

RAGING SWAN PRESS  
AGAINST THE CULT  
OF THE BAT GOD

AN ADVENTURE FOR 5TH-LEVEL CHARACTERS



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# AGAINST THE CULT OF THE BAT GOD

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*The Lonely Coast's most remote village, Oakhurst broods under the dark boughs of the Tangled Woods. Rumours of incest, murder and vile rites during the black of night surround its insular citizens. It is a place most wise people avoid as the very air seems inhospitable to strangers. Yet in the rumours is a grain of truth, for something dark does indeed stir in the shadow haunted trees and hunched homes of Oakhurst. An ancient evil, hungry with the thirst for blood, awakens from its eons long sleep. As disappearances mount and the Lonely Coast can no longer turn a blind eye to the blight that is Oakhurst, heroes are called upon to investigate the foul rumours and mysteries that plague the village. As the search for the truth intensifies, they may find themselves the next victims of a rising, bloodthirsty evil. Can they survive Against the Cult of the Bat God? An adventure for 5th-level characters set on the Lonely Coast, but easily adaptable to almost any GM's campaign.*

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Thank you for purchasing *Against the Cult of the Bat God*; we hope you enjoy it and that you check out our other fine print and PDF products.

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## ABOUT THE DESIGNER

John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail.

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Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling

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## READING STAT BLOCKS

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*Against the Cult of the Bat God* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not

included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

## USING THIS ADVENTURE

The notes below describe how to use *Against the Cult of the Bat God*.

### ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

**Title:** This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

**Initial Set-Up and Read Aloud:** The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

**Tactics:** Details of how the encountered creatures work together to defeat the PCs.

**Area Features:** This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

**Stat Blocks:** The encounter includes full stat blocks for all creatures present.

**Treasure:** This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

**Scaling the Encounter:** This section provides brief details of how to increase or decrease the encounter's EL by 1.

**Sidebars:** Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

### READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

#### BASIC

**Name, CR and XP:** The trap's name, followed by its CR and XP value appear first.

**Read Aloud:** Text to read when the trap activates.

#### DETECT, DISARM, BYPASS

**Search:** The required DC to discover the trap.

**Type:** The trap's type.

**Disarm:** The Disable Device check required to disarm the trap.

This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

**Bypass:** If there is a special way to bypass the trap, it is noted here.

#### ATTACK

**Trigger:** How and when the trap activates.

**Reset:** How long it takes for the trap to reset.

**Effect:** The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

### IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

#### IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

**Identify a magic item:** When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

**Appraising an Item:** A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

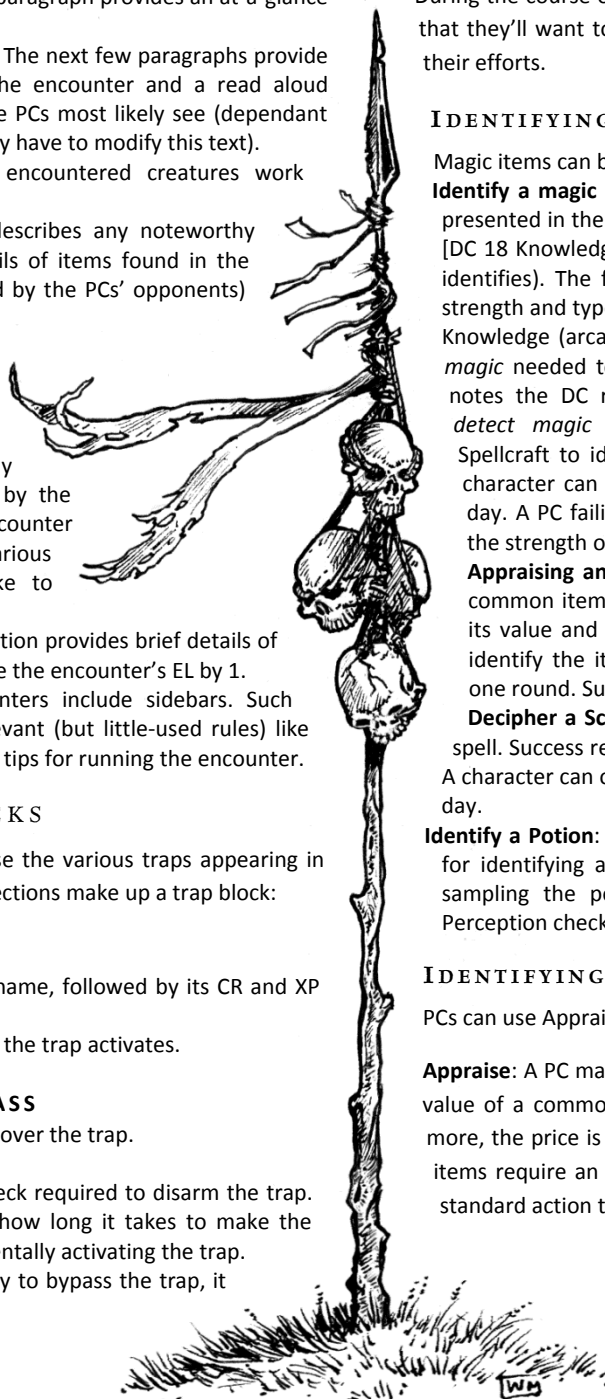
**Decipher a Scroll:** It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

**Identify a Potion:** Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

#### IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

**Appraise:** A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



## THE LONELY COAST

Turbulent waters and forbidding, trackless forests separate the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures.

**Ruler:** Lord Kenver Locher (LN male human aristocrat 2/fighter 6)

**Government:** Feudal fief

**Population:** 6,200

**Alignments:** LN, N, CN, NG, NE

**Languages:** Common, Goblin

**Towns:** Wolverton (pop. 1,826)

**Villages:** Bossin (pop. 648); Hosford (pop. 678); Oakhurst (pop. 413); Swallowfeld (pop. 526)

**Fortifications:** Caer Syllan

**Resources:** Lumber, tin and slate

**Sites of Interest:** Arius' Watchtower, Deepwater Lake, the Priory of Cymer, the Orestone, Talan's Bluff, the Twisted Gorge.

## FEATURES OF THE LONELY COAST

The Lonely Coast has the following major features:

**Dense Woodland:** The Tangled Wood shrouds most of the coast. Much of it is unexplored.

**Trails and Tracks:** Meandering tracks link the main settlements with a patchwork of farms and the isolated farmsteads of hunters and charcoal burners.

**Cliffs:** Lofty cliffs dominate the approaches to the Lonely Coast. In a few places, shingle beaches stand at their base, but most are inaccessible from the cliffs above.

**Hills:** A nameless range of rugged, tree-cloaked hills rises to the north. Beyond the range lies the deep Tangled Wood.

## LOCATIONS OF NOTE

The Lonely Coast has several locations of interest:

**Talan's Bluff:** The remains of an ancient hill fortress, sprawl across the summit of a high hill giving impressive views over the Tangled Wood.

**Arius' Watchtower:** A ruined tower hidden deep in the Tangled Wood, the watchtower is famous for the powerful conjurer who once dwelled within (and for the eldritch manner of his disappearance).

**The Twisted Gorge:** Many caves and passageways honeycomb the steep, overhanging cliffs of this foul place. Ferocious monsters dwell here in profusion.

**Deepwater Lake:** This lake's cold and deep waters are rumoured to hide much treasure (and a ferocious beast).

**Priory of Cymer:** An isolated, rundown church dedicated to Darlen and the defeat of a slumbering evil said to lurk beneath the priory.

**The Orestone:** A wind-swept and wave-lashed shard of rock upon which many ships have come to grief, the Orestone is clearly visible from Wolverton.

## DISTANCES & JOURNEY TIMES

These tables show the distance and travel times between settlements. To calculate the distance or travel time between two places, find the intersecting table entry. Table entries list distances to the nearest mile and journey times to the nearest hour.

### DISTANCES

|          |         |          |          | Wolverton   |
|----------|---------|----------|----------|-------------|
|          |         |          |          | Bossin      |
|          |         |          |          | 4 miles     |
|          |         |          |          | Hosford     |
|          |         |          |          | 12 miles    |
|          |         |          |          | 8 miles     |
|          |         |          |          | Swallowfeld |
|          |         |          |          | 6 miles     |
|          |         |          |          | 18 miles    |
|          |         |          |          | 14 miles    |
| Oakhurst | 8 miles | 14 miles | 26 miles | 22 miles    |

### TRAVEL TIMES (20 FT. BASE SPEED)

|          |         |         |          | Wolverton   |
|----------|---------|---------|----------|-------------|
|          |         |         |          | Bossin      |
|          |         |         |          | 2 hours     |
|          |         |         |          | Hosford     |
|          |         |         |          | 6 hours     |
|          |         |         |          | 4 hours     |
|          |         |         |          | Swallowfeld |
|          |         |         |          | 3 hours     |
|          |         |         |          | 9 hours     |
|          |         |         |          | 7 hours     |
| Oakhurst | 4 hours | 7 hours | 13 hours | 11 hours    |

### TRAVEL TIMES (30 FT. BASE SPEED)

|          |         |         |         | Wolverton   |
|----------|---------|---------|---------|-------------|
|          |         |         |         | Bossin      |
|          |         |         |         | 1 hour      |
|          |         |         |         | Hosford     |
|          |         |         |         | 4 hours     |
|          |         |         |         | 3 hours     |
|          |         |         |         | Swallowfeld |
|          |         |         |         | 2 hours     |
|          |         |         |         | 6 hours     |
|          |         |         |         | 5 hours     |
| Oakhurst | 3 hours | 5 hours | 9 hours | 7 hours     |

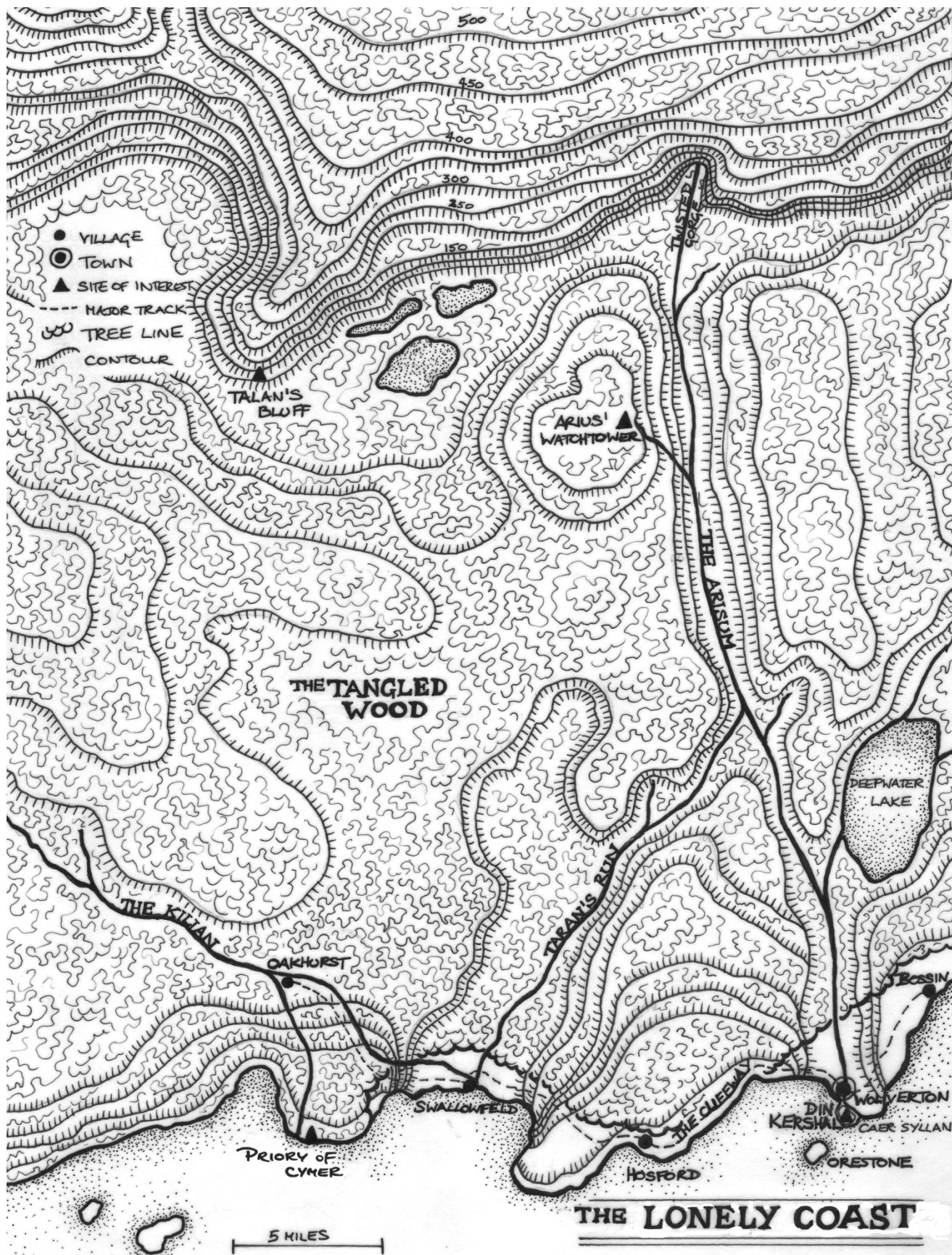
### TRAVEL TIMES (40 FT. BASE SPEED)

|          |         |         |         | Wolverton   |
|----------|---------|---------|---------|-------------|
|          |         |         |         | Bossin      |
|          |         |         |         | 1 hour      |
|          |         |         |         | Hosford     |
|          |         |         |         | 3 hours     |
|          |         |         |         | 2 hours     |
|          |         |         |         | Swallowfeld |
|          |         |         |         | 2 hours     |
|          |         |         |         | 5 hours     |
|          |         |         |         | 4 hours     |
| Oakhurst | 2 hours | 4 hours | 7 hours | 6 hours     |

### TRAVEL TIMES (50 FT. BASE SPEED)

|          |         |         |         | Wolverton   |
|----------|---------|---------|---------|-------------|
|          |         |         |         | Bossin      |
|          |         |         |         | 1 hour      |
|          |         |         |         | Hosford     |
|          |         |         |         | 2 hours     |
|          |         |         |         | 2 hours     |
|          |         |         |         | Swallowfeld |
|          |         |         |         | 1 hour      |
|          |         |         |         | 4 hours     |
|          |         |         |         | 3 hours     |
| Oakhurst | 2 hours | 3 hours | 5 hours | 4 hours     |





## OAKHURST AT A GLANCE

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Deep within the dark depths of the Tangled Wood squats the malodorous village of Oakhurst. The decayed eaves of its houses sag under the weight of mildewed thatch while its roads are little more than trails of muck and grime traversing the forest floor under the oak trees that give the village its name.

The Lonely Coast's most isolated and distant village, Oakhurst attracts people of the basest sort. Trappers and hunters mingle with thieves, outcasts and murderers, all conducting their business in grim silence. Visitors to Oakhurst receive cold looks if not outright hostility. Its insular folk keep to their own.

A tributary of the Kilian River flows through Oakhurst, dividing the village into eastern and western sections. Trade and industry, often illicit, takes place in the rundown and sagging shops in the eastern section. Yet the true horror of Oakhurst lies across the river to the west, where a network of mazelike game trails scurrying through the trees leads to the homes of the Wearne clan, a family of werebats. The true rulers of Oakhurst, years of inbreeding to keep their condition pure has finally brought them to the brink of madness. In a high cave in a nearby cliff, they conduct their hideous rites, offering their prayers to a dark god believed to have granted their ancestors their gift long ago. When a red glow emanates from the cave at night, most villagers lock their doors and shutter their windows, ignoring the ominous chanting voices carried upon the wind.

### DEMOGRAPHICS

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**Ruler** Talek Wearne (NE male human werebat oracle 6)

**Government** Secret syndicate

**Population** 121 (112 humans, 4 half-orcs 3 half-elves, 1 gnome, 1 half-goblin)

**Alignments** N, CN, CE, NE

**Languages** Common, Elven, Orc

**Corruption** -1; **Crime** +1; **Economy** +1; **Law** -7; **Lore** -1; **Society** -1

**Qualities** Insular, notorious

**Danger** 10; **Disadvantages** None

### NOTABLE FOLK

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Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

**Colan Boden** (location 3; N male human warrior 5) The appointed reeve of Oakhurst. Balancing two masters, the Wearnes of Oakhurst and the Lochers of Caer Syllan, has greatly aged the retired soldier.

**Kensa Boden** (location 3; N female human commoner 2) Often drunk, the reeve's wife runs the village's general store.

**Daveth Cass** (location 4; CN male human expert 3) A sullen man, Daveth operates the village's ferry. For a small price, he is willing to sail up or down river.

**Bartrel Ebon Axe** (location 1; NE male half-goblin fighter 4) An outcast, and outwardly appearing human, Bartrel runs his gang of thieves out of his inn, the Bloody Ear.

**Rasala Neblor** (location 5; CN female gnome rogue 3) This shy gnome operates a shop making and repairing bear traps.

**Caja Wearne** (location 2; CE female human werebat rogue 3) Insane, Caja operates the village jail (which is mostly now just a torture chamber).

**Talek Wearne** (location 7; NE male human werebat oracle 6) The patriarch of the Wearne family, Talek speaks for the dark god that lives in Oakhurst.

### NOTABLE LOCATIONS

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Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Bloody Ear:** One of the more sturdy buildings in Oakhurst, a collection of dismembered ears decorates the wall behind the bar.
2. **Oakhurst Jail:** The smell of death and decay waft from this large wood and stone building.
3. **General Store:** A faded sign hangs in front of this worn, dilapidated building.
4. **Daveth Cass's House:** From this long shack, Daveth operates his ferry business.
5. **Rasala's Bear Trap Emporium:** An unusually well-kept building, Rasala crafts and sells well made bear traps from her home.
6. **The Witching Rock:** A large boulder thrusts out of the river, splitting it in two.
7. **Wearne Farmstead:** The ancestral home of the Wearne family is nothing more than a shabby collection of huts and shacks stuck together.
8. **Ruined Manor:** The burnt remains of a stone manor rest in deep, cloying shadows under the trees.
9. **The Cliff:** A rocky cliff, 40 ft. high, rises suddenly out of the forest. A cave entrance near its top faces east.

### MARKETPLACE

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**Resources & Industry** Fishing, hunting, trapping

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Oakhurst, the following items are for sale:

**Potions & Oils** *oil of magic weapon* (50 gp)

**Scrolls (Arcane)** *obscure object* (150 gp), *disguise self* (25 gp)

**Scroll (Divine)** *zone of truth* (150 gp), *lesser restoration* (150 gp), *bane* (25 gp)



## VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Oakhurst. A successful check reveals all the information revealed by a lesser check.

**DC 10:** Oakhurst is the Lonely Coast's most distant and isolated village, located deep in the Tangled Wood.

**DC 15:** Consisting primarily of trappers and hunters, the villagers are a grim and dour lot, distrustful of strangers. Outcasts from other parts of the Lonely Coast often make their way there as the villagers ask few, if any, questions.

**DC 20:** Rumours of inbreeding and strange religious practises have plagued Oakhurst for generations.

## VILLAGERS

**Appearance** Men sport thick, shaggy beards and the women grow their greasy hair past their waist, believing it taboo to cut it. Dirt cakes their nails.

**Dress** The villagers wear a rag tag collection of animal pelts. Bones interspersed with pieces of glass serves as jewellery.

