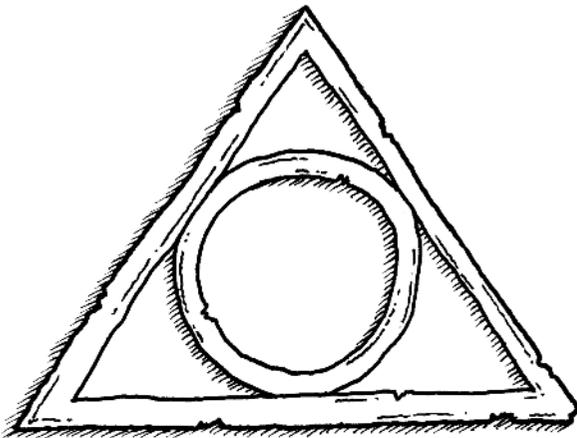
They lie in wait in dark waters and lunge to take prey from shorelines. The fyr is also a stealthy ambush predator on land, lying in wait in swamps, jungles, and dense forest.

New Mythology

The following entries relate to a new entry into the mythology of the lands in which the adventure takes place.

Basaltor

- AL** : Neutral.
Portfolios : Basalt rock, secret gemstone and mineral deposits, geology of the Hoarwych valley.
Domains : Earth, Rune
Favoured Weapon : Unarmed strike
Holy Symbol : A triangle circumscribed on a circle

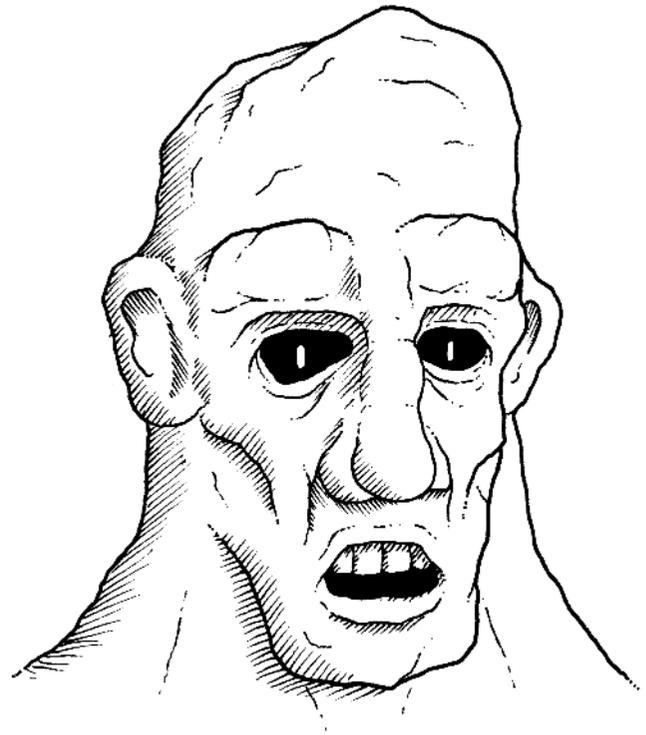


Basaltor is a lesser elemental earth god. He has specific dominion over basaltic rock and also protection of rare gemstone and mineral deposits.

Basaltor takes a powerfully muscular humanoid form and stands 40 feet tall, his slightly misshapen head being as tall as the tallest of human warriors. He resides in a gigantic, volcanic rock fortress atop a huge extinct volcano known as Mount Basal-Hurgh on the Elemental Plane of Earth. This volcano is surrounded by a circular mountain range known as the Wall of the Teeth. In the valley between 'The Wall' as it is referred by its natives, and the foot of Mount Basal-Hurgh, elementals of basalt and other minerals patrol and protect the fortress-home of their master.

The lesser gods of the elements are terrible gamblers, and often wager the use of their abilities in the hope of gaining more power for themselves. Ultimately, this ends in the lesser elemental gods calling in favours on each other. In one such instance, Basaltor lost the ability to send his minions to the material plane, which he often did by teleporting them to the core of the earth, where they could rise to the surface and do his bidding.

In another game of chance in the Fields of Neutrality, Basaltor and Tornacious, the lesser god of small tornadoes and objects fallen from the sky, Basaltor won the ability to call on Tornacious to dispatch his



minions to the material planes by dropping them to earth from the sky.

He is currently able to send his minions to protect interests on the material plane via this method, until he wins his old method back. He sends them in protective shells made of the hardest and most sought after ensorcelled basalt so they do not get damaged in the transportation process. These Lesser Basalt Elementals are occasionally sent as guardians with specific instructions and tasks, usually to maintain the balance and interests of Basaltor.