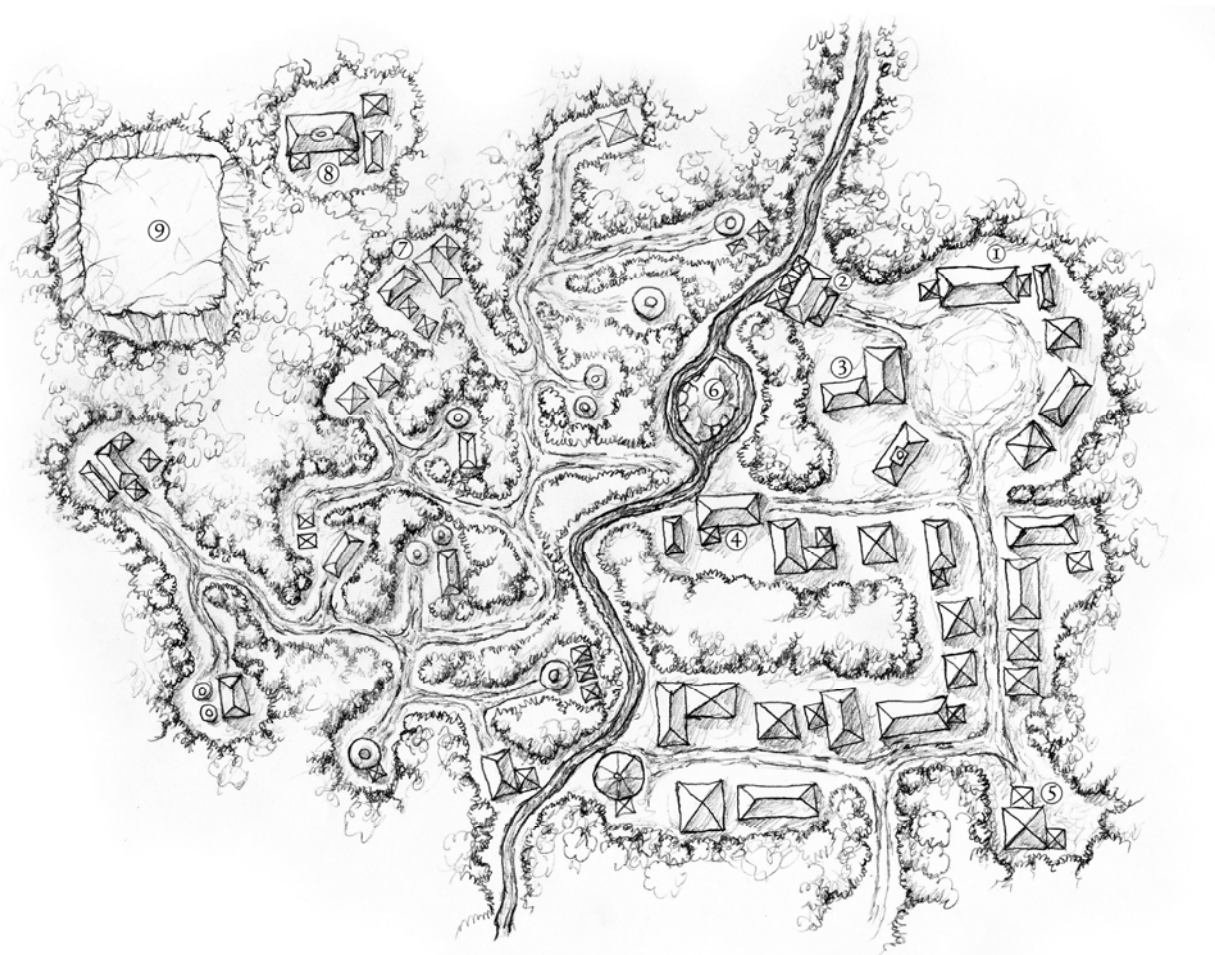
**Nomenclature** *male* Anen, Cofan, Ferlin, Myrghal, Talek; *female* Corwenna, Henna, Jeni, Tyrwenna; *family* Cass, Dorwain, Nettle, Wearne

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Oakhurst and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

| D6 | RUMOUR   |
|----|--|
| 1  | Strange lights and faces are sometimes seen in the windows of the old ruined manor house.  |
| 2  | Bartrel once adventured with Jacca Landers, the reeve of Bossin. He helped Jacca turn against his companions for a bit of profit.  |
| 3  | On full moons, fires can be seen burning in the cave high up in the nearby cliff. Those who are wise stay inside and don't interfere with those who practice the old ways. |
| 4  | Less children are being born alive to the strange, old Wearne clan. It's driven some of them mad, like Caja Wearne, old Talek's favourite cousin.                          |
| 5* | The Wearnes know black magic and are really vampires!  |
| 6* | The Witching Rock blocks a tunnel leading to Hell.   |

\*False rumour



## NOTABLE LOCATIONS

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### 1: THE BLOODY EAR

From this sturdy inn of mud bricks and stone, Bartrel Ebon-Axe (NE male half-goblin fighter 4) bullies more than leads a small gang of thieves. A former adventuring companion of Bossin's reeve, Jacca Landers, Bartrel built the Bloody Ear with his adventuring loot. He offers free drinks to anyone bringing in a severed ear (which he displays on a wall behind the bar). He looks more human than goblin, and the wise do not bring up his heritage. Outsiders seek Bartrel out to fence stolen or illegal goods and often mistake him for Oakhurst's true power. Bartrel knows the Wearne's secret and serves them faithfully. His wish is to prove himself worthy to be inducted into the family.

### 2: OAKHURST'S JAIL

Ivy and moss cling to nearly every surface of this stone building, built in Oakhurst's better days. Three small cells protrude from the back of the jail, set deep into the riverbank. Cramped enough that a prisoner can only stand, when the river is swollen a grate floods the cell, drowning the occupant. In olden days, it was used to force confessions from criminals, now it is just one of many torture tools of the decayed Caja Wearne (CE female human werebat rogue 3). Talek Wearne's favourite cousin, years of miscarriages have driven her insane. She takes out her frustrations on unlucky individuals caught in the Tangled Wood or villagers who become too nosy about Wearne business.

### 3: GENERAL STORE

The store's roof sags so much that with its darkened windows, the store front appears to be scowling. A worn sign sticks out like a wart, above the front door. The wife of the village reeve, Kensa Boden (N female human commoner 2), runs the place, drinking while lamenting the "promotion" that brought her and her husband to Oakhurst. When sober, Kensa goes about her business sullenly, the disarrayed shelves and dust covered items testament to her work ethic. When drunk, she is prone to gossip about Oakhurst's citizens who she considers nothing but heathens and barbarians. Her husband, the village reeve, Colan Boden (N male human warrior 5), knows the truth about the Wearnes but is wise enough to keep his mouth shut, even to his wife. The stress of placating the Wearnes and Lord Lorcher of Caer Syllan has given him a permanently dour look and premature white hair.

### 4: DAVETH CASS'S HOUSE

A long rambling building of wood and animal hides rests near the river. A small pier juts out into the water where Daveth Cass (CN male human expert 3) docks a small, well worn river barge. Daveth Cass serves as the village's ferryman, carrying folk from

the village proper to the western side of the river. For a fee, Daveth is willing to sail up or down the river. He knows the Kilian well, especially where the half-goblins like to set up ambushes. Villagers that have to travel the river know to pay him well so he does not lead them into such an area. Rumours persist he has a half-goblin family upriver somewhere.

### 5: RASALA'S BEAR TRAP EMPORIUM

Tucked away behind a copse of trees near the main road into town sits a small, well built, wooden building with an attached workshop belonging to Rasala Neblor (CG female gnome rogue 3). A crafter and sometime smith, Rasala did not fit in with the few gnomes that dwell deep in the Tangled Wood. Here in Oakhurst, she can work in peace and has made a name for herself selling excellent, homemade bear traps (10 gp, Disable Device DC 22). While her relations with the villagers are good, she is no fool and keeps a crossbow under the counter loaded with a silver bolt and has two silver daggers hidden on her person. If befriended, Rasala is willing to forge simple silver items – bolts, arrow heads and daggers. She keeps three bottles of *silversheen* in her workshop.

### 6: THE WITCHING ROCK

A huge granite boulder thrusts up from the tributary of the Kilian, splitting the river into two around it. Rising ten feet above the water, it is strangely flat, looking as if some giant blade had cut clean through it. Named the Witching Rock, the villagers believe the ancient Tuath once conducted ceremonies atop the boulder. Scholars have come here to transcribe and study the ancient symbols carved into a circle on the boulder's top surface. Talek Wearne used to be seen for hours pacing back and forth, examining the symbols while consulting a massive tome. He has not done so recently, however.

### 7: WEARNE FARMSTEAD

Though many intermingled lines of the Wearne family live throughout Oakhurst, this two-storey wood and brick house with accompanying barn and shacks is considered the Wearne ancestral home. Animal skulls (and some humanoid) mark the path up to a rickety porch attached to a worm-eaten house that looks like it would fall over in a strong wind. Here, the current Wearne patriarch, Talek Wearne (NE male human werebat oracle 6), lives with his wife (actually sister), sons and daughters. Most Oakhurst residents, even many of the Wearnes, give the farmstead a wide berth, believing Talek to be a wizard. A basement leads to a small, heavily trapped cavern network where Talek keeps the family collection of crumbling, ancient tomes of magic and religion.

## 8: RUINED MANOR

When the Lochers settled the Lonely Coast and established the village of Oakhurst, the first reeve constructed an elegant two-storey, stone manor house. Not long after, a mysterious fire swept quickly through the home, killing the reeve and his family. Local legend claims the reeve tried to outlaw the strange religious practices of the Wearne family, and the Wearnes used evil magic to eliminate him.

Whatever the case, those who come across the manor house claim to see glowing lights moving passed blackened windows and the ghostly cries of screams coming from inside. Those who explore the manor house do not come back and so the villagers have let the woods reclaim the ruin.

### THE WEREBATS OF OAKHURST

The Wearne family settled in the area that would become Oakhurst generations before the Lochers arrived and laid claim to the Lonely Coast. A family of trappers, the Wearne patriarch, Fallon Wearne, discovered an ancient religious site in a high cave situated in a cliff that was once used by the ancient Tuath. Though abandoned, an evil presence still lingered deep in the cave, corrupting Fallon and blessing him with lycanthropy. Wishing to keep their bloodline pure, the Wearnes intermarried, soon became wholly devoted to this dark power.

The Wearne werebats differ from the common werebat in that the claws at the tip of their bat wings are too feeble to use in battle. The dark power granting their lycanthropy craves blood, and thus they share characteristics with the vampire bat. This grants them the ability to suck their victims dry of blood and some locals mistake them for vampires. The Wearnes guard their secret closely, mostly preying on the numerous half-goblins in the Tangled Wood and the occasional lone hunter, trapper or traveller. However, the dark power that gifted them lycanthropy recently sent the Wearnes one of its hideous servants. Thus to appease this herald of their god, the Wearnes have become increasingly aggressive in their hunting, especially as years of inbreeding have induced a madness amongst most of the family.

The Wearne werebats utilize the same rules for creating lycanthropes presented in the *Bestiary*. However, in their hybrid and animal forms, they lose the use of their hands as weapons, but gain a bite attack with the grab ability from the universal monster rules. In addition, they have the following ability while in their hybrid and animal forms:

**Blood Drain (Ex)** When the werebat maintains a grapple on an opponent and makes a successful bite attack, it deals 1 Constitution damage to the grappled creature instead of normal bite damage.

## 9: THE CLIFF

A 40 ft. high sheer granite cliff rises suddenly out of the woods. A wide cave entrance lies just below its eastern summit, but its near vertical sides make reaching it nearly impossible (DC 30 Climb).

The cave entrance widens to a deep natural cavern filled with thick stalagmites and stalactites. A manmade stair winds down from a ledge to the cavern's floor. Here, the stone has been worked to create a smooth floor inlaid with strange runes similar to those on the Witching Rock. An altar carved with giant bats rests on a pedestal at the far end of the floor. A circular pit 20 ft. in radius leads downward 50 ft. through unnatural, inky blackness that consumes even magical light. When the moon is full, the Wearne clan fly in to nestle amongst the numerous stalactites while Talek performs rituals to the strange dark god they worship. A servant of the god, a monstrous beast, dwells within the pit and rises forth to accept homage and sacrifices.

### THE SURROUNDING AREA

As the Lonely Coast's only point of civilization within the Tangled Wood, Oakhurst is a natural stopping point for those looking to explore ancient ruins or adventure further north in the Twisted Gorge. While not friendly, most of Oakhurst's citizens are not aggressively hostile. However, wise travellers conduct their business quickly and move on. Surrounded on all sides by the dangers of the Tangled Wood that shelter many tribes of half-goblins, a bit of coin can loosen the lips of the villagers as to where dangers might lie just outside the village environs.

#### BARTREL EBON AXE

CR 3 (XP 800)

*This squat, brutish man has slightly rounded ears reminiscent of a goblin.*

Male half-goblin fighter 4

NE Medium humanoid (goblinoid, human)

**Init** +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive +1

**Speed** 25 ft.; **ACP** -4; Climb +5, Ride +3, Stealth -3

**AC** 17, touch 10, flat-footed 17; **CMD** 18

(+7 armour [mwk banded mail])

**Fort** +7, **Ref** +2, **Will** +1 (+2 vs. fear)

**hp** 38 (4 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +8

**Melee** mwk greataxe (Power Attack [-2/+6]) +10 (1d12+8/x3)

**Ranged** mwk light crossbow (range 80 ft.) +5 (1d6/19-20)

**Atk Options** Cleave

**Combat Gear** bolts (20), *potion of cure moderate wounds*

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

**SQ** armour training (1), bravery (+1)

**Feats** Cleave<sup>B</sup>, Fleet<sup>B</sup>, Intimidating Prowess, Power Attack<sup>B</sup>,  
Weapon Focus (greataxe), Weapon Specialization<sup>B</sup>

**Skills** as above plus Intimidate +13, Survival +4,

**Languages** Common, Goblin, Orc

**Gear** as above plus *cloak of resistance* +1, 43 gp

## LIFE IN OAKHURST

Life in Oakhurst is hard and joyless.

### TRADE & INDUSTRY

The majority of Oakhurst's industry lies in trapping and hunting. The villagers who brave the Tangled Woods for their livelihood quickly learn how to avoid the half-goblins and shadow wolves lurking amongst the trees. Animal pelts and meat are sent down river to Swallowfeld or by wagon to Wolverton. Bartrel does a brisk business fencing and selling illicit goods from his inn.

### LAW & ORDER

Though the reeve, Colan Boden, represents the Lochers, he has very little real power. The Wearne clan acts as the de facto leaders of Oakhurst. However, the Wearnes are more concerned with their strange religion than actually ruling and so most villagers try to avoid them. When a crime is committed, it falls to the aggrieved party to seek their own restitution. Occasionally, soldiers from Caer Syllan appear and round up some ne'er do-wells as a pretence of keeping the peace in Oakhurst.

#### CAJA WEARNE (HUMAN FORM)

CR 3 (XP 800)

*This slender, dirty woman has sharp features and oversized ears.*

Female natural werebat human rogue 3

NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +6; **Senses** low-light vision, scent; Perception +7 (+8 vs. traps), Sense Motive +7

**Speed** 30 ft. **ACP** 0; Acrobatics +8 (+12 jumping), Escape Artist +8, Stealth +8

**AC** 16, touch 13, flat-footed 13; **CMD** 16 (17 vs. traps) (+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge])

**Fort** +2, **Ref** +5 (+6 vs. traps; evasion), **Will** +2

**hp** 20 (3 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +3

**Melee** mwk rapier +4 (1d6+1/18-20)

**Ranged** hand crossbow (range 30 ft.) +4 (1d4/19-20)

**Atk Options** bleeding attack, sneak attack (+2d6)

**Special Actions** change shape ([move action] human, hybrid, and bat; *polymorph*)

**Combat Gear** bolts (10), *elixir of hiding*, *potion of cure moderate wounds*, *wand of burning hands* (13 chgs.)

**Abilities** Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 6

**SQ** lycanthropic empathy (bats), rogue talent (bleeding attack), trapfinding (+1), trap sense (+1)

**Feats** Dodge, Improved Initiative

**Skills** as above plus Bluff +4, Diplomacy -2 (+2 vs. bats), Disable Device +9, Intimidate +4, Knowledge (local) +8, Sleight of Hand +8, Use Magic Device +4

**Languages** Abyssal, Common, Goblin

**Gear** as above plus mwk thieves' tools, 8 gp

### EVENTS

While the PCs are in Oakhurst, one or more of the below events may occur. Choose or determine randomly:

| D4 | EVENT  |
|----|--|
| 1  | Dark robed figures have a fire lit on the Witching Rock. A strange chanting can be heard.                                |
| 2  | Daveth Cass fishes a dead body out the river. A DC 10 Heal check reveals the desiccated corpse had its blood sucked out. |
| 3  | The villagers have strung up a half-goblin in front of the Bloody Ear. They are about to start target practice.          |
| 4  | Kensa Boden stumbles out of her shop, a bottle of liquor in her hand, screaming about giant bats.                        |



#### CAJA WEARNE (HYBRID FORM)

CR 3 (XP 800)

*This creature has vaguely human features; her thin, almost frail arms distorted into wings, connected to her sides with tissue.*

Female natural werebat human rogue 3

NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +6; **Senses** low-light vision, scent; Perception +7 (+8 vs. traps), Sense Motive +7

**Speed** 30 ft., fly 40 ft. (average) **ACP** 0; Acrobatics +8, Escape Artist +8, Fly +5, Stealth +8

**AC** 18, touch 13, flat-footed 15; **CMD** 17 (18 vs. traps) (+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

**Fort** +3, **Ref** +5 (+6 vs. traps; evasion), **Will** +2

**hp** 23 (3 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +2; **CMB** +3 (+7 grapple)

**Melee** bite +4 (1d4+1 plus curse of lycanthropy [DC 15] and grab)

**Atk Options** blood drain, bleeding attack, grab, sneak attack (+2d6)

**Blood Drain (Ex)** If Caja makes a successful bite attack while maintaining a grapple, she drains 1 Con damage from her victim instead of dealing bite damage

**Special Actions** change shape ([move action] human, hybrid, and bat; *polymorph*)

**Combat Gear** *elixir of hiding*, *potion of cure moderate wounds*, *wand of burning hands* (13 chgs.)

**Abilities** Str 15, Dex 15, Con 14, Int 14, Wis 12, Cha 6

**SQ** lycanthropic empathy (bats), rogue talent (bleeding attack), trapfinding (+1), trap sense (+1)

**Feats** Dodge, Improved Initiative

**Skills** as above plus Bluff +4, Diplomacy -2 (+2 vs. bats), Disable Device +9, Intimidate +4, Knowledge (local) +8, Sleight of Hand +8, Use Magic Device +4

**Languages** Abyssal, Common, Goblin

**Gear** as above plus mwk thieves' tools, hand crossbow, bolts (10), 8 gp

## INVESTIGATIONS

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## ADVENTURE BACKGROUND

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When the ancient people known as the Tuath colonized the area now called the Lonely Coast, they encountered debased primitives worshipping a bloodthirsty entity referred to as the “Bat God” in the area now known as Oakhurst. Engaging in a battle with the manifestation of the fiend, the Tuath used magic to seal away its presence; inscribing a complex ward in a large slab of stone the locals call the “Witching Rock.” As ages passed and the Tuath died out, so did the magic holding the evil away wane, allowing the Bat God’s influence to seep out.

Then over a century before the Lochers arrived on the Lonely Coast, a hunter, Ravin Wearne, sensed the Bat God’s faint presence. Promised power if he and his descendants would free it, Ravin sold his soul, and that of his family, to the Bat God, transforming them into hideous werebat creatures. Wanting to keep the family’s condition secret and bloodline pure, the Wearnes embarked on a path of inbreeding. Over the long years, the Wearnes gradually slipped into madness as each new generation fell further under the decadent influence of the Bat God.

Talek Wearne, the current patriarch, possesses greater abilities than those who came before him. A powerful oracle able to commune with his ancestors and share in their knowledge, Talek studied the runes inscribed into the Witching Rock, finding a key to help him free the Bat God. Consulting his family’s collection of decayed books of forbidden lore, Talek summoned a powerful servant of the Bat God. Conducting hideous blood sacrifices, culled from lone travellers wandering the Tangled Woods, Talek seeks to convert the Bat God’s servant into a full-fledged avatar of his vile deity.

Just a few days ago, a young woman and her fiancé came to Oakhurst to sell stolen jewellery to the half-goblin thug, Bartrel Ebon Axe. Despised for his goblin heritage, Bartrel is one of the few villagers that knows the Wearnes’ secret and has long tried to curry favor with the insular family. He kidnapped the woman and her fiancé as offerings to the Wearnes. Now, a full moon nears and Talek’s plan is reaching completion. This final sacrifice, he believes, should grant the servant the power it needs and then the Wearnes will rise to reclaim the Lonely Coast in the Bat God’s name.

## ADVENTURE SYNOPSIS

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Whether the PCs are sent to Oakhurst to find a missing young woman or investigate the Wearnes, they quickly find themselves among villagers that are both insular and potentially hostile. The close-lipped villagers have little to say to outsiders. However, the PCs’ presence does not go unnoticed as they begin their investigations. Depending on how diplomatic the PCs are, they may or may not gain very many clues and leads the first day.

Bartrel, hoping to please his werebat masters, tries to capture the PCs while they sleep. Foiling Bartrel’s kidnap attempt, the PCs gain their first ally, the reeve’s wife, Kensa Boden. Relaying her suspicions of the Wearnes and the location of their ancestral farmstead, the PCs search the decayed, rambling home. Located in the basement is a hideous dungeon dedicated to the Bat God and the crypts of the Wearne ancestors’ unquiet souls. Freeing the young woman’s fiancé, the PCs discover a foul plot. The Wearnes have almost sacrificed enough souls to resurrect their foul deity on the next full moon which is only a day away. The Wearnes retaliate that night with an ambush. In the aftermath, the village’s gnome bear trap crafter, Rasala Neblor, approaches the PCs. Long suspecting the true nature of the Wearnes, she offers the *silversheen* she has stockpiled in case of a confrontation with the monstrous werebats.

The next day, the PCs rush to a cave in a nearby cliff, the home of the Wearnes’ dark rituals. Inside the cave, the PCs

confront and defeat Talek, but with his death, the Bat God’s dark servant, a vessel for the dark god itself, rises from the pit. If the PCs can defeat the invidious beast, the ritual fails, its backlash once again sealing away the Bat God’s taint. If they fail, the Wearnes descend on Oakhurst in an orgy of blood and destruction.

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### IN YOUR CAMPAIGN

*Against the Cult of the Bat God’s* design enables a GM to easily insert the adventure into a home campaign. The adventure’s setting – a remote village populated by werebats – contains not only the village itself, but a small dungeon located under an old manor house, and a mysterious cave set high in a nearby cave.

Facets of the backstory (such as the Tuath) and the Lonely Coast setting are easily modified. The adventure works best set in a distant backwoods removed from civilization, a place off the beaten track where few visit. The Tuath can be replaced by a previous conquer of the land.

Remember Oakhurst is a place of hard, surly villagers. They do not like outsiders, especially those poking their noses into other people’s business. The village itself sits in squalor, a dismal place for a dismal people. Build up the atmosphere of a village and people in decay by describing the loathsome environment the PCs find themselves in.



## ADVENTURE HOOKS

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Before play begins, determine what has brought the PCs to the remote village of Oakhurst.

**The Plea:** An ally or a rich merchant, named Digory Ahearn, seeks the PCs out. His daughter, Jenna, ran away with her fiancé, Geren Skewes, a foppish dandy of whom he did not approve, stealing the family's collection of jewels. He has searched for her in all the nearby villages but fears she may have gone to Oakhurst, a place with a vile reputation where it is said that ill-gotten goods can be fenced. A DC 20 Sense Motive check discerns Digory is more concerned about the jewels than his daughter. However, he offers each PC 500 gp for finding Jenna.

**Disappearances:** Alan Jewell, one of Lord Locher's stewards, approaches the PCs. Due to their reputation for heroics, Lord

Locher asks the PCs to investigate disturbing news of a spate of disappearances happening in Oakhurst. Alan explains that rumours abound of dark rituals practiced by its insular citizens. He is eager to put to rest the long standing rumours of black magic that persist about Oakhurst. Alan offers each of the PCs a 500 gp reward for solving the mystery of the disappearances.

**The Dead Body:** The PCs stop in Oakhurst to rest and restock supplies. When they enter the village, they notice a small crowd gathered by the eastern edge of the river. Local ferryman, Daveth Cass, fished a desiccated body from the river. A DC 15 Heal check reveals two puncture wounds on the bloodless body's neck. The villagers are shaken muttering, "When will it stop."

## THE BAT GOD

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**Epithets** Blood Drinker, Dark Wings, ol' Red Eye

**Symbol** A red eye over a pair of bat wings in an enclosed circle.

**Alignment** CE

**Domains** Air, Chaos, Darkness, Evil

**Favoured Weapon** Dagger

**Holy Text** Dark Thoughts Whispered

**Teachings** Prey on the blood of the weak for they are your sustenance. Prey on the blood of the strong for they will make you stronger. The world is your hunting ground.

Knowledge of the Bat God is lost with time, though ancient Tuath records speak of a hideous deity once venerated by a degenerate race of humans engaging in bloody ritual sacrifice, cannibalism and other atrocities. The Tuath battled the tribe and in the midst of the conflict, a manifestation of the foul god appeared. It fought and almost defeated the Tuaths' greatest warriors before their wizards sealed the entity away in a separate plane. Afterwards, the savage humans were exterminated and all knowledge of the Bat God lost.

In reality, the Bat God does not hold the power of a true god. A primitive, animalistic spirit, it haunted the Lonely Coast long before humans settled the land. When the first humans wandered into its domain, it fed on them, but then realized these creatures were far different to the simple animals on which it preyed. The fear these primitive humans felt made their blood not only sweeter but gave the evil spirit a new strength. It began to cultivate them, like a farmer breeding cattle for the

slaughter. The Bat God slowly consumed them, entering their minds and driving them to worship it and let it feast upon them.

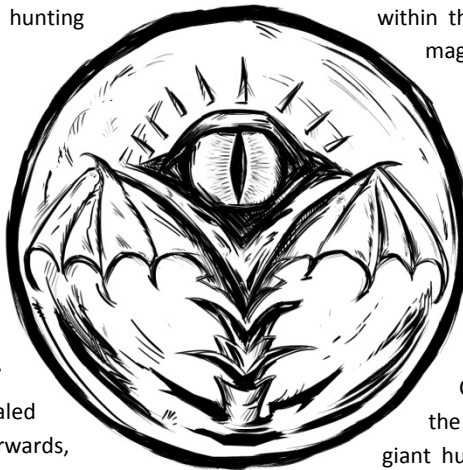
Yet, by the time it battled the Tuath, it had not reached full godhood, although it was able to grant spells to its bestial priests. Its tie to the Material Plane, however, made it vulnerable. When the Tuath realized this, they smoothed a large boulder (representing earth since the Bat God is an air spirit) and inscribed a powerful spell on it. The spell created a demiplane within the boulder to trap the Bat God, after which magical wards were placed on it to seal it away.

The Tuath died out and over the centuries, their magic weakened, allowing the Bat God's presence to seep out, like pus from an infected wound. It found willing subjects in the Wearnes and used its power to twist them into lycanthropes.

Since then, the Wearnes have dedicated themselves to freeing the Bat God, promised rulership over the Lonely Coast for their service. Of course, rulership to the Wearnes means turning the region into one giant hunting ground. Each generation records their progress in a living book, Dark Thoughts Whispered, which serves as both a holy text and research tome.

Worship of the Bat God takes place on the full moon when it glares in the night sky like a giant eye. The Wearnes conduct living sacrifices of intelligent humanoids (often travellers to avoid suspicion), dedicating their souls to the Bat God before spilling its blood. Each new sacrifice serves to further weaken the Bat God's prison as the blood grants it strength.

Its desires and goals have not changed over the long eons. Born of chaos and blood, it only wants one thing: to hunt.



## TIMELINE

---

When the PCs start *Against the Cult of the Bat God*, they have three days until the next full moon when Talek completes the ritual to create the avatar of his vile patron.

Given the freeform nature of the adventure, the PCs are free to take whatever actions they desire, but key events happen on certain days. GMs should feel to move events around to accommodate the flow of the adventure – to help, hinder or add tension, as appropriate. Additionally, due to the adventure’s sandbox nature, the PCs may discover some parts earlier than expected. Talek and his minions are moving about Oakhurst constantly in preparation for the ritual. So if the PCs discover the cave in the cliff the first day, the cave may be empty (Talek having not yet arrived). However, if the PCs are role-playing well and successful in their investigations, allow them to advance the timeline; reward their cleverness and cunning.

**Hooks:** Remember to allow time for the PCs to complete any investigations into the hook that brought them to Oakhurst in the first place.

### DAY 1

The PCs arrive at Oakhurst and begin their investigations. They discover what a grim, haunted place it is.

### DAY 1 (NIGHT)

Bartrel attempts to kidnap one or more of the PCs to offer to the Wearnes (Event 1 [page 22]).

Talek leaves his home (location 7) to finalize the ritual in the cave (location 9).

### DAY 2

If the PCs have not investigated the Wearne’s ancestral homestead, where Talek and his family live, Kensa Boden seeks them out. As wife to the village reeve, she knows the Wearnes are monsters and suspects them of the disappearances. She hopes the PCs can put an end to the Wearnes’ madness, beseeching them to investigate the family’s ancestral home (location 7).

### DAY 2 (NIGHT)

Prying into the Wearnes’ business leads to an attack on the PCs that night by a group of Wearne werebats (Event 2 [page 44]).

### DAY 3

Talek gathers the Wearne clan at the cave in the cliff and they begin invoking the hours-long ritual to transform the Bat God’s servant into an avatar of their loathsome patron.

### DAY 3 (NIGHT)

A baleful full moon hangs low in the sky.

Unless stopped, Talek completes his ritual at midnight, sacrificing Jenna Ahearn and unleashes the Wearne clan on the citizenry of Oakhurst in a frenzy of blood and destruction. The village is devastated, and its citizens either flee or are slain.



## INTRODUCTION

The adventure starts as the players arrive at Oakhurst. Unless the players specify otherwise, they arrive by the main road, which leads to Oakhurst's more populated eastern section.

Once the PCs enter the village, it is up to them how they proceed. It is recommended they arrive at Oakhurst in the early afternoon as this allows them to get in a few hours of investigation before the villagers retire (and lock their doors) for the night.

When the PCs reach Oakhurst, read:

*The village of Oakhurst lies before you, a mouldering collection of mud-splattered wooden houses huddling beneath a*

*suffocating canopy of thick oak trees. Darkened windows in the homes stare at you sullenly while the wet smell of decay saturates the still air. Despite the time of day, the only movement in the grimy streets is a mangy cur pawing through refuse piled high next to a nearby building. It utters a low growl at you before slinking away.*

Proceed with the adventure using the village overview on pages 6-12 to portray Oakhurst and the information on pages 17-19 to facilitate the PCs' investigations.

## INVESTIGATION

To solve the mystery behind Oakhurst, the PCs must question the villagers. Where they wish to go is up to them but the GM should familiarize himself with the specific locations and personalities in Oakhurst. Distribute the keyless Player's Map of Oakhurst (page 54) to the players and briefly describe the major locations they see in Oakhurst's eastern section.

Use the Village Lore chart (page 9) for PCs making Knowledge (local) checks about Oakhurst.

|     |   |
|-----|---|
| 8   | The Wearnes disappear on the night of the full moon. One is only three days away!                           |
| 9*  | A couple of strangers, a young woman and man, hired Daveth to take them upriver.                            |
| 10* | Rasala is an evil nature spirit! She cooks and eats strangers.  |
| 11  | Kensa Boden, the reeve's wife, has been more drunk than usual and mutters about seeing giant bats at night. |
| 12* | If you sleep on the Witching Rock at night, you'll be blessed with good dreams.                             |

## WHISPERS & RUMOURS

Attempting a broader gather information check requires one hour. PCs can question individual villagers, however, due to their sullen nature, villagers are unfriendly towards the PCs. A DC 20 Diplomacy or DC 11 Intimidate check renders them indifferent and they begrudgingly answer a few questions.

Use the Rumour Chart to determine what general information the PCs glean from their queries. On a success, roll on the chart below.

### D12 RUMOUR

|    |  |
|----|--|
| 1  | Strange lights and faces are sometimes seen in the windows of the old ruined manor house.  |
| 2  | Bartrel once adventured with Jacca Landers, the reeve of Bossin. He helped Jacca turn against his own tribe for a bit of profit.                                       |
| 3  | On full moons, fires can be seen burning in the cave high up in the nearby cliff. Those who are smart stay inside and don't mess with those who practice the old ways. |
| 4  | Less children are being born alive to the strange, old Wearne clan. It's driven some of them mad, like Caja Wearne, old Talek's favourite cousin.                      |
| 5* | The Wearnes know black magic and are really vampires!  |
| 6* | The Witching Rock blocks a tunnel straight to Hell.  |
| 7  | Two strangers, a young woman and man, were seen at the Bloody Ear.   |

Most of the villagers know very little as sticking one's nose into another person's business is taboo in Oakhurst; it's an excellent way to get ostracized or go missing.

Play up the surly and close-mouthed nature of the villagers. If the PCs become too frustrated, allow night to fall.

**Darkness Falls:** Once it begins to get dark, the villagers scurry to their homes, locking their doors (DC 15 Disable Device opens) and will not open them to strangers.

## HUNTING THE WEARNES

PCs investigating the Wearnes might become hostile towards the degenerate family after triggering the Werebat Ambush event (page 20) and seek to eradicate them to the very last werebat. However, PCs going house to house will ultimately find their efforts futile. After the Werebat Ambush event, any additional houses the PCs investigate in the western section are empty. The villagers and Wearnes often range many miles out into the Tangled Woods and the Wearnes are difficult to track since they can fly.

## OAKHURST EASTERN SECTION

This section of Oakhurst is where the PCs arrive and contains most of the commercial buildings and residences of nonWearne villagers. Most of the buildings are unmapped and if PCs decide to enter them, describe them as a typical house or store, albeit with a gloomy air of decrepitude and decay. Many are currently inhabited by dirty women and children, the men out hunting and trapping. When investigating a notable Oakhurst personality, allow minuses or pluses to skill checks for good or bad roleplaying. A successful Sense Motive check reveals a notable personality is hiding something, but they are too afraid of the Wearnes to reveal anything more even if intimidated.

The locations below provide more information towards the PCs' investigation. Unless otherwise noted, NPCs start out with an unfriendly attitude towards the PCs. The information below can be discovered if the NPC's attitude is changed to at least indifferent.

### LOCATION 1: THE BLOODY EAR

Bartrel lounges around here, four of his thugs sipping ale at a nearby table. He starts out with an unfriendly attitude towards the PCs, but offering him a severed ear for his collection behind the bar grants a +5 bonus to Diplomacy checks. Additionally, discussing the moving of stolen goods gets his interest, immediately adjusting his attitude to indifferent. Bartrel still has the Ahearn jewel collection, worth approximately 4,000 gp.

**About the Disappearances:** Bartrel admits he fenced some goods for a woman and a man recently, but states they moved on afterwards and he does not know where. In truth, Bartrel drugged them and offered them up to the Wearnes.

**About the Wearnes:** Bartrel claims to know little about the Wearnes, only saying they are an odd bunch that mostly keep to the western side of Oakhurst and do not frequent his place. This is another lie. Bartrel knows the Wearnes are werabats and his dream is to be gifted their power of lycanthropy.

When the PCs finish talking to Bartrel, he asks them if they need a room for the night. It is 5 gp and that includes an evening meal. If the PCs seem hesitant, he reminds them of the dangers from shadow wolves and half-goblins lurking in the nearby area.

### LOCATION 2: OAKHURST JAIL

A thick padlock hangs on the door to the jail (DC 25 Disable Device opens). The door itself is reinforced (hardness 5; 20 hp; DC 23 Break). The jail is currently empty as Caja is busy assisting Talek with the final preparations for the ritual. If the PCs explore the jail, they find the mutilated corpse of a recently deceased half-goblin. The entire place reeks of blood and death.

### LOCATION 3 (GENERAL STORE)

The reeve, Colan Boden and his wife, Kensa, lurk in this sagging general store. Colan greets the PCs while Kensa busies herself organizing shelves and sipping from a bottle of wine. While talking with the PCs, Colan shoots looks towards his drunken wife, making sure she does not speak out of turn. Kensa refers any questions asked of her to her husband. Common goods under 100 gp, with the exception of alchemical items, can be found in his store but prices are 20% higher than normal.

**About the Disappearances:** Colan does remember a woman and man coming into town but claims they did not stay long, which is true as far as he knows (he has his suspicions but is smart enough not to ask Bartrel). As for other disappearances, again he has his suspicions, but to the PCs he blames an increase in the shadow wolf population.

**About the Wearnes:** Terrified of the Wearnes, Colan remains tight-lipped in regards to any questions about them, replying they keep to themselves and do not bother people much. If made friendly or helpful, he relates that when bad things happen, it is often laid at their door. If pressed or intimidated, he imperiously mentions that he is the reeve and has important business to attend to, asking the PCs to leave. He then closes the store for the day.

### LOCATION 4: DAVETH'S HOUSE

Daveth's small barge pulls in, dislodging two fur clad hunters carrying a deer carcass. More used to strangers, Daveth's initial attitude is indifferent.

**About the Disappearances:** Daveth knows nothing about a woman or a man, claiming if they left, they left by foot as he is the only one in Oakhurst willing to ferry people up or down river. He does not know about any other disappearances either, but is not surprised – the Tangled Woods are a dangerous place.

**About the Wearnes:** Daveth only knows, besides the general rumours, that he has not ferried any Wearnes across the river in a week, which is odd, but then again, he is not complaining. They are an odd lot, after all.

### LOCATION 5: RASALA'S BEAR TRAP EMPORIUM

When the PCs enter, Rasala finishes putting a final adjustment on a bear trap before addressing them. She is initially indifferent towards the PCs.

**About the Disappearances:** Rasala honestly does not recollect seeing a woman and man coming through recently, saying that unless they needed bear traps, her specialty, they would not have come to her store. However, she admits to hearing about other disappearances and though she has her suspicions about the Wearnes, she is unwilling to share them at the moment. If made friendly or helpful, Rasala tells the PCs that most travellers through Oakhurst stop at the general store or the Bloody Ear.

**About the Wearnes:** Rasala is reluctant to discuss the Wearnes, saying they keep to themselves and she keeps to herself. She too knows about the rumours of black magic and vampirism, and though she believes them, she does not let onto that fact, attempting to brush it aside with a joke about her gnome heritage making people think she is a witch or spirit.

#### LOCATION 6: WITCHING ROCK

PCs investigating the Witching Rock that make a DC 24 Knowledge (arcana) or Spellcraft check determine the runes inscribed on it invoke strong (CL 20) abjuration spells used in creating wards to seal away powerful evil presences. The same check also reveals some of the symbols have been altered, thus weakening the ward's effect; however, it would take a 20th-level or higher caster to repair the ward. Additionally, a DC 15 Knowledge (engineering) check reveals the Witching Rock's flat shape was crafted and is not natural.

#### OAKHURST WESTERN SECTION

PCs wishing to explore Oakhurst's western section either have to swim the river (rough waters, DC 15 Swim) or pay Daveth to ferry them across. Daveth charges the PCs 1 gp each for a round trip. This is much higher than he charges the villagers, but by looking at the PCs, he assumes they can afford it.

When the PCs investigate this area for the first time do not allow them access to the Oakhurst map. Few of the eastern inhabitants venture here and this part of the village remains a mystery to most. Instead, the GM should use the Oakhurst map, asking the PCs which direction they travel in when they get to junctions in the path.

If the PCs wish to inquire at any of the houses they come across, there is a 50% it belongs to a member of the Wearne family. Usually, two members are at home, the rest of the family either out hunting or assisting Talek with the preparations for the ritual. A Wearne's attitude starts as hostile, but he does not immediately attack. After rudely rebuffing the PCs' questions with an, "Outsiders aren't welcome" type of remark, he and one other werebat slip into the woods and set up an attack on the PCs, using one of the many traps they have secreted along the trails (page 20). Talek has instructed his family to eliminate anyone suspicious as the final ritual draws close. Run the Werebat Ambush encounter when the PCs are heading back towards Oakhurst's eastern section.

If the house does not belong to a Wearne family member, it is empty. Either the occupant is out hunting and trapping for the day or he has become a victim of the Wearnes' sacrifices.