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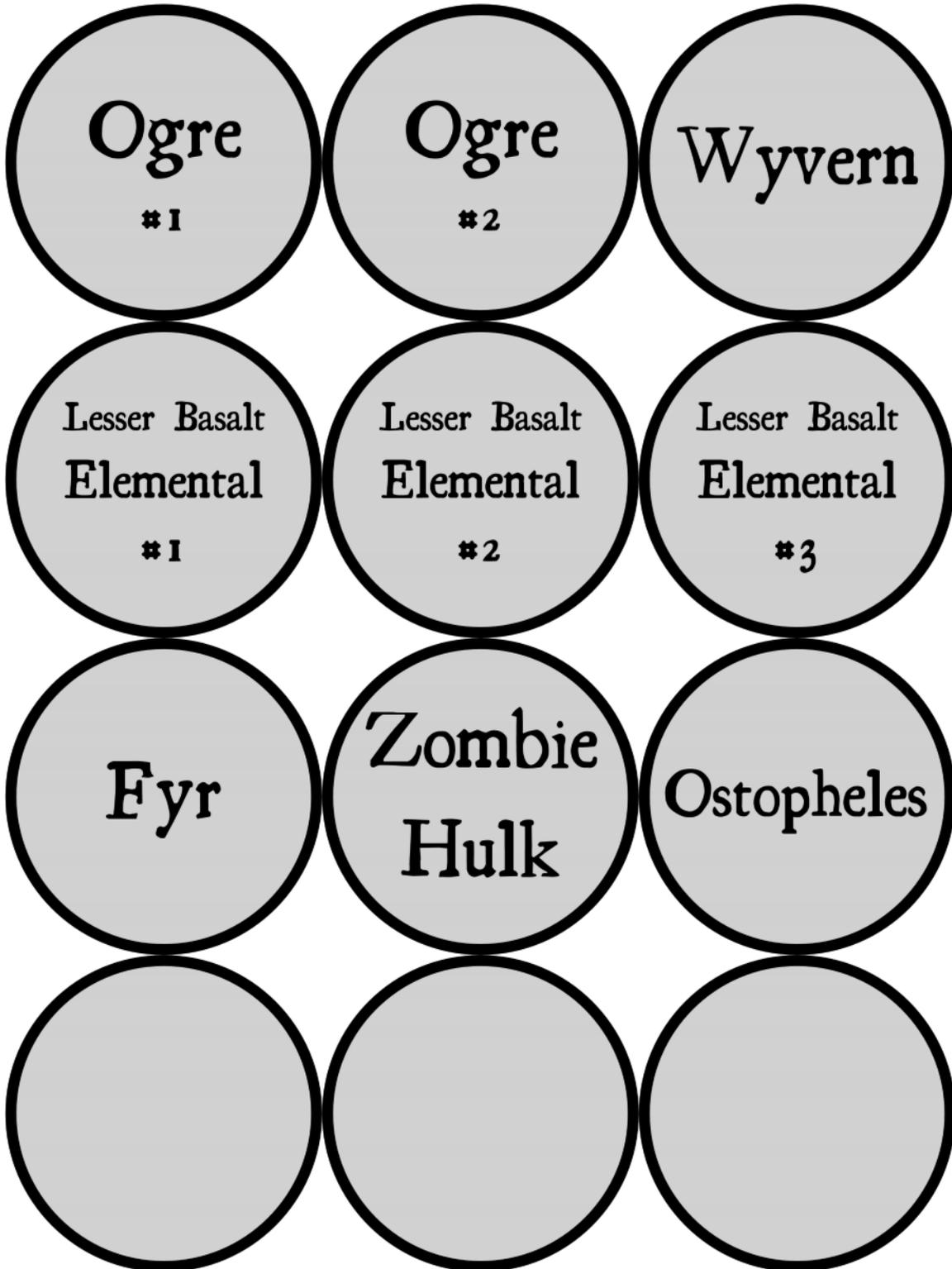
The Demon Stones. © 2015, Glynn Seal (MonkeyBlood Design/MBD Publishing); Author Glynn Seal.

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Counters

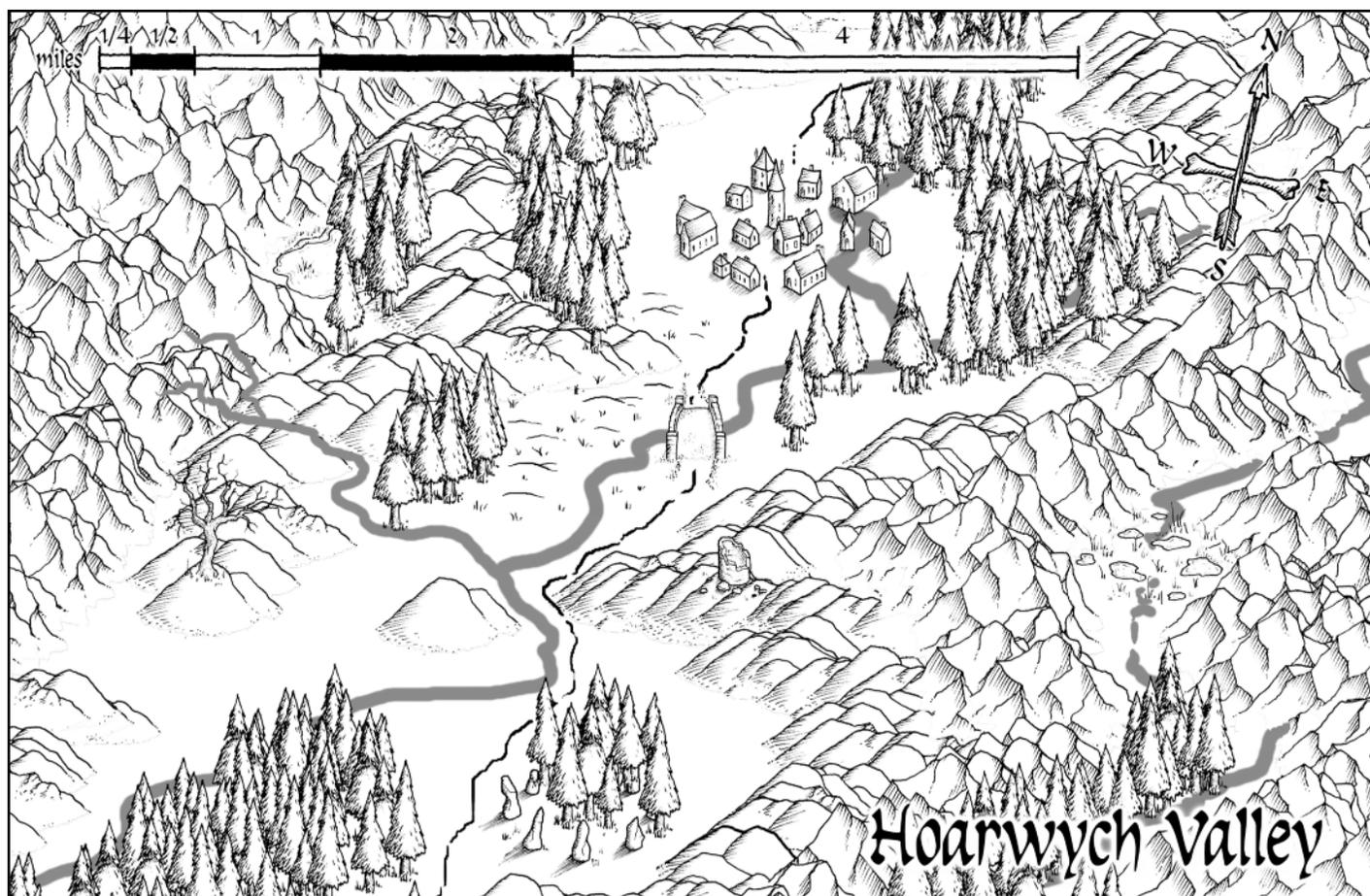
The following two pages contains '25mm/1" scale' counters for printing/photocopying, and cutting out to use as tabletop markers.