#### AREA FEATURES

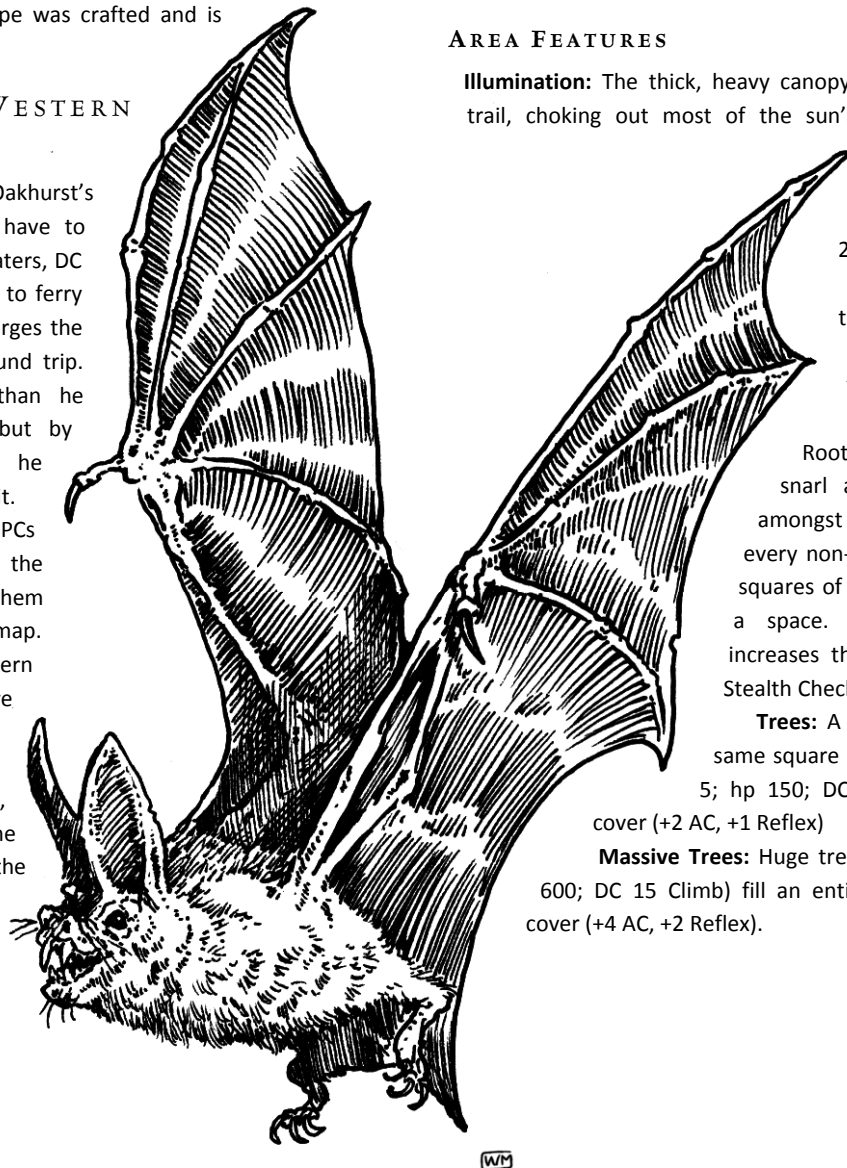
**Illumination:** The thick, heavy canopy reaches over the game trail, choking out most of the sun's rays and causing dim illumination (20% miss chance). Perception is limited to 2d6x10 ft.

**Trails:** Narrow game trails, no more than 5 ft. wide, meander through the dense forest of trees.

**Heavy Undergrowth:** Roots from the many trees snarl around each other and amongst thick bushes, covering every non-trail square. It costs two squares of movement to enter such a space. The undergrowth also increases the DC of Acrobatics and Stealth Checks by 2.

**Trees:** A creature standing in the same square as a tree (AC 4; hardness 5; hp 150; DC 15 Climb) gains partial cover (+2 AC, +1 Reflex)

**Massive Trees:** Huge trees (AC 3; hardness 5; hp 600; DC 15 Climb) fill an entire square. They provide cover (+4 AC, +2 Reflex).



## WEREBAT AMBUSH (CR 6; XP 2,400)

At a point along one of the trails, two Wearne werebats lie in wait, hidden amongst the trees on either side of the trail. When the PC enter the woods, read:

*Hunched trees crowd the edge of the trail, straining their branches overhead to create a dim, leafy green tunnel. A sense of claustrophobia fills the air as it seems the trees squeeze in tighter all around you.*

Instead of simply running this as a straight combat encounter, use the table below to highlight the strange, sinister feeling of the woods surrounding the Oakhurst.

| D12 | FEATURE  |
|-----|--|
| 1   | A sagging, rotten tree branch hangs low over the path. It collapses, if touched.   |
| 2   | The bones of a wolf lie sprawled beneath a low bush. A DC 15 Heal check reveals the wolf died a brutal, violent death.   |
| 3   | The broken skull of a bear tops a crude marker comprising moss-covered stones.   |
| 4   | This area of forest is absolutely silent and the trees crowd closely over the path.  |
| 5   | The branches of several trees stir as if caught by the breeze, but the air remains still.  |
| 6   | The stench of decay and death is strong in this area. A DC 15 Perception check reveals a shallow grave containing the naked, decomposing corpse of a traveller.                      |
| 7   | The remains of a collapsed house stands drunkenly among a dense stand of trees. It has obviously been abandoned for decades.   |
| 8   | The remains of a stone wall run next to the path. It is covered in moss.   |
| 9   | A tree has fallen across the path, completely blocking it. Explorers can force their way through the foliage or backtrack. Investigation reveals the tree was deliberately cut down. |
| 10  | A piercing scream suddenly splits the air. The scream comes from deeper into the wood in a direction away from Wearne Manor.   |
| 11  | A deep pit pierces the path ahead. Within, impaled on sharpened wooden stakes lies the mouldering body of a deer.  |
| 12  | Through a break in the trees, a PC catches a glimpse of a large, bat-like creature. The creature disappears from view moments later. (This is a werebat patrolling for intruders).   |

When the mood is right, spring the ambush.

## AMBUSH

Talek is clever enough to realize someone may inquire about the recent disappearances and so has ordered the rest of the Wearnes to eliminate any outsiders, especially ones asking questions. Thus, these two werebats hope to use one of the many traps they have set up to slay intruders quickly.

**Encounter Distance:** Due to the dense foliage, Perception checks made to detect the werebats are limited to 2d6x10 ft.

**Hiding:** The werebats have a +14 Stealth check due to the undergrowth to avoid being seen.

## TACTICS

The werebats wait to catch as many people as possible in the trap before they strike.

Once the trap is sprung, they attack the least armoured enemies first. Like pack animals, they flank a target, taking out one before moving to the next.

If reduced to half their hit points, they assume hybrid forms. They flee if one of them is killed or they are brought down to 5 hp or less. Surviving werebats remain in the area to spy on the intruders. If the PCs approach Wearne Manor, the werebats drink their *potions of cure light wounds* and attack again. This time, terrified of failing Talek, they fight to the death.

### SHARPENED SWINGING LOGS CR 3 (800 XP)

*Suddenly, a number of crudely sharpened logs swing out from the trees.*

**Search** DC 20 Perception; **Type** Mechanical

**Disarm** DC 20 Disable Device (2d4 rounds); activates on DC 15 or less.

**Trigger** Touch; **Reset** Manual

**Effect** When triggered, this trap has the following effects:

**Round 1 (Sharpened Logs)** Sharpened logs coated in black adder venom suspended on rope swing out of the trees, hitting characters in a 10 ft. by 20 ft. area (+10 melee, 2d8 damage plus black adder venom).

- *Black Adder Venom* Type poison, injury; *Save* DC 11 Fortitude; *Frequency* 1 rd./ 6 rds; *Effect* 1d2 Con damage; *Cure* 1 save.

**Round 2 (Sharpened Logs)** The sharpened logs swing back through the area as described above.

**Round 3 (Rolling Logs)** The ropes holding the logs snap, dropping them to the ground and making a +10 CMB trip attempt to all creatures in a 5 ft. by 20 ft. area. Creatures knocked prone take 1d6 bludgeoning damage from the logs.

**Rounds 4+** The logs come to rest and make an area 10 ft. by 20 ft. difficult terrain (it costs 2 squares of movement to enter such squares).

## AREA FEATURES

The area has several features of note:

**Illumination:** The thick, heavy canopy reaches over the game trail, choking out most of the sun's rays and causing dim illumination (20% miss chance).

**Game Trail:** The trail is 5 ft. wide. Movement along the trail is uninhibited.

**Heavy Undergrowth:** Roots from the many trees snarl around each other and amongst thick bushes, covering every

non-trail square. It costs two squares of movement to enter such a space. The undergrowth also increases the DC of Acrobatics and Stealth Checks by 2.

**Trees:** A creature standing in the same square as a tree (AC 4; hardness 5; hp 150; DC 15 Climb) gains partial cover (+2 AC, +1 Reflex)

**Massive Trees:** Huge trees (AC 3; hardness 5; hp 600; DC 15 Climb) fill an entire square. They provide cover (+4 AC, +2 Reflex).

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600):** Remove one werebat.

**EL 7 (XP 3,200):** Add one werebat.

### WEARNE WEREBAT (HYBRID FORM) (2)

CR 3 (XP 800)

*This monstrosity combines the features of a human with that of a deformed bat; its arms twisted into a pair of membranous wings.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft., fly 40 ft. (average); **ACP** 0; Fly +6, Stealth +8 (+10 underground, +12 in forests)

**AC** 18, touch 13, flat-footed 15; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

**Fort** +4, **Ref** +3, **Will** +3  
**hp** 27 (3 HD) **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** bite +6 (1d4+4 plus curse of lycanthropy [DC 15] plus grab)

**Atk Options** blood drain, grab

**Blood Drain (Ex)** If the werebat makes a successful bite attack while maintaining a grapple, he drains 1 Con damage from his victim instead of dealing bite damage.

**Grab (Ex)** If it hits a Small or smaller target with its bite, the werebat can try to grapple as a free action without provoking attacks of opportunity.

**Special Actions** change shape ([move action]) human, hybrid, and bat; *polymorph*)

**Combat Gear** arrows (20), dagger, *potion of cure light wounds* (2)

**Abilities** Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 12 gp

### WEARNE WEREBAT (HUMAN FORM) (2)

CR 3 (XP 800)

*This ugly human has a large head with small pointed ears and a flat nose.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft. **ACP** 0; Stealth +8 (+10 underground, +12 in forests)

**AC** 16, touch 13, flat-footed 13; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge])

**Fort** +4, **Ref** +3, **Will** +3  
**hp** 24 (3 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk battleaxe +7 (1d8+2/x3)

**Ranged** composite shortbow +2 (range 60 ft.) +5 (1d6+2/x3)

**Special Actions** change shape ([move action]) human, hybrid, and bat; *polymorph*)

**Combat Gear** arrows (20), dagger, *potion of cure light wounds* (2)

**Abilities** Str 15, Dex 14, Con 13, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 12 gp

## EVENT 1 (CR 5; XP 1,600)

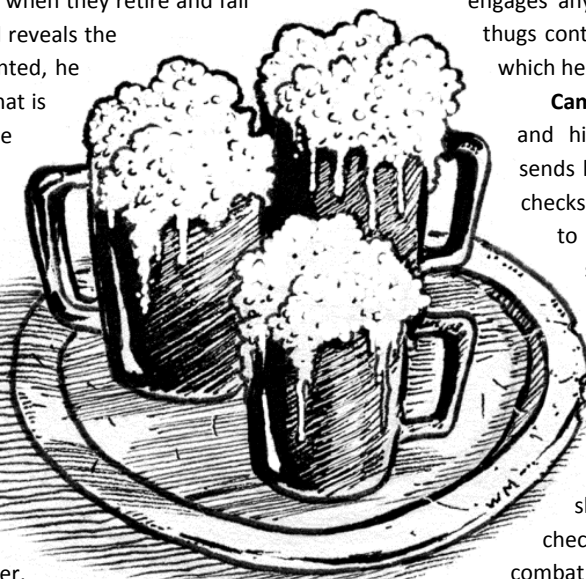
Event 1 occurs the first night the PCs stay in Oakhurst. If possible, Bartrel attempts to kidnap the PCs while they sleep at the Bloody Ear; otherwise, he seeks them out wherever they are camped.

If the PCs take Bartrel up on the offer of a room and evening meal, Bartrel adds a low dosage of blue whinnis poison to their food and drink.

- **Low Dosage Blue Whinnis Poison:** *Type* poison, ingested; *Save* DC 14 Fortitude; *Onset* 10 minutes; *Initial Effect* fatigued; *Secondary Effect* target takes a -6 penalty to Perception checks while asleep; *Cure* 1 save or 8 hours of rest.

Secretly make rolls for each of the PCs so they do not suspect anything. PCs failing their saving throw feel especially groggy (treat as having the fatigued condition) when they retire and fall into a deep sleep. A *detect poison* spell reveals the poison in the food. If Bartrel is confronted, he apologizes, saying he has a new cook that is not very good and offers to replace the meals. He does not add the poison the second time but the PC who confronts him becomes the first target he attempts to kidnap.

If the PCs have declined a room at the Bloody Ear and instead elect to camp elsewhere, Bartrel and his thugs still attempt the kidnapping. As a former adventurer, Bartrel is familiar with the best campsites in the nearby area as well as such adventuring tactics as *rope trick*. In this case, ignore the area features listed below and design a suitable campsite.



## TACTICS

**At The Bloody Ear:** Bartrel keeps an eye on the PCs while they eat, noticing which ones seem to succumb to the poison's effects. He prefers to target less hardy-looking victims, such as spellcasters. Bartrel waits until the middle of the night before slipping upstairs with two thugs. He remains on lookout in the hallway while his thugs slip inside using a master key. The thugs gain a +10 bonus on their Stealth checks, if the PC is asleep. They attempt to grapple the PC, one thug using an aid another action. On the second round of a successful grapple, the thug tries to pin the PC and drag him from the room. If the PC resists or escapes the grapple, the thugs use nonlethal attacks to knock him unconscious. If combat occurs, allow the other PCs Perception checks every round to hear the noise. Bartrel engages any other PCs exiting their rooms. The thugs continue fighting until Bartrel surrenders, which he does if reduced to less than 10 hp.

**Camping:** If the PCs are camping, Bartrel and his thugs arrive at midnight. Bartrel sends his thugs ahead, who attempt Stealth checks (+10 bonus against any PCs sleeping) to reach the camp before rushing in to surprise any PCs on watch. One thug attempts a grapple while the other thug aids him. They try to quickly and quietly pin the PC before dragging him off. If the PC resists, they resort to nonlethal attacks to knock him unconscious. Allow sleeping PCs to make a Perception check to hear the sounds of combat. If combat ensues, Bartrel joins in two rounds later. The thugs continue fighting until Bartrel surrenders which he does if reduced to less than 10 hp.

### BAITING THE WEARNES

It is conceivable that crafty PCs may try using Bartrel to create a ruse, pretending to be captured to lure out some Wearnies for questioning. If his life is spared, Bartrel goes along with this tactic. He uses a lantern to send out a signal and within 10 minutes, two Wearnie werebats (page 21) appear. Bartrel turns on the PCs if the battle goes against them.

### ATTACKING BARTREL FIRST

During their investigations, the PCs may correctly deduce that Bartrel had a hand in Jenna's disappearances. While Bartrel denies this, persistent PCs may provoke a fight with him. You can still use the stats for this encounter. If encountered at the Bloody Ear, the common room is 20 ft. by 30 ft. with a bar along the eastern wall. Behind the bar is a door that leads to a 15 ft. by 15 ft. kitchen with a locked door (DC 25 Disable Device) that leads to Bartrel's room to the south. A DC 25 Perception check finds a chest hidden under a floorboard containing the Ahearn family jewels. Bartrel still surrenders if reduced to 10 or less hp.



## AREA FEATURES

There are five rooms available at the Bloody Ear, two on each side of the hallway and one at the end. The typical room at the Bloody Ear has several features of note:

**Illumination:** A half-burnt candle provides light. Otherwise, the room is dark.

**Ceilings:** The ceilings are 7 ft. high.

**Room Dimensions:** The room is a small 10 ft. by 10 ft. room.

**Door:** A simple wooden door (hardness 5; hp 10; DC 13 Break) leads into the room from a short hallway (20 ft. long, 5 ft. wide). A key locks (DC 15 Disable Device opens) the door. Bartrel carries a master key for all the doors.

**Furniture:** A narrow lumpy straw mattress rests on a wooden bed. A small dresser sits along on wall and wooden chair rests in one corner.

**Window:** A narrow window can be closed and locked with two wooden shutters.

## AFTERMATH

If Bartrel kidnaps a PC, he takes him by a small boat across the river to the eastern section of Oakhurst where he hands the PC over to two Wearne werabats who then take the PC to Wearne Manor locking him up in area D4. Bartrel, fearing the remaining PCs' wrath, takes refuge in one of the Wearnes' homes.

If Bartrel is captured, in exchange for sparing his life, he offers to tell the PCs where Jenna is. He tells them he kidnapped her and gave her to the Wearnes. He knows they have been taking people lately, but he honestly does not know what for,

only that they pay him good money for anyone he brings to them. Bartrel does not reveal they are werabats; he still hopes to warn the Wearnes about the PCs. He explains that when he kidnaps people, he brings them across the river and the Wearnes take it from there. He assumes they are taken to Wearne Manor but he has never been there and does not know where it is located. The only ones he thinks would know would be the reeve and his wife. If released, Bartrel flees and goes to the Wearnes who are not happy about his failure. Bartrel's soul is too dark for their ritual so he is killed.

If the PCs follow Bartrel's lead and contact the reeve, they find his wife, Kensa, running the store. If asked where Wearne Manor is, Kensa breaks down. She tells the PCs she has seen giant bats at night and that she believes the Wearnes to be shapeshifters or vampires. She has asked her husband many times to leave, but as the reeve, he cannot. She is willing to draw a rough map leading through Oakhurst to Wearne Manor on the condition the PCs do something about the "detestable animals." If the PCs do not follow up on Bartrel's lead, Kensa approaches them early in the morning and relates the above information as she has had enough nightmares about the Wearnes. She has visited Wearne Manor only once and never set foot inside. She describes it as a ruined looking house surrounding by a fence of mummified animal heads.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Remove one thug.