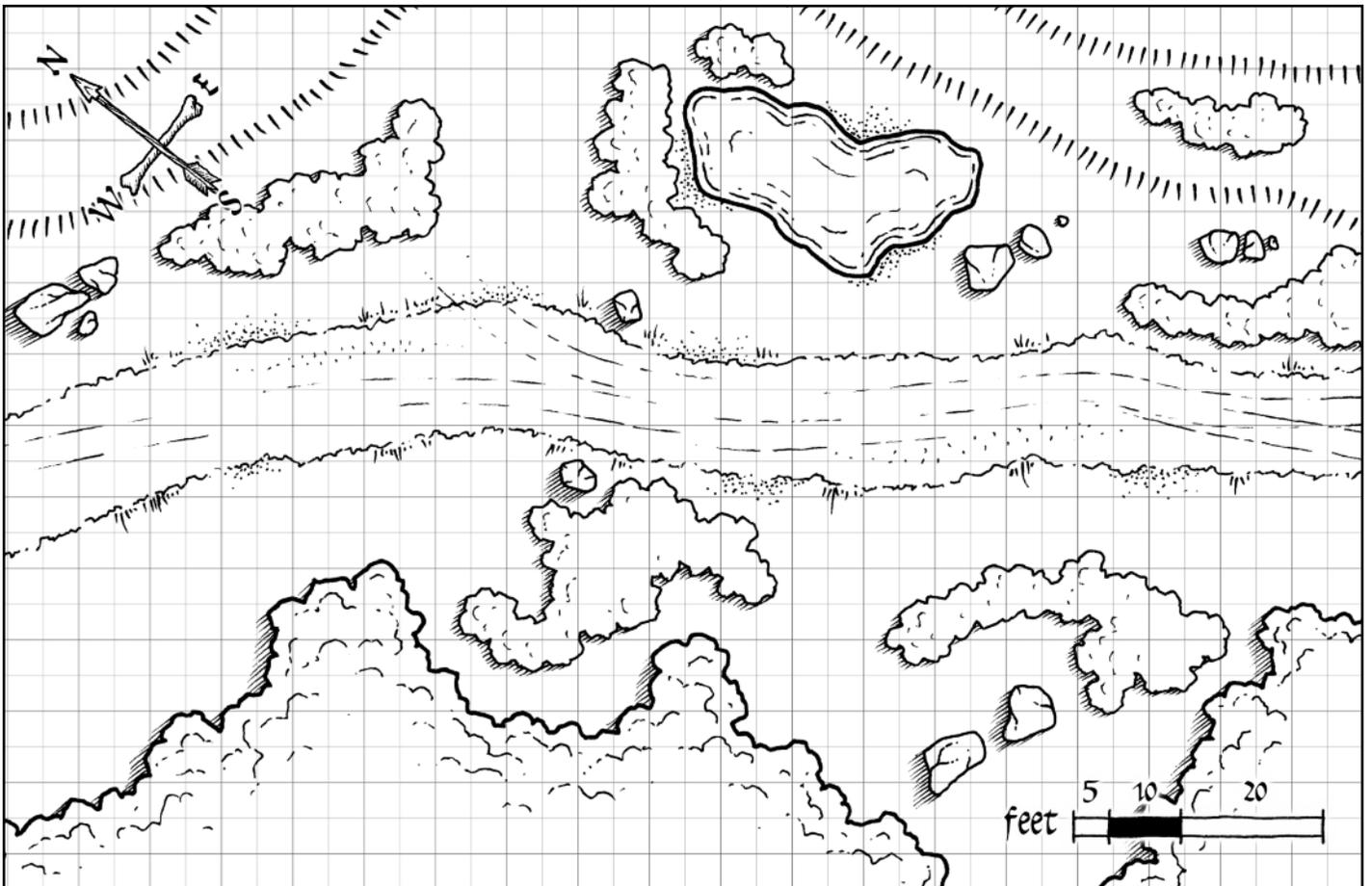
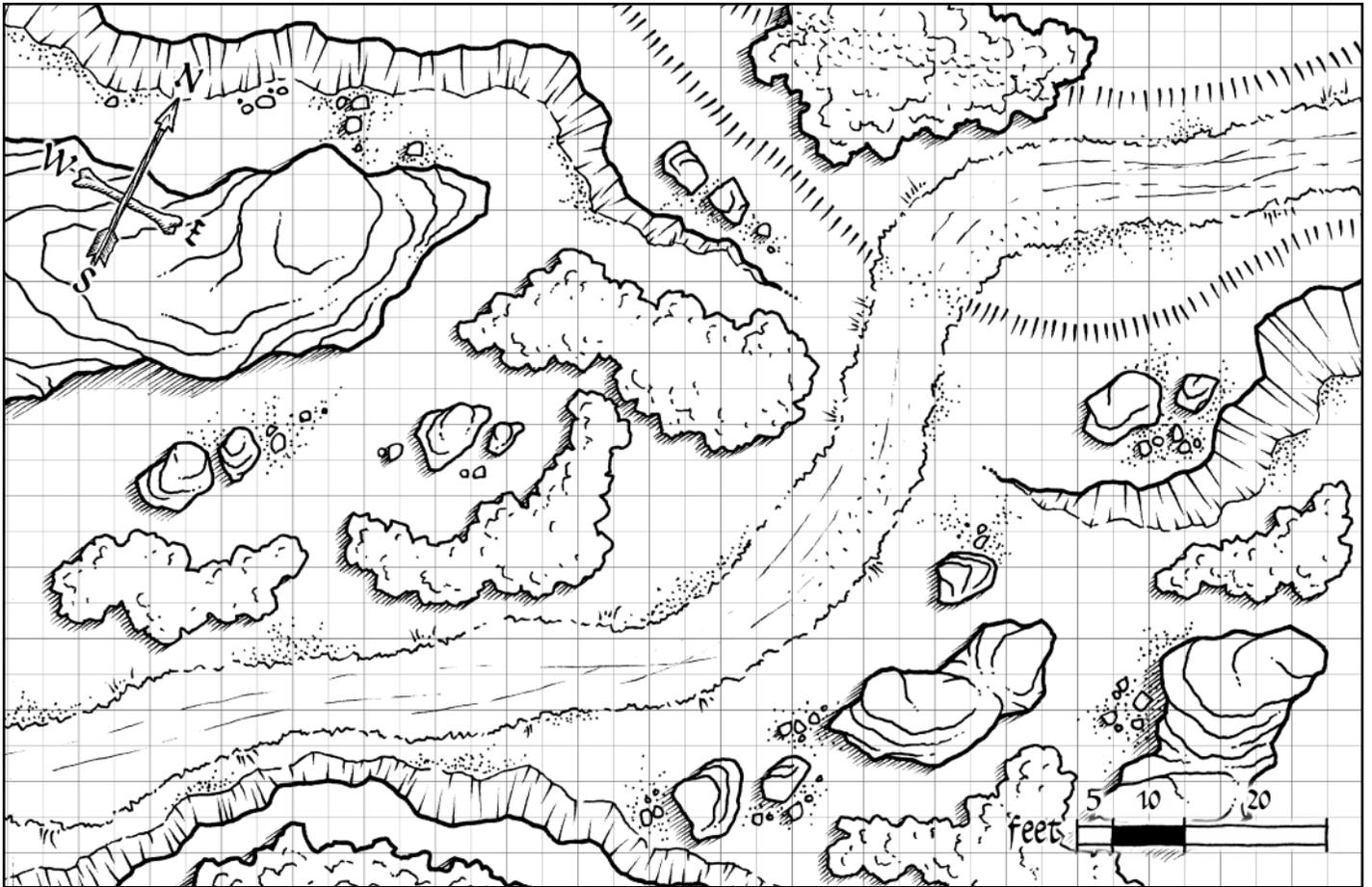


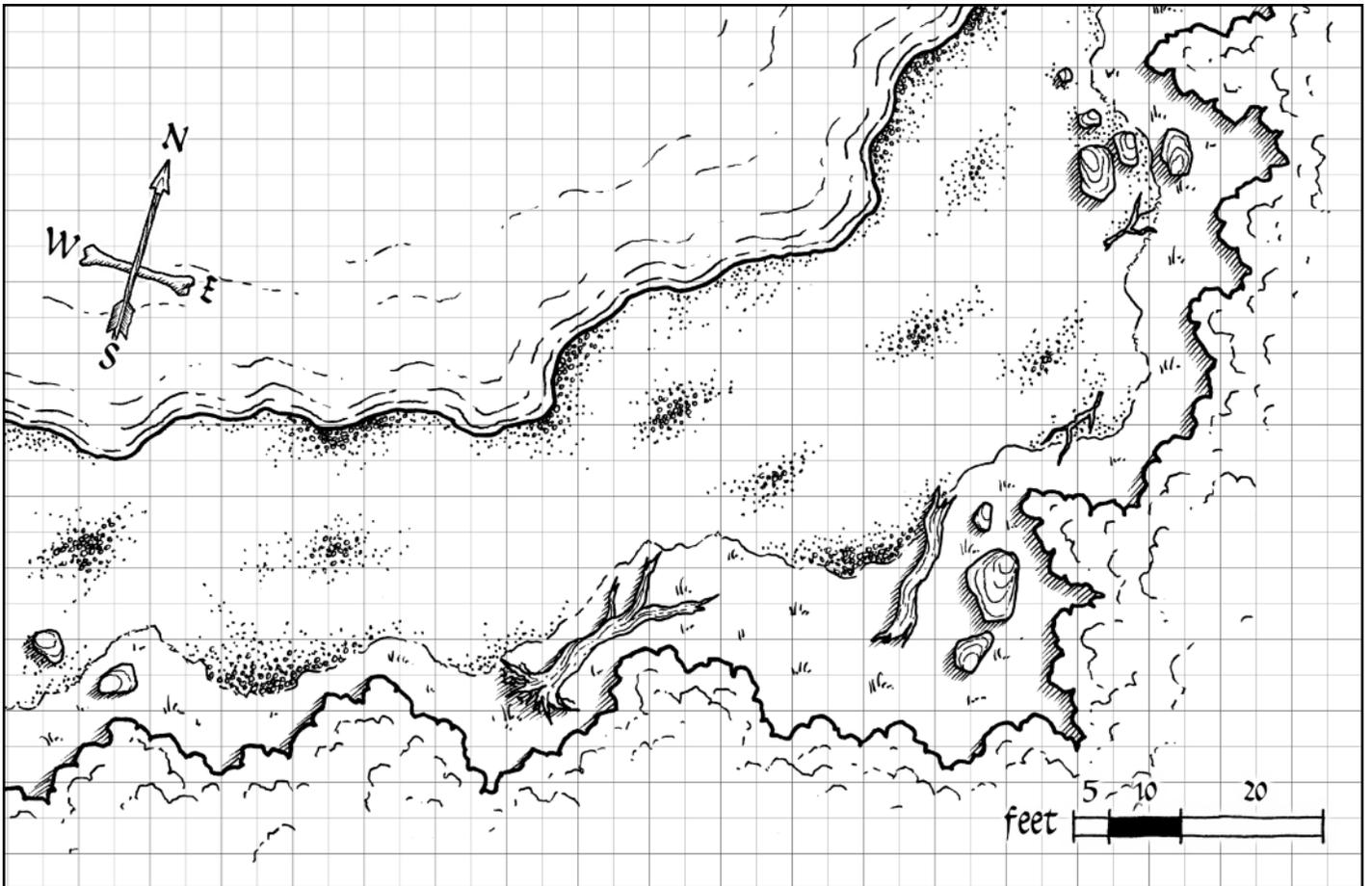
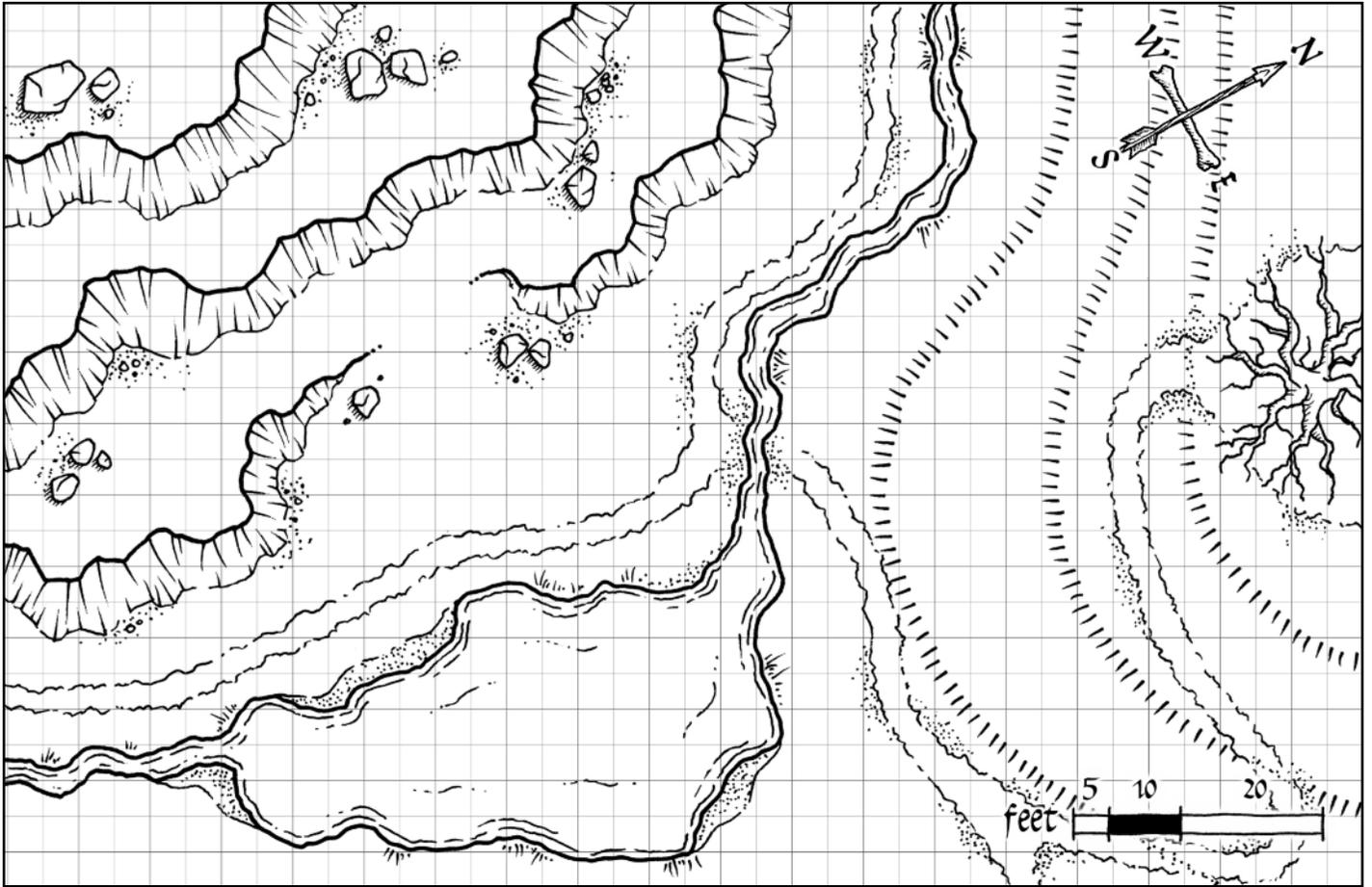
Wychblighted Wolf #1	Wychblighted Wolf #2	Wychblighted Wolf #3	Wychblighted Wolf #4	Werecrocodile #1	Giant Bee #1	Giant Bee #2
Wychblighted Wolf #5	Wychblighted Wolf #6	Wychblighted Wolf #7	Wychblighted Wolf #8	Werecrocodile #2	Giant Bee #3	Giant Bee #4
Black Company Fighter #1	Black Company Fighter #2	Black Company Hogarn	Black Company Tassara	Black Company Gorth	Gray Ooze	Giant Bee #5
Giant Ant #1	Giant Ant #2	Giant Ant #3	Iron Cobra #1	Iron Cobra #2	Spider Swarm #1	Spider Swarm #2
Dargorth Wardcroft (Wight)	Hessel Wardcroft (Wight)	Zaleen Wardcroft (Wight)	Lassallar Wardcroft (Wight)	Lord Vedderen (Wraith)	The Torturess	The Underlord
Guard Officer	Guard #1	Guard #2	Guard #3	Guard #4	Skeleton Champion #1	Skeleton Champion #2
Ghoul #1	Ghoul #2	Ghoul #3	Ghoul #4	Olaf	Bulla	Basilisk
Lacedon #1	Lacedon #2	Lacedon #3	Lacedon #4	Lacedon #5	Lacedon #6	Violet Fungus
Elite Guard #1	Elite Guard #2	Elite Guard #3	Elite Guard #4			