**EL 6 (XP 2,400):** Add two additional thugs.

### BARTREL EBON AXE

CR 3 (XP 800)

*This squat, brutish man has slightly rounded ears reminiscent of a goblin.*

Male half-goblin fighter 4

NE Medium humanoid (goblinoid, human)

**Init** +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive +1

**Speed** 25 ft.; **ACP** -4; Climb +5, Ride +3, Stealth -3

**AC** 17, touch 10, flat-footed 17; **CMD** 18

(+7 armour [mwk banded mail])

**Fort** +7, **Ref** +2, **Will** +1 (+2 vs. fear)

**hp** 38 (4 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +8

**Melee** mwk greataxe (Power Attack [-2/+6]) +10 (1d12+8/x3)

**Ranged** mwk light crossbow (range 80 ft.) +5 (1d6/19-20)

**Atk Options** Cleave

**Combat Gear** bolts (20), *potion of cure moderate wounds*

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

**SQ** armour training (1), bravery (+1)

**Feats** Cleave<sup>B</sup>, Fleet<sup>B</sup>, Intimidating Prowess, Power Attack<sup>B</sup>,  
Weapon Focus (greataxe), Weapon Specialization<sup>B</sup>

**Skills** as above plus Intimidate +13, Survival +4,

**Languages** Common, Goblin, Orc

**Gear** as above plus *cloak of resistance* +1, 43 gp

### THUG (2)

CR 1 (XP 400)

*This brutish human wears ragtag armour and dirty animal skins*

Male human warrior 3

NE Medium humanoid (human)

**Init** +0; **Senses** Perception +3, Sense Motive +0

**Speed** 30 ft.; **ACP** -2; Stealth +4

**AC** 13, touch 10, flat-footed 13; **CMD** 15

(+3 armour [mwk studded leather])

**Fort** +4, **Ref** +1, **Will** +1

**hp** 27 (3 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** club (Power Attack [-1/+2]) +6 (1d6+2/19-20)

**Ranged** light crossbow (range 80 ft.) +3 (1d8/19-20)

**Combat Gear** bolts (10), dagger

**Abilities** Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8

**Feats** Intimidating Prowess, Power Attack<sup>B</sup>, Weapon Focus (club)

**Skills** as above plus Intimidate +7

**Languages** Common

**Gear** as above plus 3d6 gp

## SIGHTS & SOUNDS OF OAKHURST

Use the following table to add flavour to the PCs' investigation of Oakhurst.

| D%    |   |
|-------|---|
| 01-04 | A legless man in a small cart pulls himself forward using just his arms. He spits on the ground in the PCs' direction as he passes by and mutters under his breath.   |
| 05-08 | A hooded woman beats a mouldering rug hung on a line between two houses. She cackles madly with each swing, sending up a cloud of dust. She stares at the PCs briefly, her eyes milky white with blindness. |
| 09-12 | Maggots crawl across the unidentifiable corpse of an animal in the middle of the road. It gives off a horrid, sickening smell but the few heavily cloaked passers-by pay it little heed.                    |
| 13-16 | A pair of dirty, naked children play at swords using sticks. They run inside a house at the approach of the PCs. A woman appears at the doorway and makes a sign to ward off evil.                          |
| 17-20 | A filthy old woman approaches a random PC, leaning forward to whisper something in his ear. She mumbles unintelligently before kissing the PC on the cheek and moving off.                                  |
| 21-24 | A dead wolf, arrows sticking out of it, bobs in the river, caught in a clump of reeds. After a moment, the current carries it downstream.   |
| 25-28 | A wind picks up, carrying the smell of mould, decay and unwashed bodies. Bits of debris tumble down the narrow, crooked streets.  |
| 29-32 | Drunken villagers use a half-goblin corpse as target practice, laughing uproariously. A few arrows stick out of the unfortunate creature but most lie stuck in the ground nearby.                           |
| 33-36 | A man throws open a window's shutters before glaring at the PCs and then slamming them shut. A moment later, they hear the sound of a heavy bar dropping into place against the door.                       |
| 37-40 | The sound of maniacal laughter alternating with deep, heavy sobbing drifts loudly from a house. A woman stands in the home's doorway, sweeping it while humming a jaunty tune.                              |
| 41-44 | Deeply cloaked figures, bandages covering their faces and hands, pull a small cart laden with foul smelling vegetables.   |
| 45-48 | A naked man holding a bottle of liquor is having a garbled argument with himself. It quickly turns violent as he begins hitting himself. He appears to be losing his own fight.                             |
| 49-52 | A man sits outside his house, slowly sharpening a knife as he observes the PCs. He spits on the ground before getting up and with a backward glance at the PCs, goes inside, slamming the door shut.        |

|        |  |
|--------|--|
| 53-56  | Cats hiss at one another, fighting over a piece of rotten meat before howling and running off. A decrepit old man swoops in to grab it and begins to stuff it into his mouth.  |
| 57-60  | A recent rain has turned the streets into a muddy morass. A piglet wallows in the mud along with a small child. Both squeal in contented, filthy delight.  |
| 61-64  | A family swims in the river near the Witching Rock, diving off it into the water. A small boat is moored nearby where an elderly woman in rags drools absentmindedly.  |
| 65-68  | Passing by a ruined house, the PCs smell rotting eggs. Ivy crawls along its remains. A pair of eyes glows from its darkened interior followed by a dog's threatening growl.  |
| 69-72  | A pair of women doing laundry by the river stop their conversation as the PCs pass by, gathering up their sheets and scurrying off as if threatened. They duck inside their homes.   |
| 73-76  | Dirty villagers sit around a small stall set up by the river. A fire pit burns, roasting tiny fish which they greedily devour, spitting the tiny bones onto the ground. They watch the PCs with unwelcoming leering eyes, rotted teeth tearing loudly into the fish. |
| 77-80  | Children play a game, jumping over sticks laid on the muddy ground. They chant a horrific nursery rhyme involving monsters that come in the night to suck blood.   |
| 81-84  | A man clad in filthy animal skins walks through Oakhurst, carrying the carcass of a small doe across his massively broad shoulders. He smiles a nearly toothless smile at the PCs, a hint of madness in his rolling eyes.  |
| 85-88  | A bird shrieks somewhere in a nearby tree before going suddenly going silent. Then just its head shoots out of the tree and lands at the feet of a random PC.  |
| 89-92  | The wind blows past the houses, causing trees to creak angrily. A random PC hears his name uttered on the wind in long drawn out syllables before it disappears. The rest of the PCs hear nothing unusual.   |
| 93-96  | A filthy beggar, its sex indistinguishable under its heavy rags and bandages panhandles, shaking a dented tin cup in the PCs' direction. It mutters unintelligibly, lacking a tongue. Another villager walks by and with a sneer kicks the beggar.                   |
| 97-100 | Black smoke roils in the air from the chimneys, the wind blowing it in thick plumes across the streets.  |

## DOMINION OF THE WEARNES

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## WEARNE MANOR

Built centuries ago, Wearne Manor is the family's ancestral home. In this decaying, decrepit house, Talek and his forefathers researched ways to sunder the wards sealing away the Bat God's power. Though most of the Wearnes do not live here, it is the venue for family gatherings. Most of the Wearnes do not know of the dungeon, carved in a rough approximation of the Bat God's symbol, below the house. Deep in its depths, patriarch after patriarch has consulted and added his own research to the hideous creature known as Dark Thoughts Whispered, a foul collection of forbidden lore and magic. Currently, the house is almost unoccupied as Talek and the others prepare the final ritual. A few unlucky Wearnes have been entrusted with guard duty of Jenna's fiancé in the dungeon in case the newly arisen Bat God requires a meal upon its release.

### AREA FEATURES

The manor has the following features:

**Ceilings:** The manor has 8 ft. high ceilings.

**Illumination:** During the day, faint sunlight filters in through dirty windows covered by worn curtains. At night, the manor is dark as the Wearnes rely on their darkvision (and a few candles).

**Doors:** The manor has simple wooden doors (hardness 5; hp 10; DC 13 Break). Doors open inwards and are unlocked unless otherwise notated.

**Wooden Floors:** The ill maintained floors creak alarmingly when trod upon, imposing a -2 penalty on Stealth checks.

**Walls:** The manor walls are of wood (hardness 5; hp 60; DC 20 Break).

### RANDOM ENCOUNTERS

Wearne Manor is not abandoned. Though the Wearnes diligently prepare for the ritual, werabats occasionally return to fetch items they need or to pursue their own agendas. For all named werabats, except Caja, use the Wearne werabat stats (page 38).

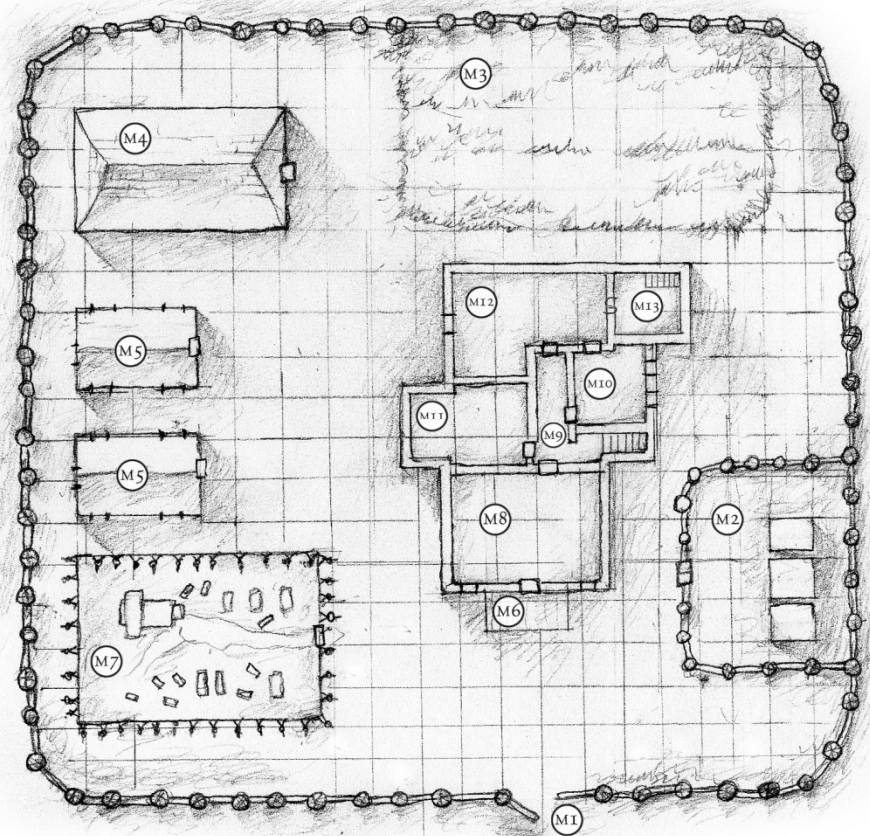
PCs have a 1 in 10 chance of a random encounter for every 10 minutes they remain in the manor or on its grounds. Each encounter occurs only once.

| D20   | EL | ENCOUNTER  | AREA |
|-------|----|--|------|
| 1-5   | 2  | Taran Wearne returns to his room to flagellate himself.                      | M17  |
| 6-9   | 2  | Tala Wearne decides to collect some of her favourite dolls.                  | M15  |
| 10-13 | 5  | Two young doombats sleep in the barn.  | M4   |
| 14-16 | 4  | Three of Bartrel's thugs, looking for him, break in through the kitchen.     | M12  |
| 17-18 | 4  | Two werabats explore the second floor, hoping to find Talek's treasure.      | M14  |
| 19-20 | 4  | Caja Wearne, in hybrid form, is doing an aerial patrol of the manor grounds. | M1   |

### MANOR DRESSING

Use the following table to add colour to the PCs' explorations.

| D%     | DRESSING  |
|--------|---|
| 01-05  | Gouge marks from humanoid hands mar the floor as if someone resisted being dragged away.  |
| 06-10  | A sticky, translucent slime like coalesced saliva forms a large puddle on the floor.  |
| 11-15  | A picture, crudely drawn on parchment as if by a child, depicts two bat-like creatures smiling while a man bleeds copiously between them. |
| 16-20  | Rats gnaw on a pile of bones in the corner. A DC 15 Heal check reveals the bones as humanoid.   |
| 21-25  | A broken mirror hangs from the wall. It appears as if someone punched it with their fist, leaving a smear of blood behind.                |
| 26-30  | A swift draft loudly slams any open doors shut. Any fixtures on the wall rattle slightly.   |
| 31-35  | Soiled laundry hangs from a line. Faint traces of dried blood still cling to the clothes.   |
| 36-40  | A hat made from badly tanned humanoid skin hangs from a peg on the wall.  |
| 41-45  | A noxious smell like rotten eggs clings to the room though no visible source that could be causing the smell is present.                  |
| 46-50  | A half built straw effigy of a demonic bat-like creature rests in the corner. It matches the other effigies located in the manor.         |
| 51-55  | A small sack suddenly spills over, dumping hundreds of humanoid teeth onto the floor.   |
| 56-60  | A red eye, painted crudely in blood, adorns the ceiling as if watching the PCs pass.  |
| 61-65  | Crudely carved building blocks fashioned from bone lie strewn about the floor.  |
| 66-70  | A faded tapestry depicts a man kneeling in supplication before a shadowy creature with a single red eye.                                  |
| 71-75  | Goblets of milk mixed with coagulated blood rest on a piece of furniture in the room.   |
| 76-80  | A discarded holy symbol of a good aligned god, smeared with blood, lies in the corner.  |
| 81-85  | Flies buzz hungrily around a pile of stinking refuse in the middle of the room.   |
| 86-90  | A rolled up piece of paper resting on a piece of furniture contains the PCs' names. Above their names is a single word in Common, "Kill." |
| 91-95  | Multiple, bloody handprints stain the glass of a window. The handprints indicate someone was slamming on the window, trying to get out.   |
| 96-100 | A draft blowing through the room seems to call out the name of a random PC. It stops as suddenly as it started.                           |

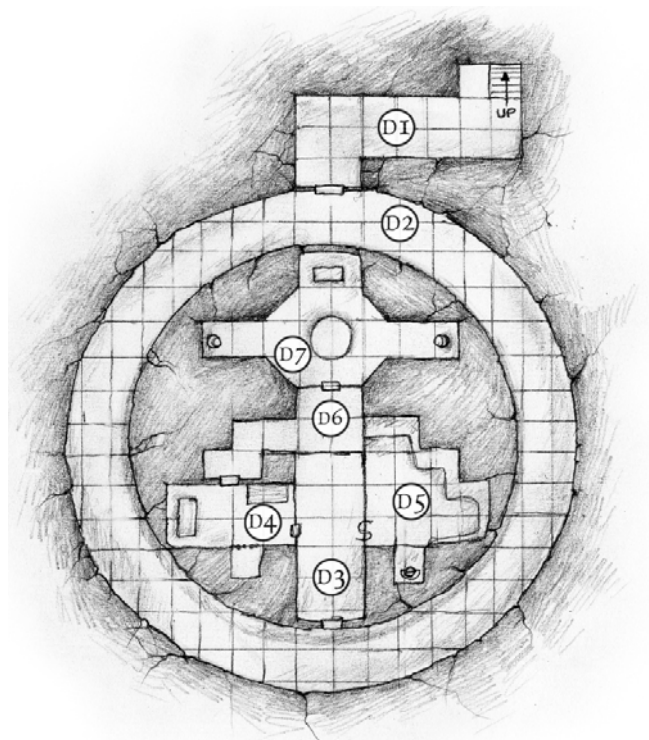


## MANOR KEY

The manor comprises the following locations:

M1: The Grounds  
 M2: Animal Pens  
 M3: Vegetable Garden  
 M4: Barn  
 M5: Shed  
 M6: Front Porch  
 M7: Cemetery  
 M8: Living Room  
 M9: Hallway  
 M10: Dining Room  
 M11: Study  
 M12: Kitchen  
 M13: Secret Room  
 M14: Second Floor Hallway  
 M15: Tala's Room  
 M16: Guest Bedroom  
 M17: Taran Wearne's Room  
 M18: Talek's Room

D1: Entry Way  
 D2: Hallway  
 D3: Bat God's Hall  
 D4: Workshop  
 D5: Crypt  
 D6: Puzzle Hallway  
 D7: Inner Sanctum



## WEARNE MANOR: THE UPPER LEVELS

### M1: THE GROUNDS (CR 5; XP 1,600)

A gruesome fence surrounds Wearne Manor. Read:

*A decrepit two-storey house squats in a small clearing, creaking alarmingly in the wind as if it might suddenly collapse. You spy a number of small structures nearby it: a mouldering barn, sheds, an animal pen and an overgrown area surrounded by an iron fence. Around the whole complex winds a hideous, crooked wooden fence, the mummified heads of various animals and maybe even a few humanoids staked on posts every 5 feet.*

The fence snakes its way around Wearne Manor. Though shoddy in appearance, it was enchanted long ago by a previous Wearne patriarch to alert those inside of intruders. Anyone crossing the fence triggers the Mummified Head Trap. It extends 50 ft. straight up in the air to catch flying creatures.

#### AREA FEATURES

The area has several features of note:

**Fence:** The fence (hardness 5; 5 hp; DC 10 Break) encircling the manor grounds stands only 3 ft. high with a mummified head impaled on a post every 5 ft. A simple wooden gate, unlocked, allows entry into the front yard.

**Yard:** Overgrown grass covers the manor's ground but does not inhibit movement. A half buried, stone pathway leads from the gate in the fence to the manor's front porch.

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Modify the Mummified Head Trap: DC 23 Perception detects; DC 23 Disable Device disarms.

**EL 6 (XP 2,400):** Modify the Mummified Head Trap: Raise CL to 6th; DC 33 Perception detects; DC 33 Disable Device disarms.

### M2: ANIMAL PENS

The Wearnes kept an assortment of chickens and rabbits to drink their blood. Read:

*A stench of death wafts from three small animal coops where flies buzz hungrily. A half sunk fence encloses the small pen.*

With the promise of never-ending blood from the Bat God nearing, the Wearnes neglected the animals kept in here and they starved to death. The stench of their rotting bodies hangs heavy in the air.

#### AREA FEATURES

The area has several features of note:

**Animal Coops:** Three small animal coops rest in the yard. Two contain the shrivelled corpses of chickens and a third, slightly large coop, contained rabbits. Simple doors open on the front, allowing access. A DC 10 Knowledge (nature) check reveals the bite marks on the animals are similar to that of a vampire bat, albeit a very large one.

**Fence:** A 3 ft. high fence encloses the animal pen (hardness 5; hp 5; DC 10 Break)

**Pen Yard:** The ground is of well-trod earth. A DC 15 Survival check discovers faint human-size footprints, but they are old.

### M3: VEGETABLE FIELD

The Wearnes used this field to grow vegetables, mostly as pretence that they were simple farmers. Read:

*More weeds grow in this large garden than vegetables. A few shrivelled tomato bushes cling feebly to life, however, most waver between blackened rot or brown, shrivelled desiccation.*

#### AREA FEATURES

The area has several features of note:

**Vegetable Field:** The thick weeds and dead vegetables create difficult terrain. A DC 10 Perception reveals various bones scattered about belonging to adult humanoids (DC 10 Heal identifies).

**Scarecrow:** A half-stuffed scarecrow with fake batwings on a pole in the middle of the field appears to gaze menacingly with its one remaining button eye at anyone searching the garden. A slight wind sometimes stirs it, making it seem almost alive. A DC 20 Knowledge (religion) check confirms the scarecrow is an effigy of a demonic creature.

#### MUMMIFIED HEAD FENCE CR 5 (1,600 XP)

*The heads on the fence posts let out an ungodly loud scream in unison.*

**Search** DC 28 Perception; **Type** Magic (*dispel magic*)

**Disarm** DC 28 Disable Device (2d4 rounds); activates on DC 23 or less.

**Trigger** Proximity (crossing the fence); **Reset** automatic (immediate)

**Effect** When triggered, this trap has the following effects:

**Effect** Anyone in the area is targeted by a *dispel magic* spell (CL 5).

**Effect** A mental *alarm* spell goes off, alerting the werebats in D4.

## M4: BARN

A 15 ft. tall barn sits at the edge of the property, an open window in the hayloft overlooking the door which stands half open, creaking in the wind. Here, the Wearnes store all manner of gruesome equipment to capture their prey. Read:

*Murky light squeezes between the wall boards, falling on rows of chains hanging from the ceiling ending in massive hooks stained brown. The glint of steel comes from numerous knives, saws, handaxes and bear traps filling shelves lining the walls. The smell of dried blood is heavy in the air.*

The Wearnes used homemade bear traps to assist with hunting, descending to feed once the unlucky creature became trapped. Sometimes they brought home live creatures, hanging them on the meat hooks while they eviscerated them, catching the blood in large bowls to consume later.

### AREA FEATURES

The area has several features of note:

**Illumination:** Dim light filters in between the wooden plank walls (20% miss chance).

**Equipment:** Anyone searching the shelves finds 12 daggers, 12 handaxes and six bear traps. Dried blood covers the blades and they all appear to be of shoddy make.

**Hayloft:** Near the back of the barn, a ladder ascends 10 ft. to a cramped hayloft over the barn filled with mouldy hay. It is empty except for a child-sized chair in the far corner positioned to look out of the hayloft's open window.

**Meat Hooks:** Six chains ending in meat hooks hang from the ceiling. Each chain rests in a pulley so the chains can be raised and lowered.

A DC 10 Heal check reveals the dried brown substance on the hooks is blood.

**Bear Traps:** The bear traps are filthy. Coated in dried blood (DC 10 heal identifies), several have scraps of flesh and fur stuck to their teeth.

## M5: SHED

Two small sheds rest on the Wearne property, mostly used to store mundane items like farming implements and animal feed. An unlocked door provides access. Read:

*Various farming implements stacked against bags of grain and animal feed greet you. A thick layer of dust cloaks everything while cobwebs fill a corner and crawl with fat spiders.*

### AREA FEATURES

The area has several features of note:

**Illumination:** Light comes in through the windows but they are so covered with dust and cobwebs that it only provides dim illumination (20% miss chance).