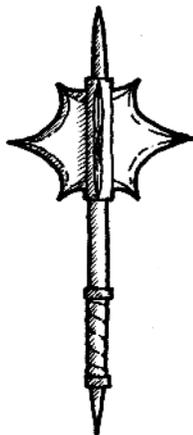
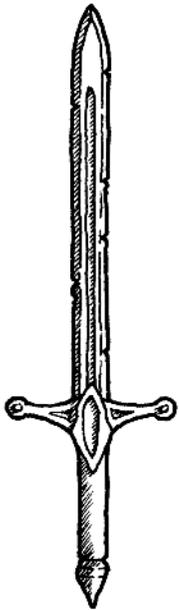
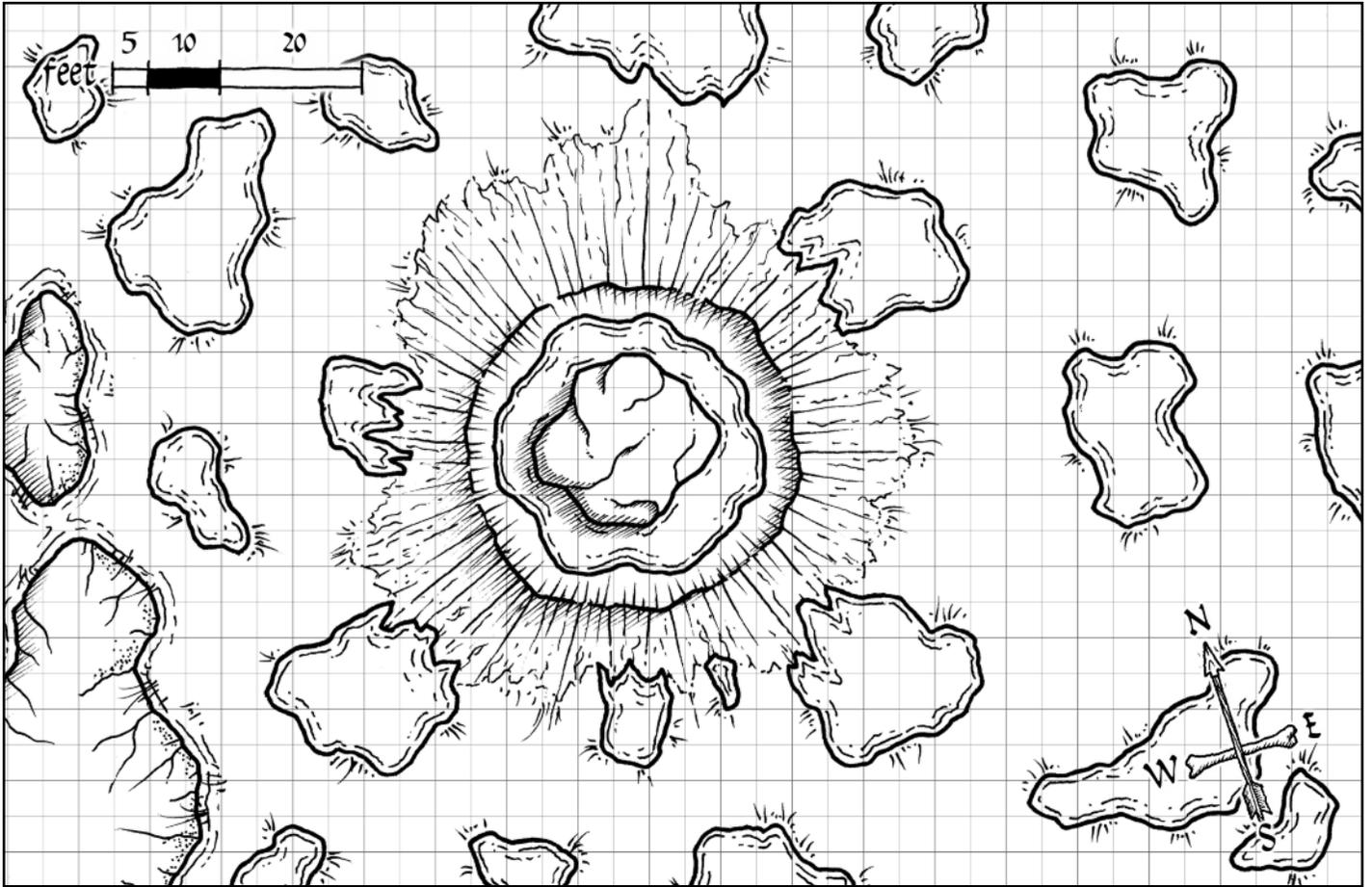
Player Handout/VTT Maps

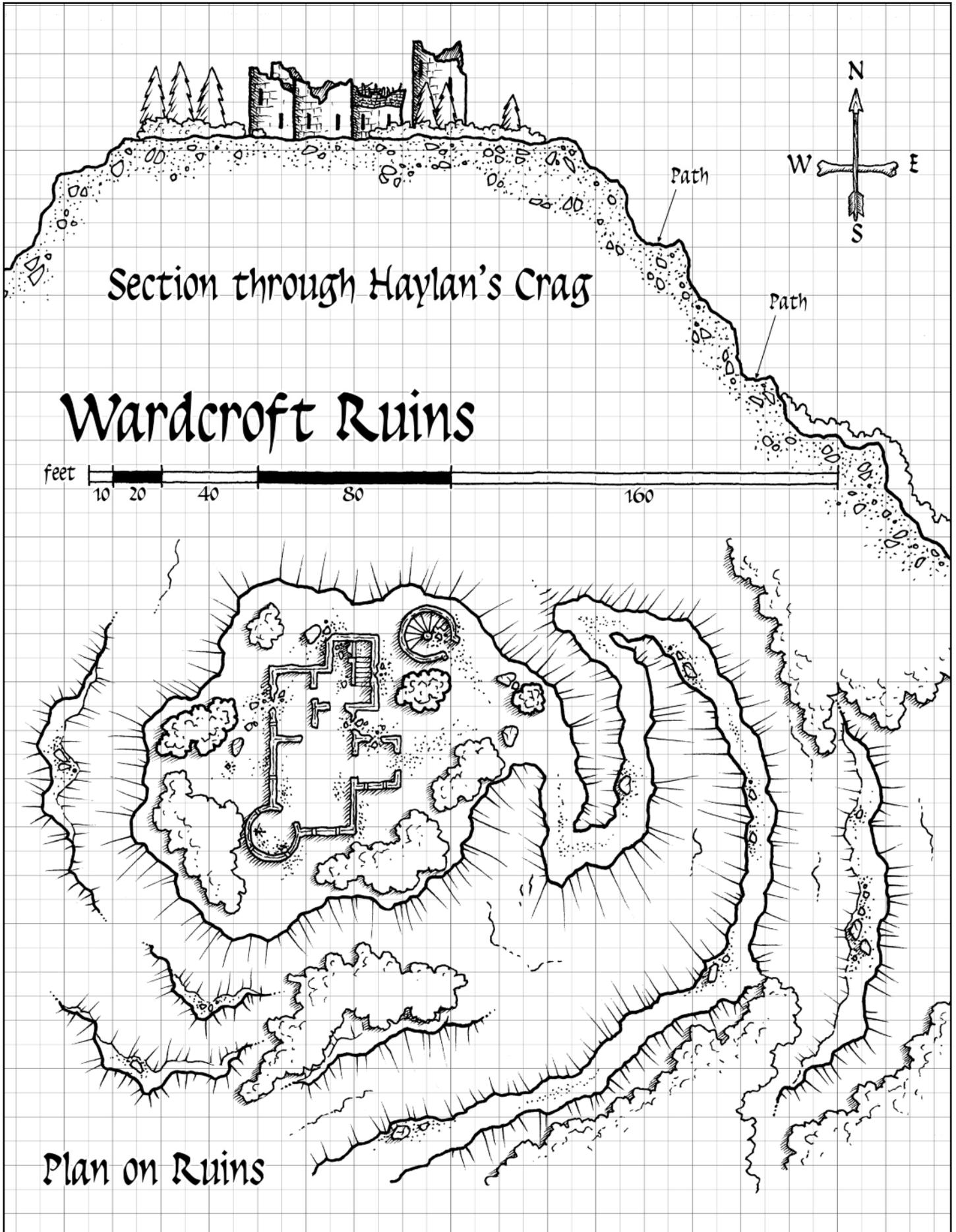
The collection of maps on the following pages are for printing and personal use in running the game, they have been designed to be suitable for use in VTT (Virtual Table Top) sessions with minimum preparation.