**Equipment:** Hoes and other farm equipment are stacked in the shed, their wooden hafts beginning to rot. The grain and animal feed is mouldy.

**Spiders:** Numerous spiders live in the shed. Though not dangerous, they descend and crawl on anyone entering the shed.

**Windows:** Warping has caused the windows (hardness 1; hp 3; DC 5 Break) to become stuck. A DC 12 Strength check forces them open from either inside or outside of the shed.

## M6: FRONT PORCH

The manor sports a small farmer's porch. As the PCs approach, read:

*A sagging farmer's porch sprouts from the manor house like a growth. Strange fetishes hang from the roof and a worn and battered chair rocks in the breeze, creaking in time with the wind. A large, heavy wooden door provides access to the interior. Two windows, covered in filthy brown curtains, flank the doors.*

The door on the porch provides the only visible access to the manor house unless PCs attempt to sneak in through one of the locked windows.

### AREA FEATURES

The area has several features of note:

**Chair:** A DC 10 Perception check notes the chair on the porch is unstable. Anyone weighing more than 30 lbs. sitting in it immediately crushes it into splinters.

**Door:** A locked heavy wooden door (hardness 5; hp 20; DC 23 Break; DC 23 Disable Device unlocks) bars entrance to the manor. Only Talek and his immediate family members have keys.

**Fetishes:** A number of eerie fetishes hang from the ceilings, fashioned from straw, twigs and what appear to be dead bats.

A DC 20 Knowledge (religion) check reveals they are supposed to represent some sort of deity or extraplanar being, though exactly who or what cannot be discerned.

**Floor:** The wooden floorboards of the porch groan alarmingly when trod on, imposing a -2 penalty to Stealth checks.

**Windows:** Two grimy windows (hardness 1; hp 3; DC 5 Break) flank the door. They are stoutly locked from the inside (DC 15 Strength Check opens).

## M7: CEMETERY (CR 6; XP 2,400)

A black iron fence surrounds the Wearne family cemetery. Lately, Talek has been burying the stillborn Wearnes here, marking their graves with small rocks. He hopes the Bat God's power reverses the Wearnes' ill-fortunes and prevent these tragedies. Read:

*A black iron grate surrounds ivy-covered tombstones resting in the weed-choked earth. Most of the tombstones appear indecipherable, whatever written on them lost to the ages and elements. Strangely, in the back of the cemetery, a large number of rocks arranged in neat rows peek up from the tall grass.*

Recently a righteous paladin and a cleric tracked one of the Wearnes to the manor and attempted to destroy them. The adventurers were quickly killed and their bodies dumped in the cemetery where they arose as a pair of bloody bones.

### TACTICS

The bloody bones use Stealth to ambush intruders entering the graveyard. One hides in an open grave, a thin layer of dirt covering it. The other waits behind one of the larger tombstones. As soon as it detects intruders, it uses its tendril attack to grab the intruder. It attempts to manoeuvre the grappled creature over to the open grave where the bloody bones there uses its tendrils to grab the creature and pull it into the grave. If this tactic proves unsuccessful, the bloody bones in the grave crawls forth to attack.

### AREA FEATURES

The area has several features of note:

**Ground:** The ground squelches underneath, soaked with blood, particularly at the back of the cemetery where the stillborn are buried. Compounded with the clumps of ivy, weeds and tombstones, the ground is difficult terrain (costs 2 squares of movement and the DC of Acrobatic checks increases by 5).

**Fence:** A stout, black iron fence (hardness 10; hp 20; DC 20 Break) surrounds the cemetery.

**Open Grave:** One of the bloody bones lies in wait at the bottom of an open grave, 7 ft. deep, 6 ft. long and 3 ft. wide (DC 10 Climb). Small or larger creatures in the grave are considered squeezing (-4 to attack rolls and AC). A DC 20 Perception check finds a pouch belonging to the paladin resting at the bottom, wrapped in two bloody tabards belonging to religious warriors of Darlen. It contains 55 gp and two vials of *silversheen*.

**Tombstones:** Crumbling and haphazardly leaning tombstones (hardness 8; hp 30; DC 23 Break) fill the cemetery. Most are half-sunk; the tallest rise only 3 ft. high. Very little, if anything, can be read on them. Anyone searching at the back of the cemetery under the small rocks unearths the skeletons of the stillborn infants as Talek did not bury them very deep.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600):** Apply the young creature template to both bloody bones (+2 on all Dex based rolls, -2 on all other rolls; hp 32).

**EL 7 (XP 3,200):** Add one bloody bones.

## M8: LIVING ROOM

This spacious room serves as the main living room and family area for the Wearnes. Read:

*The rank stench of mildew fills this chamber. Dust motes drift about lazily. Thick, heavy furniture decorates the room. The musty mounted head of a shadow wolf leers at you from the astern wall. Old, faded portraits of stern men gaze intensely at you.*

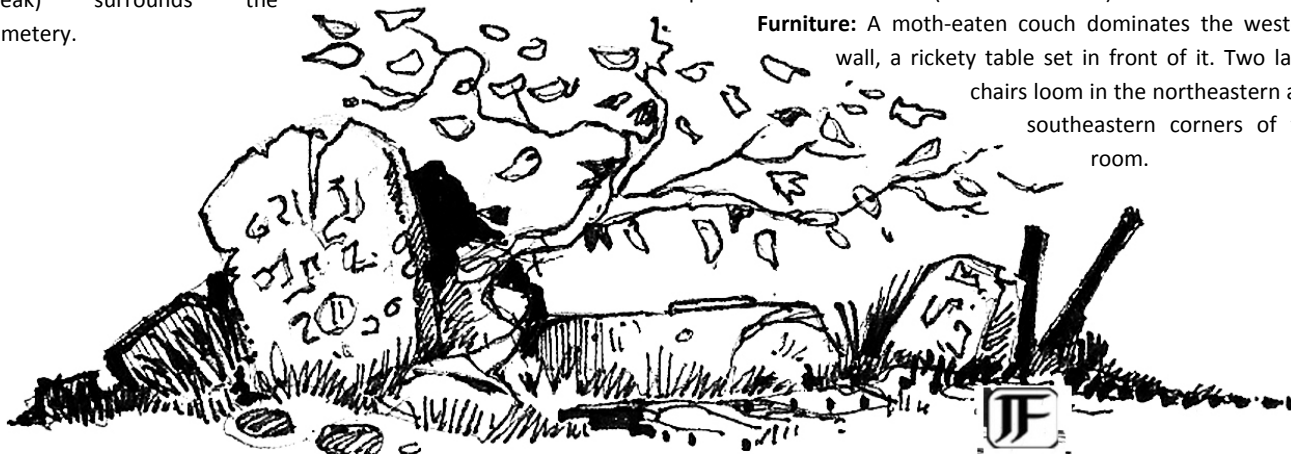
Layers of dust covers everything and cobwebs sulk in the corners. A door to the north leads further into the interior.

### AREA FEATURES

The area has several features of note:

**Illumination:** Enough light seeps in through the windows to provide dim illumination (20% miss chance).

**Furniture:** A moth-eaten couch dominates the western wall, a rickety table set in front of it. Two large chairs loom in the northeastern and southeastern corners of the room.





**Portrait:** Four large portraits decorate the north and east walls. A DC 10 Perception check discerns a family resemblance amongst them. They are Talek and his family: wife Tana, daughter Tala and son Taran. Placards display their names. Of poor quality, the paintings are valueless.

**Shadow Wolf Head:** A former Wearne patriarch was a hunter and mounted this massive head generations ago. Tufts of hair have fallen out along with its teeth. It has no value.

**Windows:** Two grimy windows (hardness 1; hp 3; DC 5 Break) flank the southern door. They are stoutly locked but are easily opened from the interior.

### BLOODY BONES (2)

CR 4 (XP 1,200)

*Blood drips constantly from this evilly grinning skeleton.*

CE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +2

**Speed** 30 ft.; **ACP** 0; Climb +11, Escape Artist +21 (slippery), Stealth +9

**Slippery (Ex)** Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones. Against most other forms of confinement the bloody bones gains a +15 racial bonus to Escape Artist checks.

**AC** 17, touch 11, flat-footed 16; **CMD** 17 (+1 Dex, +6 natural)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless);

**Resist** fire 10

**Fort** +6, **Ref** +2, **Will** +6

**hp** 42 (5 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +6 (+10 grapple)

**Melee** 2 claws +6 (1d6+3)

**Ranged Touch** 4 tendrils (range 30 ft.) +5 touch (grab)

**Atk Options** grab, tendril

**Grab (Ex)** If it hits a Small or smaller target with its bite, a bloody bones can try to grapple as a free action without provoking attacks of opportunity.

**Tendrils (Ex)** A bloody bones can fire up to 4 sinewy tendrils from its body at a time, launching them to a range of 30 feet. A bloody bones's attacks with its tendrils resolve as ranged touch attacks. These tendrils are quite strong (10 hp) but can be severed with a slashing weapon or a sunder combat manoeuvre. Attacking a bloody bones's tendrils does not provoke an attack of opportunity. If the tendrils is currently wrapped around a target, the bloody bones takes a -4 penalty to CMD to resist the sunder attempt. Severing a tendrils deals no damage to a bloody bones.

**Abilities** Str 17, Dex 12, Con -, Int 12, Wis 14, Cha 16

**Feats** Great Fortitude, Toughness, Weapon Focus (tendrils)

**Skills** as above plus Intimidate +11

**Languages** Common

## M9: HALLWAY

Read:

*An L-shaped hallway looms before you with doors branching off right and left and one at the end of the hallway. To your right where the passage turns, a rickety staircase leads upwards. Portraits line the hallway.*

The door on the right leads to the dining room, the left to the study and the northern door to the kitchen.

### AREA FEATURES

The area has several features of note:

**Illumination:** The hallway is dark.

**Portraits:** Six more portraits of Wearne patriarchs decorate the wall. Like the ones in M8, they are past the point of being worth anything. A name is listed under each one: Ravin, Rowan, Galen, Gavin, Martek and Marren. A DC 15 Perception check notices the men in the portraits, though bearing a family resemblance, get progressively uglier and more bat-like in appearance.

**Stairs:** A 3 ft. wide staircase leads up to the second floor. It is stable but creaks badly, imposing a -4 penalty to Stealth checks. Characters fighting on the stairs get the advantage of higher ground (+1 to melee attacks) against foes below them.

## M10: DINING ROOM

The Wearnes take their meals in this dining room that looks more like a torture chamber. Read:

*What appears to be a dining room table hangs from a chain at an angle. Splotches of red and brown stain its surface where a pair of manacles is set at either end. An empty bucket rests at the base of the table, similarly stained. Heavy cloth curtains cover the windows. The smell of freshly spilt blood is strong here.*

The Wearnes shackle captives to the table and use the chain to raise it. Excess blood from their feeding runs off the table to be collected in the bucket for later consumption.

### AREA FEATURES

The area has several features of note:

**Illumination:** Thick curtains cover the window, shrouding the room in darkness.

**Table:** A large, thick table rests suspended on a chain that runs through a pulley. Pulling on the chain raises one end of the table up at an elevated angle. A DC 15 Perception check reveals spots of fresh blood, still wet on the table. It has not been very long since the Wearnes were here.

**Windows:** A heavy dark curtain covers two barred windows (bars: hardness 10; hp 30; DC 23 Break, windows: hardness 1; hp 3; DC 5 Break) along the eastern wall.

## M I I: STUDY

When not busy, the Wearnes relax in this modest study. Read:

*This room appears to be up kept. Two comfy chairs face each other along the southern wall and a series of full bookcases fills the western and northern walls. A threadbare shadow wolf pelt covers the floor and a small table holds candles for reading.*

Being an old family, the Wearnes have amassed a respectable collection of books. Talek rarely reads them but the other family members spend quite a bit of time here. As such, this is one of the few rooms actually cleaned.

### AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Bookcases:** Two sturdy bookcases filled with books stand along the western and northern walls. Most of the books deal with history but a smattering of horror and romance titles are present. A DC 20 Appraise check values 10 books as older, collectable editions of popular works worth 750 gp in total.

**Furniture:** Two large, overstuffed chairs rest against the southern wall with a small table between them. Burnt candle stubs cover the table and a book lies open on one chair. The book details the Wearne family tree. A DC 15 Perception check notices the tree is very narrow in places due to brothers and sisters marrying. Additionally, it appears fewer children are being born to recent generations and that a high infant mortality rate besets the family. Using the book automatically allows PCs to identify the portraits in M9 as Wearne patriarchs.

## M I 2: KITCHEN

This large room serves as a kitchen. Read:

*A large hearth dominates the northern section of this room that also features a small oven, cabinets and a table. Almost everything seems to be stained a brownish-red colour and the smell of death lingers in the air.*

The blood spilt here over the generations stains everything.

### AREA FEATURES

The area has several features of note:

**Illumination:** Dim light (20% miss chance) seeps in through a window. At night, it is dark.

**Cabinets:** The cabinets contain chipped and valueless tableware and dinner plates. A DC 15 Perception check finds a cookbook of recipes using blood as the main ingredient.

**Manor Backdoor:** This heavy wooden door (hardness 5; hp 20; DC 23 Break) is locked (DC 23 Disable Device). Only Talek and his immediate family members have keys.

**Hearth:** A large hearth pierces the northern wall. Its chimney is narrow enough that a Small-sized creature would have to squeeze (-4 to melee attacks and AC, DC 15 Climb) to scale it.

**Oven:** Near the hearth rests a well-used iron oven. Even its interior is stained with blood.

**Secret Door:** A DC 20 Perception check detects a crudely hidden secret door, fashioned to blend in with the wooden panelling on the eastern wall. It is unlocked and swings inwards.

**Table:** In the southern section of the room sits a wooden table complete with butcher's block and bloody meat cleaver.

**Window:** A latched shut glass window (hardness 1; hp 3; DC 5 Break), covered by a thin curtain pierces the western wall.

## M I 3: SECRET ROOM

This room contains the stairs leading to the Wearne Manor dungeon. Read:

*This room is bare of any adornment except for a set of stone steps leading down into darkness.*

Wearne patriarchs hid the entrance to the dungeon in this room to keep it secret from intruders and other members of the Wearne clan. Only the family members living in the manor know of its existence.

### AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Stairs:** A set of crudely carved 5 ft. wide stone stairs, lead 20 ft. down to Area D1. Characters fighting on the stairs get the advantage of higher ground (+1 to melee attacks) against foes below them.

## M I 4: SECOND FLOOR HALLWAY

Read:

*A hallway like the one below stretches before you. Four doors lead off the hallway to the north, east, south and west.*

This hallway is a mirror image of the one below except it does not have any portraits. All the doors are unlocked.

### AREA FEATURES

The area has several features of note:

**Stairs:** A 3 ft. wide staircase leads down to the first floor. It is stable and creaks loudly, imposing a -4 penalty to Stealth checks. Characters fighting on the stairs gain the advantage of higher ground (+1 to melee attacks) against foes below them.

## M15: TALA'S ROOM (CR 4; XP 1,200)

This bedroom belongs to Talek's youngest daughter, Tala, one of the last Wearnes to have been born. Though in her 20s, Tala has the mind of a child. When the PCs enter this room read:

### HALVA

CR 4 (XP 1,200)

*This strange creature is formed from various pieces of other dolls and bones, a hideous large bat skull for a head and wearing a faded pink dress.*

Attic whisperer

NE Small undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +3

**Speed** 20 ft., **ACP** 0; Climb +8, Stealth +17

**AC** 19, touch 16, flat-footed 14; **CMD** 17

(+4 Dex, +1 dodge [Dodge], +3 natural, +1 size)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

**Fort** +5, **Ref** +6, **Will** +8

**hp** 45 (6 HD)

**Space** 5 ft. (aura of sobs); **Base Atk** +4; **CMB** +2

**Aura of Sobs (Su [free])** All of the voices Halva steals linger around her in an invisible but audible aura of unnerving childlike whimpers, songs and sobs. Any living creature entering this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls and Will saving throws. She can suppress or reactivate the aura as a free action. This aura is a sonic, mind-affecting effect.

**Melee** bite +9 (1d4–1 plus steal breath) and touch +4 melee touch (steal voice)

**Atk Options** steal breath, steal voice

**Steal Breath (Su)** A creature bit by Halva must make a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing Halva or by using *dispel magic*, *remove curse* or similar effects. The save DC is Charisma-based.

**Steal Voice (Su)** Any creature hit by Halva's touch must make a DC 16 Will save or lose its ability to speak for 1 hour. During that time, it cannot talk or use any ability requiring speech. Once Halva has stolen a creature's voice, she can perfectly mimic that voice, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by Halva's Bluff check to realize a mimicked voice is inauthentic.

**Abilities** Str 9, Dex 19, Con —, Int 14, Wis 16, Cha 17

**Feats** Dodge, Improved Initiative, Weapon Finesse

**Skills** as above plus Bluff +9, Knowledge (history) +9, Knowledge (local) +9

**Languages** Common

*Frilly white lace and ghastly pink cloth covers everything in this room, from the large bed, to the curtains and even an animal skin rug that someone attempted to dye pink. Hideously ugly dolls fill every available nook and cranny.*

Tala has a fondness for pink and dolls. The real danger is Halva, a long deceased Wearne child returned as an attic whisperer and Tala's "imaginary" friend.

### TACTICS

Halva watches the PCs from under the bed and scuttles out from under the bed, activating her aura of sobs, one round after the PCs enter the room. Halva is not initially hostile, asking the PCs to play with her. She only attacks if ignored. If at least one of the PCs plays with Halva, for every ten minutes they engage in play, allow the PC to make a DC 20 Diplomacy check to placate Halva. On a successful check, Halva thanks the PC for playing with her and warns him about the "scary picture" in Talek's room before crawling back under the bed. Each ten minutes playing with Halva grants an additional +5 on the check. If the PCs leave before making a successful Diplomacy check, Halva shrieks at being abandoned and attacks, targeting the PC playing with her.

### AREA FEATURES

The area has several features of note:

**Illumination:** Light comes through two windows along the southern wall. Their curtains are open.

**Bed:** A large bed covered in a frilly canopy rests along the western wall. Its homemade covers are also pink but the quality is so poor there are valueless.

**Cabinet:** A wooden cabinet stands along the eastern wall. It contains many pink dresses and hair ribbons.

**Dolls:** Tala's dolls, crafted from the bodies of regular dolls but with the heads of small animals sewn on instead, sit on almost every available surface. *Detect magic* reveals a faint aura of illusion on them, a *magic mouth* (CL 3) spell that activates when touched to say, "I love you, Tala." Like everything else in this room, they have no value.

**Windows:** Two grimy windows with pink, frilly curtains (hardness 1; hp 3; DC 5 Break) rest in the south wall. They are stoutly locked but can easily opened from the interior.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 3 (XP 800):** Apply the young creature template to Halva (+2 to all Dex based rolls, –2 on all other rolls; hp 33).

**EL 5 (XP 1,600):** Apply the advanced creature template to Halva (+2 on all rolls [including damage]; AC 23, touch 20, flat-footed 18; CMD 21; hp 57; DC 20 steal breath, DC 20 steal voice).

## M16: GUEST BEDROOM

The Wearnes keep an extra room for family members spending the night, usually after a debauch. Read:

*Three filthy beds crowd this room. The air is heavy with the stink of sweat and mould.*

Talek's family rarely comes here; thus the bed sheets have not been changed recently. Worse, the mattresses are infested with all manner of insects. A single cabinet sits in a recess in the north part of the room.