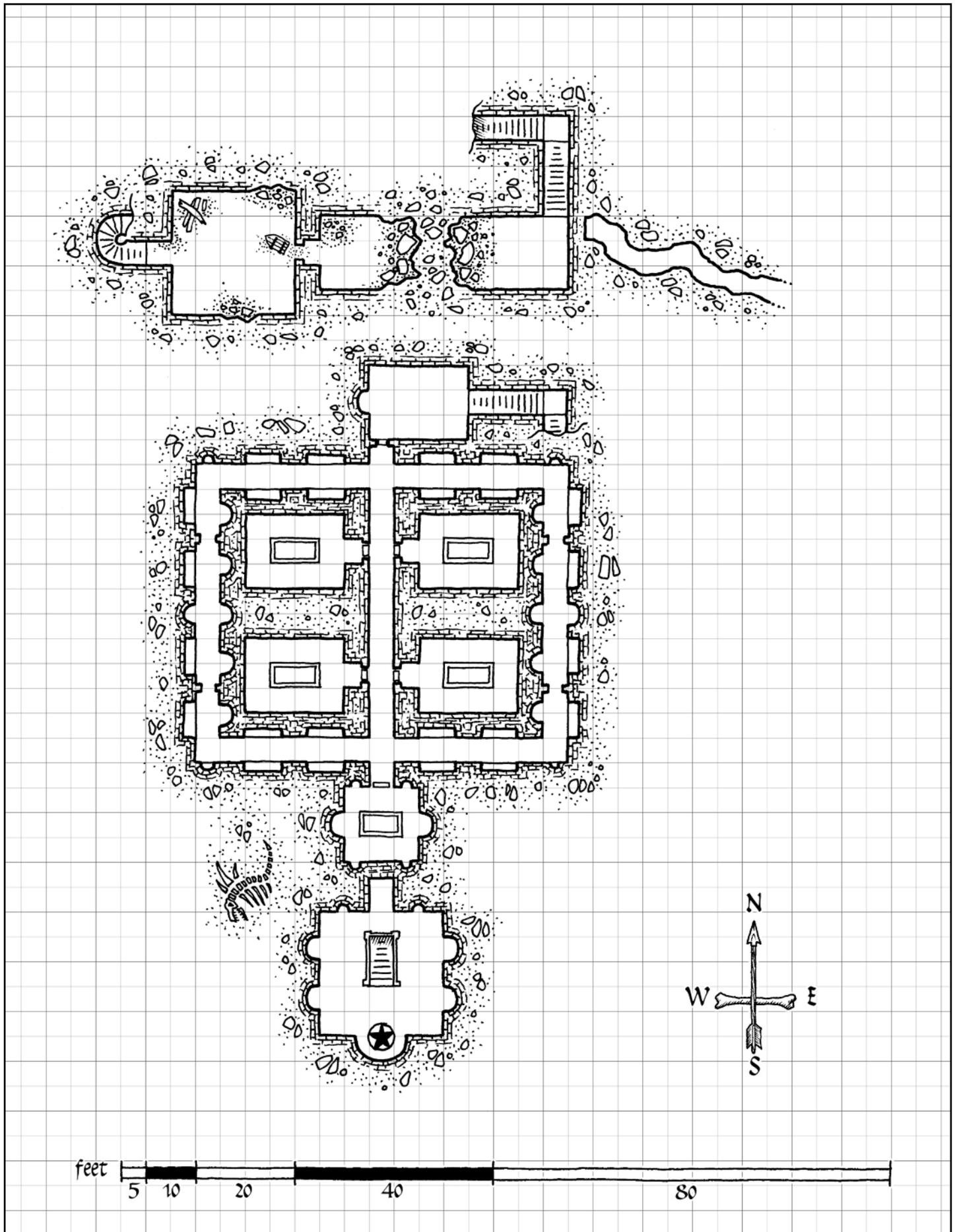


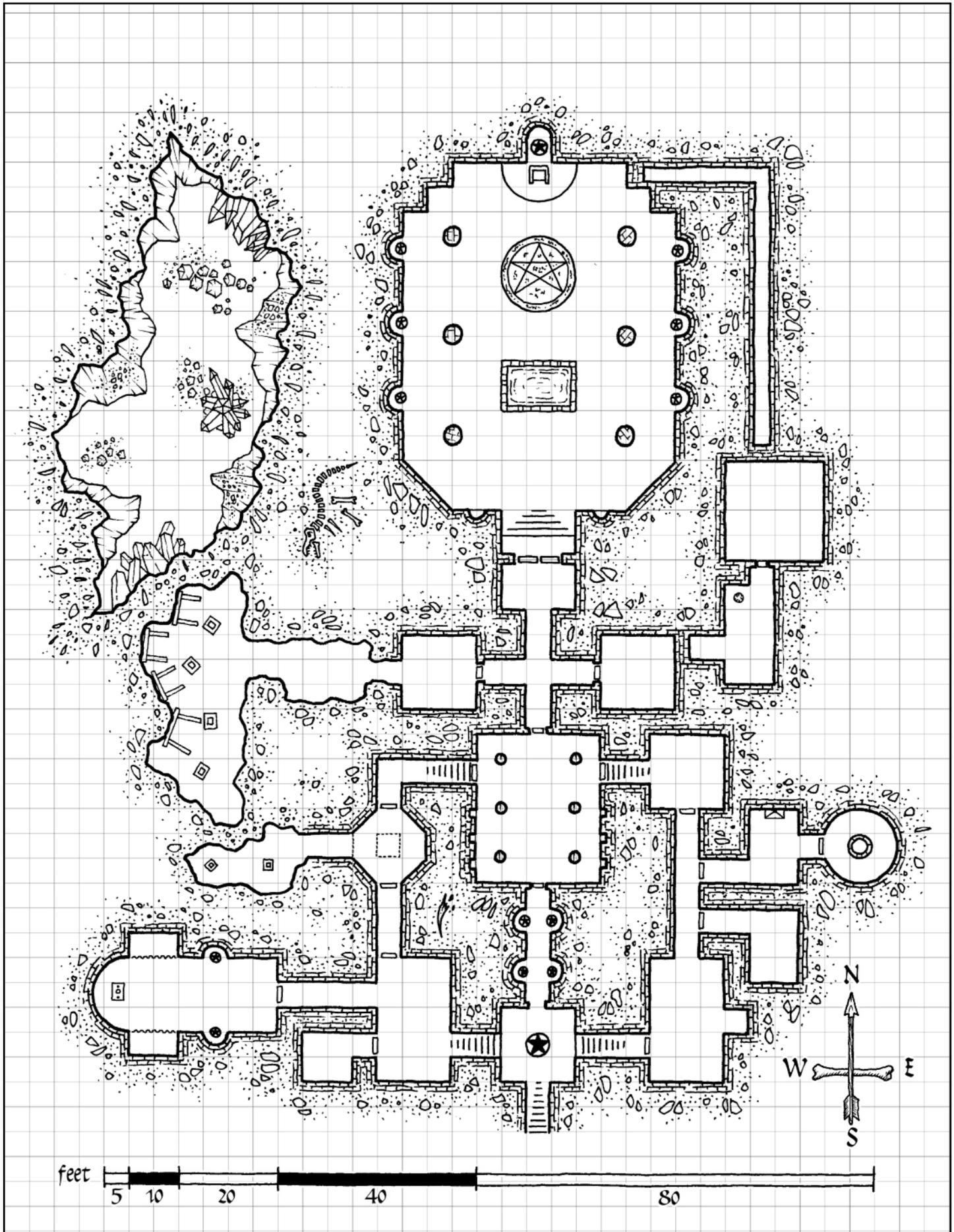








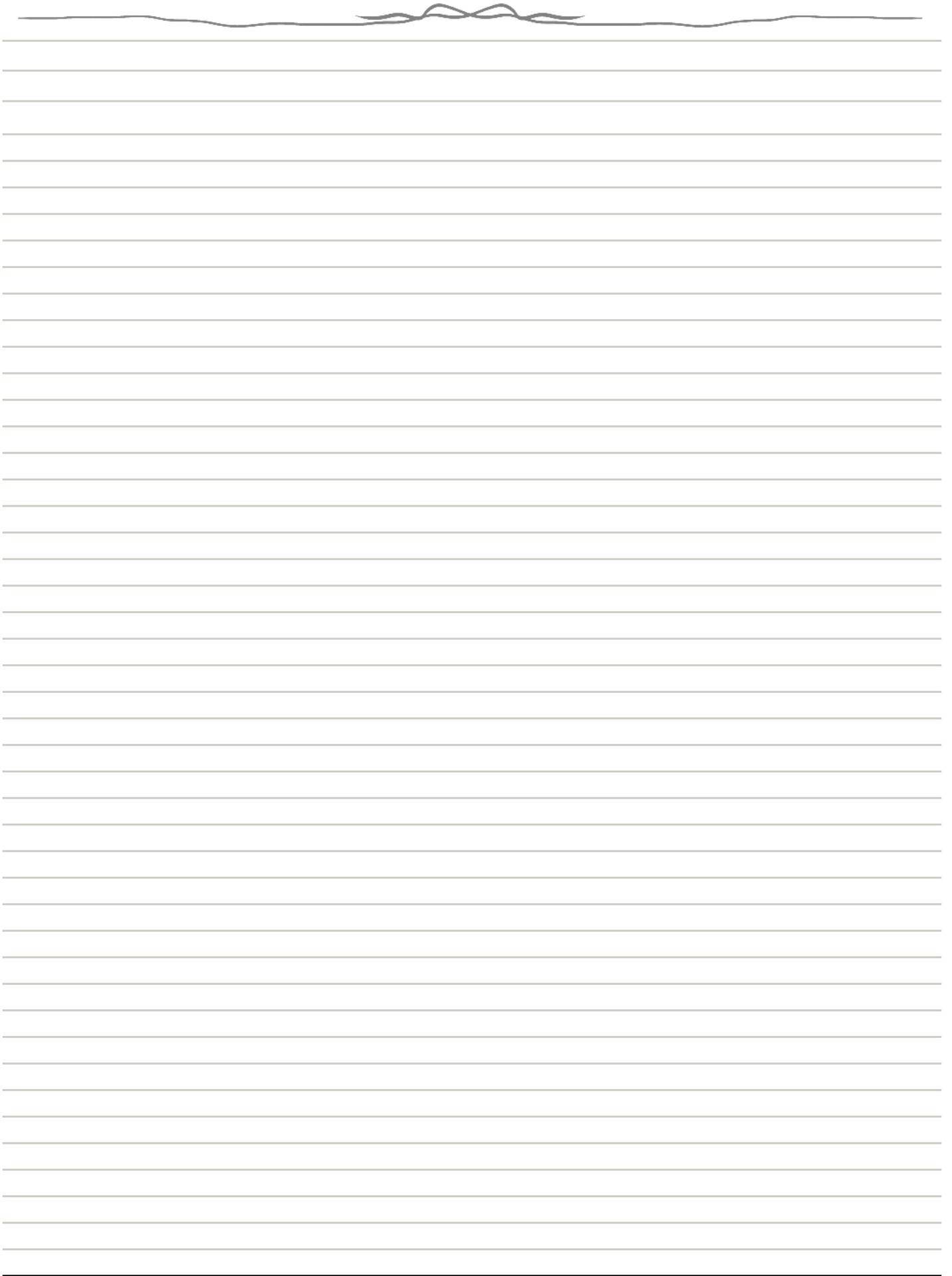






A series of horizontal lines for writing, consisting of 28 evenly spaced lines.







When huge stones fall out of the night sky,
A deadly curse settles over Gravencross.
Help the village exorcise the Demon Stones.

THE SUN HAD set an hour ago, and the rain lashed down and the wind howled on the dark moor. A storm this late in the season was unusual, but this one seemed different. The clouds were more menacing, tinged with anger, the rain colder and more biting than usual.

Skerrill had to find the lost calf and get him back to the farm before his father came back from the city on business. He'd been looking for two hours now, and he was right in the middle of the moor when the storm hit. He knew he should have turned back as soon as darkness fell, but then he was never the brightest boy in the valley. If only he had remembered to lock the farm gate.

The calf was now likely dead anyway having stumbled among the boulders and rocks panicking in the dark, and then fallen in a floodwater stream and drowned. Either way, he was in more trouble than he could imagine.

Suddenly, a bright flash of white light and a roaring peal of thunder were preceded by an explosion as a huge object fell from the sky and impacted the ground of the moor no more than a stone's throw from him. Dirt, mud, water, and debris erupted from the impact site, flying high into the air and then covering the moor for hundreds of feet all around.

Skerrill was knocked to the ground instantly and covered in the fallout from the blast. His ears rang and his head spun, but he staggered to his feet in a daze.

He stumbled to where the blast had happened only moments before, and in a depression in the ground lay a huge stone glowing orange as if hot. Skerrill passed out.

Two more thunderous explosions crashed in the distance.