### AREA FEATURES

The area has several features of note:

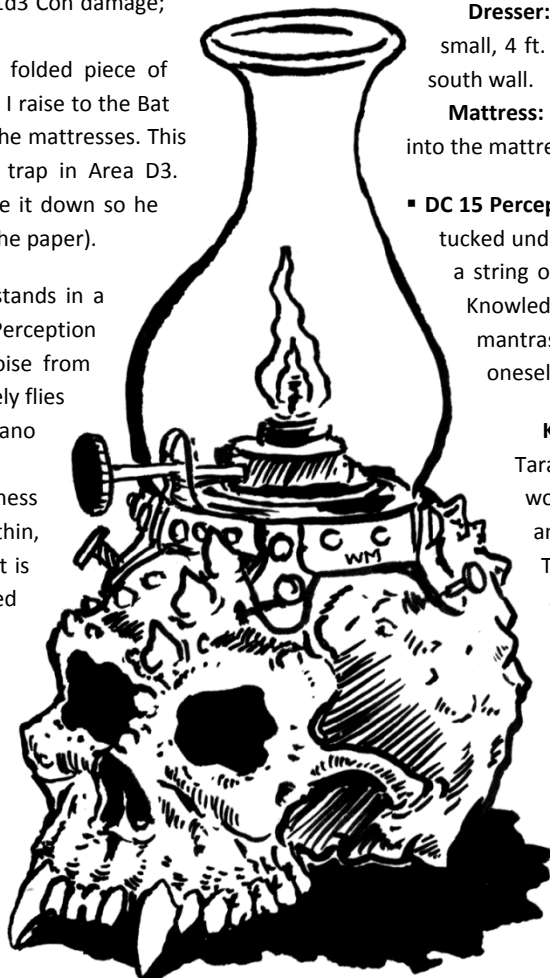
**Illumination:** Light filters in through a curtained window on the west wall providing dim illumination (20% miss chance).

**Beds:** Three small beds jut from the south wall. A DC 15 Perception check notices the beds are crawling with all manner of insects. Anyone searching the mattresses may contract filth fever:

- **Filth Fever:** *Save* DC 12 Fortitude; *Onset* 1d3 days; *Frequency* 1/day; *Effect* 1d3 Dex damage and 1d3 Con damage; *Cure* 2 consecutive saves.
- **DC 10 Perception:** The PC finds a folded piece of paper that reads, "This cup of blood I raise to the Bat God I praise" slipped under one of the mattresses. This is the password to deactivate the trap in Area D3. (One of the werabats secretly wrote it down so he would not forget it but then forgot the paper).

**Cabinet:** A double door cabinet stands in a recess along the north wall. A DC 10 Perception check detects a constant banging noise from inside. A bat trapped inside immediately flies out if the doors are opened. Bat guano covers the inside.

**Window:** A grimy window (hardness 1; hp 3; DC 5 Break) covered by a thin, rotten curtain pierces the west wall. It is stoutly locked but can easily be opened from the interior.



## M17: TARAN WEARNE'S ROOM

Talek's very religious, but aesthetic son, sleeps in this small room. Read:

*A single, small window in the eastern wall peers into this room, almost bare except for a simple mattress in the middle of the room, a dresser and wall displaying an assortment of silvery knives and a small whip.*

Taran practices masochism, cutting himself with silver knives as well as flagellating himself with the silver tipped whip in the hopes of making himself immune to silver. He believes this will elevate himself in the eyes of his god, making him its most favoured servant.

### AREA FEATURES

The area has several features of note:

**Illumination:** Light leaks in through a window (covered by a ratty, worn curtain) in the eastern wall.

**Window:** A grimy window covered by a thin, rotten curtain (hardness 1; hp 3; DC 5 Break) pierces the east wall. It is stoutly locked but can easily be opened from the inside.

**Dresser:** Taran keeps three sets of clothes in this small, 4 ft. high wooden dresser standing against the south wall.

**Mattress:** Splotches of blood, all Taran's, are soaked into the mattress. It reeks of stale blood and sweat.

- **DC 15 Perception:** The PC discovers a roll of parchment tucked under the mattress. In broken Common, it lists a string of praises in the Bat God's name. A DC 10 Knowledge (religion) check confirms it as a list of mantras one might speak while flagellating oneself.

**Knife Collection:** Along the north wall, Taran keeps his collection of five silver knives worth 100 gp in total. Each is a different size and has a unique blade (treat all as daggers). The daggers are fashioned with alchemical silver (hardness 8; hp 5; wielder takes -1 penalty to damage rolls). A small cat of nine tails whip also hangs on the wall, its ends barbed in silver but it is too unwieldy to use properly as a weapon.

## M18: TALEK'S ROOM (CR 5; XP 1,600)

Talek Wearne and his sister/wife share this room. Read:

*A massive canopied bed occupies the western section of the room. Once rich, but now threadbare, carpets cover the floor. Dressers and cabinets crowd the eastern and southern walls. Against the north wall looms a giant portrait of a severe looking man, his ugly oversized features almost bat-like in appearance.*

Talek does not bother to lock the door, trusting in the portrait trap to deal with intruders. His journal is the most important item to be found in this room.

### AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Bed:** Heavy dark sheets cover the bed.

- **DC 20 Perception:** A PC searching the bed discovers a leather book written in what appears to be gibberish underneath one of the pillows. It is in fact Talek's journal. Refer to the sidebar below for more information.

**Cabinets and Dressers:** Talek and his wife keep changes of clothes, all of low quality and out of style fashions, here. A skull lantern stands atop the dresser.

- **DC 25 Perception (Cabinet):** One of the cabinet drawers has a false bottom. Inside is a small, circular disc fashioned from bone with a ruby gem (worth 100 gp) set in the middle like an eye. This is Talek's back-up key to unlock the door in D1.

**Skull Lantern:** Atop the dresser sits a hideous creation – a lantern grafted atop a werebat skull. The skull belonged to one of Talek's rivals – he keeps the skull both as a memento of his victory and as a warning to others who would challenge his rule.

- **DC 15 Knowledge (arcana) (Skull):** The skull belonged to a werebat.

**Portrait:** A portrait of Talek's late father hangs on the north wall, identified with a placard that reads, "Vanan Wearne." The portrait itself is not of a high enough quality to be worth anything.

- **Trap:** The first character to approach within 5 ft. of the portrait and examine it sets off the Murderous Portrait Trap as the portrait magically changes to show that character being brutally murdered by hundreds of bats.

**Rugs:** Holes and stains mar the worn rugs rendering them worthless.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Modify the Murderous Portrait Trap: DC 24 Perception detects; DC 24 Disable Device disarms; DC 15 Will disbelieves, DC 15 Fortitude resists.

**EL 6 (XP 2,400):** Modify the Murderous Portrait Trap: DC 34 Perception detects; DC 34 Disable Device disarms; DC 17 Will disbelieves, DC 17 Fortitude resists.

### MURDEROUS PORTRAIT TRAP CR 5 (1,600 XP)

*You see yourself suddenly in the portrait, hundreds of bats biting into your flesh as you scream in agony.*

**Search** DC 29 **Type** Magic (*phantasmal killer*)

**Disarm** DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** DC 34 Perception discovers a small switch on the side of the painting that when pressed causes a piece of cloth at the top of the painting to unroll and cover the portrait. This nullifies the trap until the cloth is rolled back up.

**Destroy** Destroying the painting (AC 4; hardness 1; hp 5; DC 10 Break) defeats the trap.

**Trigger** Proximity (5 ft. from the painting); **Reset** Automatic (1 day)

**Effect** When triggered, this trap has the following effect:

**Effect** The character examining the portrait is targeted by a *phantasmal killer* spell (DC 16 Will save to disbelieve, otherwise the character must make a DC 16 Fortitude save or die, taking 3d6 damage on a successful save). The illusion depicts the viewer being eaten alive by a swarm of savage bats.

### TALEK'S JOURNAL

Talek's journal is an important find for the PCs. Studying it reveals much about Talek's scheme and provides them with a clue about where to go after investigating the manor.

The book is written in a simple cipher. A check DC 20 Linguistic check (or a *comprehend languages*) breaks Talek's cipher. An hour of study reveals:

- Talek's quest to free the Bat God, starting with the deal Ravin Wearne made so long ago.
- The journal frequently mentions the dungeon below the manor (but not layout, specific details or how to reach it) and references consulting a book of dark knowledge held securely within.
- Finally, it ends with the mention of two recent prisoners, a young woman who will be sacrificed in the nearby holy cave in the cliff and a male prisoner locked up in the dungeon to be used as food for the newly awakened god.

## WEARNE MANOR: THE DUNGEONS

Built in the early years after the Wearnes conversion to the Bat God's faith, the dungeon underneath the manor was fashioned in their god's symbol – a red eye over a pair of batwings enclosed by a circle. Here, generations of Wearnes researched dark spells and rites, searching for a way to break the wards binding their dark god. They transcribed their knowledge into a hideous book, a gift from their dark god. Named Dark Thoughts Whispered, the book is a demonic mimic, its flesh serving as pages. Only a Wearne patriarch can command the mimic to stay in book form.

### AREA FEATURES

The dungeon has the following features:

**Illumination:** Darkness.

**Ceilings:** Ceilings are 15 ft. high (so the Wearnes can fly).

**Hewn Stone Walls:** Carved from the bedrock below the manor, the rough stone walls require a DC 25 Climb check.

### D1: ENTRY WAY

The stairs from M13 descend for 20 ft. Read:

*The stone stairs end at the beginning of a short hallway carved from the living rock. Thick, dark shadows crawl in the corners while a pulsing sound, as of blood flowing through veins, hums in the air, like the dungeon is alive. At the end of the hallway on the left, a thick, iron door bars the way.*

When the PCs examine the iron door, read:

*A pair of bat wings is carved into the iron double doors. Above the wings a circular, hollow impression overlaps both doors.*

If the PCs found the bone key in M18, it fits perfectly in the hollow depression. Turning it clockwise causes the door to unlock with an ear-shattering groan.

### AREA FEATURES

The area has several features of note:

**Iron Door:** The 2 ft. thick iron door (hardness 10; hp 720; DC 50 Break) is 10 ft. tall and 8 ft. wide. An elaborate, internal mechanism forms the lock (DC 25 Disable Device unlocks).

**Stairs:** Crudely carved stone stairs, 5 ft. wide, lead 20 ft. up to area M13. Characters fighting on the stairs gain the advantage of higher ground (+1 to melee attacks) against foes below them.

### D2 HALLWAY: (CR 6; XP 2,400)

Talek's father, Vanan, haunts this hallway. Read:

*The passageway before you curves to the left and right, losing itself in the cloying blackness. The humming you heard earlier is louder, like the pounding of a heart. Shadows flow on the walls like black blood. A large door pierces the south wall.*

Talek's mummy father patrols the hallway, his undeath caused by a foul rite he had Talek help him with as he lay dying. Now, even in death, he serve his evil master. Instead of having a mummy rot attack, his touch spreads lycanthropy as it did in life. As the PCs explore the hallway, they hear the steady thud of heavy footsteps all around them. A DC 20 Perception check, discerns the footsteps are coming from behind. PCs recognize the mummy as Vanan, if they have seen the portrait in D18.

A DC 26 Knowledge (arcana) or DC 21 Spellcraft check identifies the runes covering Vanan's wrappings as those used in rituals to caste a *create undead* spell.

#### VANAN WEARNE

CR 5 (XP 1,600)

*Dirty rags etched with arcane runes swath a lumbering collection of bones forming an unnatural upright bat-like shape.*

Variant mummy

NE Medium undead

**Init** +0; **Senses** lifesense (as blindsense) 60 ft.; Perception +16, Sense Motive +2

**Speed** 20 ft.; **ACP** 0; Acrobatics +0 (-4 jumping), Stealth +11

**AC** 20, touch 10, flat-footed 20; **CMD** 23 (+10 natural)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Weakness** vulnerable to fire

**Fort** +4, **Ref** +2, **Will** +8

**hp** 60 (8 HD); **DR** –/5

**Space** 5 ft., aura of despair (30 ft.); **Base Atk** +6; **CMB** +13

**Despair (Su)** All creatures that see Vanan are paralyzed by fear for 1d4 rounds (DC 16 Will negates). Whether or not the save is successful, that creature cannot be affected again by Vanan's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Melee** slam +14 (Power Attack [-2/+4]) (1d8+10 plus curse of lycanthropy [DC 15])

**Abilities** Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15

**Feats** Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

**Skills** as above

**Languages** Common

## TACTICS

Vanan attacks almost mindlessly whoever stands before him. However, if any foe uses fire, he attempts to reach and attack that creature, taking attacks of opportunity to do so. Vanan fights until destroyed and does not pursue intruders beyond the hallway.

## AREA FEATURES

The area has several features of note:

**Unnatural Darkness:** A strange, pulsating noise, like a heart pumping blood, thrums in the air, imparting a -4 penalty on hearing-based Perception checks. Additionally, natural light sources have their range reduced by 10 ft. in this almost thick, tangible darkness. Spells with the light descriptor only work with a concentration check of DC 15 + the spell level.

**Shadow Bats:** Once battle begins, shadows along the walls form into bat-like creatures that flit about, making it difficult to see. Vanan is unaffected by this but all attacks against him suffer a 30% miss chance. This increases the encounter's CR by 1.

**Bat God Door:** A heavy stone double door (hardness 8; hp 60; DC 28 Break), 8 ft. tall and 6 ft. wide stands at the south end of the hallway. Unlocked, it opens inward. As soon as a creature touches the door, hundreds of red eyes sprout from it like fungi, staring intently at the PC and then disappear. If the door is closed and then reopened, this process repeats itself. The door, another manifestation of the Bat God's growing power, radiates strong necromantic magic but is otherwise harmless.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600):** Apply the young creature template to Vanan (+2 to all Dex based rolls, -2 to all other rolls; hp 44).

**EL 7 (XP 3,200):** Apply the advanced template to Vanan (+2 on all rolls; AC 24, touch 14, fat-footed 24; CMD 27; hp 76; DC 18 aura of despair, DC 17 curse of lycanthropy).

### ENERVATION TRAP

CR 5 (1,600 XP)

*A bolt of necrotic energy springs from the mosaic's red eye, striking you. A swirling, nebulous cloud of blood leaves your body to be absorbed by the foul depiction within the mosaic.*

**Search** DC 29 Perception; **Type** Magic (*enervation*)

**Disarm** DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** Fill silver chalice with 5 hp of blood and intone, "This cup of blood I raise to the Bat God I praise."

**Destroy** Destroying the mosaic's red eye (AC 5; hardness 8; hp 15; DC 10 Break) defeats the trap.

**Trigger** Proximity (5 ft. past the door from area D2); **Reset** Automatic (1 day)

**Effect** When triggered, this trap has the following effect:

**Effect** A purplish black beam of energy (+5 ranged touch, bestow 1d4 temporary negative levels as *enervation* spell) springs forth from the mosaic.

## D3: BAT GOD'S HALL (CR 5; XP 1,600)

A mosaic tiled representation of a one-eyed, bat-like head adorns the northern wall and serves as the focus of a bloodsucking trap. Read:

*A short passageway stretches before you with a door on your left near the end. A grotesque mosaic of a vaguely bat-like head with a single, large red eye stares balefully at you from the northern wall. Darkness dances around it unnaturally as if in supplication. Finally, in the doorway, a small silver chalice hangs on the wall suspended by a chain.*

The trap on the northern wall was created by one of the first Wearne patriarchs well-versed in necromancy. The first PC stepping more than 5 ft. into the room triggers the *enervation* trap which shoots a beam of black energy that pulls blood out of the victim's body. Spilling at least 5 hp of blood (the blood does not have to be from only one creature) into the silver chalice and invoking the phrase, "This cup of blood I raise to the Bat God I praise" causes the Bat God mosaic's red eye to turn black, deactivating the trap for 24 hours. Allow the PCs to make a DC 20 Knowledge (religion) or Knowledge (arcana) to deduce the ritual of the chalice and a phrase needing to be uttered. However, a successful check does not reveal the actual phrase. The phrase can found written on a piece of paper in area M16.

## AREA FEATURES

The area has several features of note:

**Bat God Mosaic:** Hundreds of painted rock tiles in shades of black, gray, and brown form a depiction of the bat-like head of the Bat God 6 ft. tall and 8 ft. wide. Red tiles create a large central eye that serves as the focus for the *enervation* trap. Formed from rock, a 1 ft. by 1 ft. section of the mosaic has hardness 8; hp 15; DC 20 Break.

**Chalice:** Closer inspection of the chalice reveals dark stains covering its interior from hundreds of years of use. The chalice is chipped and battered but comprises enough silver to be worth 10 gp if melted down.

**Door:** A thick wooden door (hardness 5; hp 20; DC 25 Break) on the western wall leads to area D4.

**Secret Door:** A DC 20 Perception check notices a discoloured, perfectly circular section of rock in the east wall that if pressed, causes a stone door (hardness 8; hp 60; DC 28 Break) to swing open inward to the crypt (D5).

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Modify the *enervation* trap: +4 ranged touch; DC 24 Perception detects; DC 24 Disable Device disarms.

**EL 6 (XP 2,400):** Modify the *enervation* trap: +6 ranged touch; DC 34 Perception detects; DC 34 Disable Device disarms.

## D4: WORKSHOP (CR 6; XP 2,400)

Talek keeps a cluttered “workshop” where he performs horrible atrocities on those he captures. Jenna’s fiancée, Geren Skewes, is imprisoned here, watched over by three Wearne werebats, close family members that Talek trusts. They are keeping Geren alive in case the avatar of their god requires additional sustenance upon awakening. Read:

*A cluttered workbench with all manner of vials, beakers and surgical tool fills the north-eastern section of the room. A large table rests in the western section of the room, a steady drip of red liquid spilling from one corner. A pitiful moan comes from an alcove in the south wall holding a large, wooden cage, the type used to trap dangerous animals. Another wooden door leads off to the north.*

If the PCs set off the mummified head trap in area M1, the werebats remain alert for intruders for one hour. Otherwise, allow the werebats a Perception check to notice the PCs. If the werebats detect intruders, they use the tactics listed below. If the PCs sneak into this room undetected, they find two werebats playing cards at the large table while the third taunts Geren, prodding him with a sharp pole.

### TACTICS

Two werebats, in human form, grab a vial of alchemist’s fire and use Stealth to crouch behind the large table which provides them with cover (+4 AC, +2 Reflex). The third werebat, in hybrid form, flies up to the ceiling directly above the door to D3 and uses Stealth to hide.

If only one PC enters the room, the two werebats hiding behind the table remain hidden while the third werebat drops down to bite and grapple the PC. Then the other two werebats rush the door – one slams it shut and the other locks it.



If multiple PCs enter the room, the two werebats behind the table launch their vials of alchemist’s fire at the PCs. If the attacks are successful, they then, in human form, wade in to finish the job, assuming hybrid form as soon as they take damage. If at least one of them misses, they assume hybrid form, fly up and then dive-bomb PCs (treat as a charge attack). Regardless of the tactics of the first two werebats, the third werebat drops down behind the group, biting and grappling the least armoured foe.

Loyal to the family and fearful of Talek’s wrath, the werebats fight to the death, pursuing intruders if necessary. If captured,

### WEARNE WEREBAT (HYBRID FORM) (3)

CR 3 (XP 800)

*This monstrosity combines the features of a human with those of a deformed bat; its arms twisted into a pair of membranous wings.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft., fly 40 ft. (average); **ACP** 0; Fly +6, Stealth +8 (+10 underground, +12 in forests)

**AC** 18, touch 13, flat-footed 15; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

**Fort** +4, **Ref** +3, **Will** +3

**hp** 27 (3 HD) **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** bite +6 (1d4+4 plus curse of lycanthropy [DC 15] plus grab)

**Atk Options** blood drain, grab

**Blood Drain (Ex)** If the werebat makes a successful bite attack while maintaining a grapple, he drains 1 Con damage from his victim instead of dealing bite damage.

**Grab (Ex)** If it hits a Small or smaller target with its bite, the werebat can try to grapple as a free action without provoking attacks of opportunity.

**Special Actions** change shape ([move action]) human, hybrid, and bat; *polymorph*)

**Combat Gear** arrows (20), dagger, *potion of shield of faith*

**Abilities** Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 8 gp



they reveal the location of the hidden cave in the cliff only on a successful Intimidate check that uses torture. Their fanaticism inures them to all other threats.

## AREA FEATURES

The area has several features of note:

**Doors:** Two unlocked (DC 20 Disable Device opens when locked) wooden doors (hardness 5; hp 20; DC 25 Break) lead to the north (D5) and east (D3). One of the werebats has the keys.

**Table:** A wooden table 6 ft. long by 3 ft. wide rests in the western section of the room. Blood from hundreds of victims over the long centuries stains its top to an almost black colour.

**Workbench:** Talek keeps his torture tools on a workbench:

- A *+1 dagger* (faint [DC 16 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,32 gp) shaped like a scalpel with a metal handle.
- Two vials of alchemist's fire.

### WEARNE WEREBAT (HUMAN FORM) (3)

CR 3 (XP 800)

*This ugly human has a large head with small pointed ears and a flat nose.*

Male natural wererat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft. **ACP** 0; Stealth +8 (+10 underground, +12 in forests)

**AC** 16, touch 13, flat-footed 13; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge])

**Fort** +4, **Ref** +3, **Will** +3

**hp** 24 (3 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk battleaxe +7 (1d8+2/x3)

**Ranged** composite shortbow +2 (range 60 ft.) +5 (1d6+2/x3)

**Special Actions** change shape ([move action]) human, hybrid, and bat; polymorph

**Combat Gear** arrows (20), dagger, *potion of shield of faith*

**Abilities** Str 15, Dex 14, Con 13, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The wererat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 8 gp

- A tapered ash *wand of cure light wounds* (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 315 gp; 21 charges remaining) Talek uses to keep his victims alive.
- A large, slightly curved knife with an ivory tusk handle (treat as a masterwork shortsword).
- Two small iron vials of *silversheen* (faint [DC 15 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 250 gp each) Talek keeps on hand when he has to punish family members.

**Wooden Cage:** Geren Skewes lies within the cage (hardness 5; hp 10; DC 17 Break; DC 25 Disable Device unlocks). It is one size too small for him and he lies half-unconscious, his body crammed horribly into the cage.

- **DC 15 Heal:** Geren has not been bitten, his wounds are a result of beatings and neglect. If freed and tended with magical healing or a DC 15 Heal check, he thanks the PCs profusely.
- **What He Knows:** He and Jenna were kidnapped by Bartrel after attempting to sell Jenna's family jewels and were imprisoned here. Just yesterday, the monsters took Jenna away. He can only assume it is for some sort of ritual he keeps hearing them talk about. It is to take place in a nearby cave where they will summon forth an avatar of the Bat God.
- **Please Save Jenna:** He begs the PCs to save her but can offer no aid or reward.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600):** Remove a wererat hiding behind the table.

**EL 7 (XP 3,200):** Add one wererat; it follows the same tactics as the third wererat.

### GEREN SKEWES

CR 1/3 (XP 135)

*This man has been badly beaten. His face and body are covered in bruises and scratches. Blood mats his hair.*

Male human commoner 1

N Medium humanoid (human)

**Init** +0; **Senses** Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** 0; Climb +5, Swim +5

**AC** 10, touch 10, flat-footed 10; **CMD** 11

**Fort** +2, **Ref** +0, **Will** -1

**hp** 6 (currently 1) (1 HD)

**Space** 5 ft.; **Base Atk** +0; **CMB** +1

**Melee** unarmed strike +1 (1d4+1 nonlethal)

**Abilities** Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

**Feats** Alertness<sup>B</sup>, Skill Focus (farmer)

**Skills** as above plus Profession (farmer) +6

**Languages** Common

**Gear** as above plus peasant's outfit, belt pouch

## D5: CRYPT (CR 5; XP 1,600)

The bodies of the Wearne patriarchs lie buried in this crypt, their body stripped of flesh and muscle and skulls placed atop a pile of bones. Their spirits are trapped here between life and death until the Bat God is freed. Read:

*A cloying miasma drifts across the cold stone floor and up the wall where over a dozen square compartments hold pieces of bone and deformed, grinning humanoid skulls. In a small nearby alcove, a black stone altar depicting a crudely carved bat creature rises out of the roiling fog. Your breath mists in the air.*

Every Wearne patriarch makes his final home in this crypt. Their souls remain trapped here by their pledge to the Bat God and their promise to free it in exchange for power. Thus, the dead do not lie quietly. A haunt manifests on the fourth round after a PC enters the crypt unless the ritual with the altar is performed.

### AREA FEATURES

The area has several features of note:

**Air Temperature:** It is cold, within the crypt.

**Altar:** A 3 ft. high stone altar engraved with an eye over a pair of bat wings rests in the corner. Dried blood stains a bowl-shaped depression on the top. If 5 hp worth of blood is spilled into the depression, the haunt does not manifest. A DC 20 Knowledge (religion) check discerns the nature of the altar.

**Miasma:** A purplish fog of necrotic energy rolls about the ground. This grants undead, including haunts, a +4 profane bonus on Will saves to resist positive energy and channel effects.

**Wearne Crypts:** Almost two dozen 1 ft. by 1 ft. square compartments are set 2 ft. deep into the north, east and part of the south wall. Fourteen hold the skulls of the Wearne patriarchs on top of a pile of bones. A DC 20 Perception check finds a small ruby (worth 100 gp; DC 20 Appraise values) hidden in one such pile.

### WEARNE PATRIARCHS HAUNT CR 5 (1,600 XP)

NE haunt (20 ft. by 20 ft. area)

**Caster Level** 5th; **Notice** Perception DC 20 (to see faces begin forming in the miasma)

**hp** 10; **Weakness** Tricked by *hide from undead*; **Trigger** Proximity; **Reset** 1 day

**Effect** When this haunt manifests, the ghostly forms of the decayed Wearne patriarchs rise up from the miasma, slashing and biting at intruders. All creatures in its area of effect are targeted by a *mass inflict moderate wounds* spell (2d8+5 damage, DC 19 Will halves).

**Destruction** The Wearne patriarchs cannot be put to rest until the wards sealing away the Bat God's power are renewed. Afterward, their bones must be interred in ground blessed by a *consecrate* spell.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** DC 15 Perception spot the haunt form.

**EL 6 (XP 2,400):** DC 25 Perception spots the haunt form.

## D6: PUZZLE HALLWAY (CR 5; XP 1,600)

An insidious puzzle trap guards the final hallway leading to the Wearnes' seat of power. Read:

*This short, jagged hallway squirms like a worm before coming to rest in front of a black steel double door etched with strange runes as well as something possibly written in Common. Two small shelves stick out from the door, each holding a small stone bowl. Six clay bowls sit on a low wooden table resting against the wall. Each bowl contains something small, dark and desiccated.*

When a PC inspects the writing in Common on the door, read:

*Wild beast with hunger eternal,  
In the moon's fullest fury it yearns,  
Necrotic thirst for blood in the night it echoes,  
Gnawing the weak for sustenance,  
Salvation.*

The Wearne patriarchs, always fearful of an outsider learning their secrets, installed this final defence to protect their inner sanctum wherein they keep the horrible mimic book, *Dark Thoughts Whispered*. This trap also keeps uninitiated family members out, helping to secure a patriarch's line of succession. The door leading into the inner sanctum contains a riddle that must be solved or it triggers the *confusion* trap.

### CONFUSION TRAP

CR 5 (1,600 XP)

*A high-pitched keening noise assaults your ears, disorientating you.*

**Search** DC 29 Perception; **Type** magic (*confusion*)

**Disarm** DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** Placing the wings and eyes from the table into the two cups on the door deactivates the trap for 1 minute.

**Destroy** Destroying the door (hardness 10; hp 180; DC 50 Break) defeats the trap.

**Trigger** Visual (*arcane eye* [when two objects are placed in the cups on the doors and one of them is not either the wings or eyes]); **Reset** Automatic (immediately)

**Effect** When triggered, this trap has the following effect:

**Effect:** The last creature to place an item in a cup on the door is targeted by a high pitched sonar scream that acts as a *confusion* spell (DC 18 Will negates).

## AREA FEATURES

The area has several features of note:

**Double Door:** A 9 ft. tall by 7 ft. wide black steel door (hardness 10; hp 180; DC 50 Break) locked with an *arcane lock* (CL 10) blocks access to area D7.

**Door Runes:** The runes covering the door are hymns written to the Bat God in Abyssal.

**Door Trap:** The door is trapped. To solve the puzzle and deactivate the trap, the wings and eyes from the nearby table must be placed, one set in each cup.

- **Riddle Answer:** The riddle's answer is the first letter of the first letter of the first word of each line spells the word "wings" and the first letter of the last word in each line, discounting line five which only has one word, spells the word "eyes."

Smart PCs may also deduce the answer from the Bat God symbols seen so far, such as the door in area D1 and the engravings on the altar in area D5. If the PCs get stuck, allow them to make an Intelligence check to get a clue. A high check reveals all the clues of a lesser check:

- **DC 5:** Objects must be placed into the cups on the door.

- **DC 10:** The riddle contains five lines.
- **DC 15:** The last line of the riddle contains only one word.
- **DC 20:** The words themselves may contain the clue.
- **DC 25:** Examine the first word of each line closely.

Once the wings and eyes are placed into the cups on the door, the *arcane lock* and the trap deactivate for one minute as the door swings open inwards. The trap does not trigger if only one cup is filled or if something is taken out of a cup.

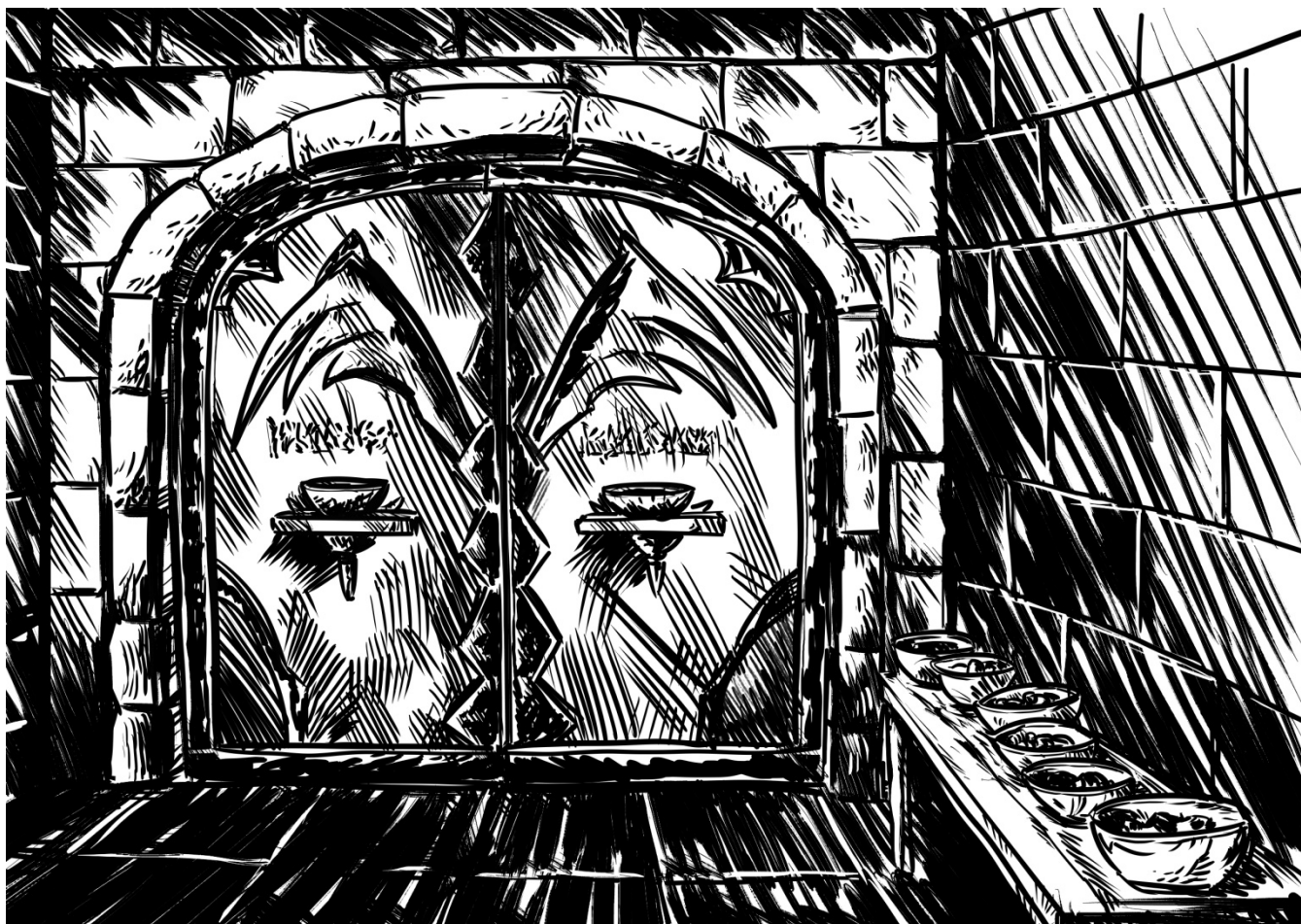
**Table:** A low wooden table rests against the western wall before the door. Six clay bowls sit on the table, arranged in a neat row across its top. Inside each bowl rests a desiccated piece of some sort of animal. A DC 10 Knowledge (nature) or DC 15 Heal check reveals the six desiccated objects as a brain, eyes, heart, legs, liver and wings belonging to a dire bat.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Modify the *confusion* trap: DC 24 Perception detects; DC 24 Disable Device disarms; DC 17 Will negates.

**EL 6 (XP 2,400):** Modify the *confusion* trap: DC 34 Perception detects; DC 34 Disable Device disarms; DC 19 Will negates.



## D7: INNER SANCTUM (CR 7; XP 3,200)

The Wearne patriarchs practice their black magic in their inner sanctum. Read:

*Flickering blue light snaps violently in the still room from candles placed in large holders scattered about, washing everything in a strange, indigo glow. Obsidian statues of demonic bat-like creatures with red eyes perch on pedestals in alcoves to the east and west. An engraved circle surrounds strange glyphs marked on the floor. At the far end, a thick iron chain with a lock wraps a massive black leather book resting on an altar. Near it, scrolls and other accoutrements clutter a wobbly bookcase. The air feels still and unwholesome as if polluted.*

When the Wearnes first sold their souls to the Bat God, it used what little power it had remaining to bequeath the Wearnes one of its hideous servants: the half-fiend mimic Dark Thoughts Whispered. The mimic takes the form of a massive black leather book, its pages filled with the research, knowledge and findings of each previous patriarch. When a new Wearne patriarch is appointed, the mimic creates new pages to be filled – the Wearnes literally tattooing their knowledge into the creature's flesh. In this room, the Wearne patriarchs invoke dark rituals to discover a way to free their master. It is only because of generations of previous research that Talek was finally able to discover the ritual to free his dark god.

Even if killed, some of the pages remain in Dark Thoughts Whispered's amorphous corpse. A PC studying the corpse, and making a DC 20 Knowledge (arcana) check learns Talek discovered a way to free his god through a ritual sacrifice involving the conjuration of one of the Bat God's servants. Stopping the ritual would create a backlash of energy to seal away the Bat God once again.

### TACTICS

A simple ordinary chain and lock (hardness 10; hp 5; DC 26 Break; DC 20 Disable Device) wraps around Dark Thoughts Whispered securing its book form closed. Talek carries a magic key, that when used to open the lock, alerts the mimic that the Wearne patriarch is present. It then suppresses its adhesive ability. Removing the lock without the key alerts Dark Thoughts Whispered to attack the intruder. It attacks in the surprise round with its slam attack, following up with claw and bite attacks if it captures an opponent with its adhesive ability. If it does not, or its opponent frees itself, Dark Thought Whispers uses its wings to fly out of melee range and casts *unholy blight* followed by *darkness*. It then activates smite good, selecting a character wearing or displaying any holy symbol. Dark Thoughts Whispered fights to the death.

### DARK THOUGHTS WHISPERED

CR 7 (XP 3,200)

*Suddenly, this thick, rubbery book sprouts a pair of leathery bat-like wings and two cruel tipped claws while a mouth filled with broken, rotted teeth spreads like a stain on its cover.*

Half-fiend variant mimic

NE Medium outsider (native, shape changer)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +2

**Speed** 10 ft., fly (good) 20 ft.; **ACP** 0; Climb +16, Fly +12

**AC** 19, touch 13, flat-footed 16; **CMD** 24 (can't be tripped) (+3 Dex, +6 natural)

**Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10

**Fort** +7, **Ref** +6, **Will** +7; **SR** 18

**hp** 66 (7 HD); fast healing 5; **DR** magic/10

**Space** 5 ft.; **Base Atk** +5; **CMB** +11

**Melee** slam +13 (1d8+7 plus adhesive),  
2 claws +12 (1d4+7) and  
bite +12 (1d6+7)

**Atk Options** adhesive, smite good

**Adhesive (Ex)** Dark Thoughts Whispered exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. While adhesive-covered, it automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while it is alive without removing the adhesive first. A weapon striking him while he is adhesive-coated is stuck fast (DC 20 Reflex negates). A DC 20 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but Dark Thoughts Whispered can still grapple normally. It can dissolve its adhesive at will, and the substance breaks down 5 rounds after it dies. The save DC is Strength-based.

**Smite Good (Su [swift; 1/day])** Dark Thoughts Whispered can smite good (+1 attack, +7 damage). The smite persists until the target is dead or he rests.

**Spell-like Abilities** (CL 7th; concentration +8)

3/day—*darkness*, *poison* (DC 15)

1/day—*desecrate*, *unholy blight* (DC 15)

**Abilities** Str 24, Dex 16, Con 21, Int 12, Wis 15, Cha 12

**SQ** hardy protoplasm, mimic object

**Hardy Protoplasm (Ex)** Dark Thoughts Whispered has fast healing 5. This increases its CR by 1.

**Mimic Object (Ex)** Dark Thoughts Whispered can assume the general shape of any Medium object, such as a massive chest, a stout bed or a door. The creature cannot substantially alter its size, though. Its body is hard and has a rough texture, no matter what appearance it might present. It gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

**Skills** as above plus Disguise +11 (+31 when mimicking object), Intimidate +11, Knowledge (dungeoneering) +11, Survival +13

**Languages** Abyssal, Common

## AREA FEATURES

The area has several features of note:

**Illumination:** Blue light from the candles casts an indigo glow over everything, and provides sufficient light to see normally.

**Alcoves:** Two short alcoves branch off to the east and west. Each one contains the same obsidian statue of a horrendous bat-like creature with a ruby eye. The statues are a 1 ft. in height, and weigh 75 lbs. To a collector, the statues are worth 350 gp each (including the ruby eye). The ruby eyes, themselves, are worth 100 gp each (DC 20 Appraise values).

**Altar:** A stone altar carved with images of bats rests at the north end of the room. Dark Thoughts Whispered sits upright, resting on a reading stand on the altar, bound by a chain and lock wrapped around it.

- **Treasure:** Examining the altar with a DC 25 Perception check discovers a secret switch that opens a small hidden door in the front of the altar. Inside, a *bag of holding type I* containing 16 pp, 342 gp and a gold necklace containing a large black pearl worth 650 gp (DC 20 Appraise values).

**Bookcase:** A 6 ft. tall, 3 ft. wide bookcase teeters to the right of the altar. Decrepit with age, the bookcase contains many decaying and mouldering books and scrolls on black magic and rituals. Most of the books are drivel and nonsense but anyone making a DC 20 Knowledge (arcana) check finds a few choice works amongst the collections:

- **Vorich's Treatise on the Infernal Beings:** This blue leather bound illustrated book about devils contains the arcane spells *monster summoning I-V*.
- **The Necrotic Codex of Evern Holstan:** Bound in tanned human skin with a spine fashioned from a leg bone, this odious arcane

book, besides being a treatise on undead, contains all 1st-level and 2nd-level necromancy spells, six 3rd-level necromancy spells (GM's choice), four 4th-level necromancy spell spells (GM's choice) and one 5th-and 6th-level necromancy spells (GM's choice).

- **Odes of Unglory:** This short collection of profane poems to evil gods acts as a scroll of *augury* (CL 4).

**Candelabras:** Eight 5 ft. tall iron candelabras stand in the room. One stands in each corner, two stand on the east and west side of the magic circle and two stand on the east and west side of the altar. Each candelabrum contains 6 long reddish candles giving off an unnatural blue light. Though they do not detect as magical, a DC 20 Knowledge (religion) check reveals this as a phenomenon that can occur in a place of concentrated

evil. Examining the candles with a DC 20 Perception check discerns blood was used as an ingredient in making the candles.

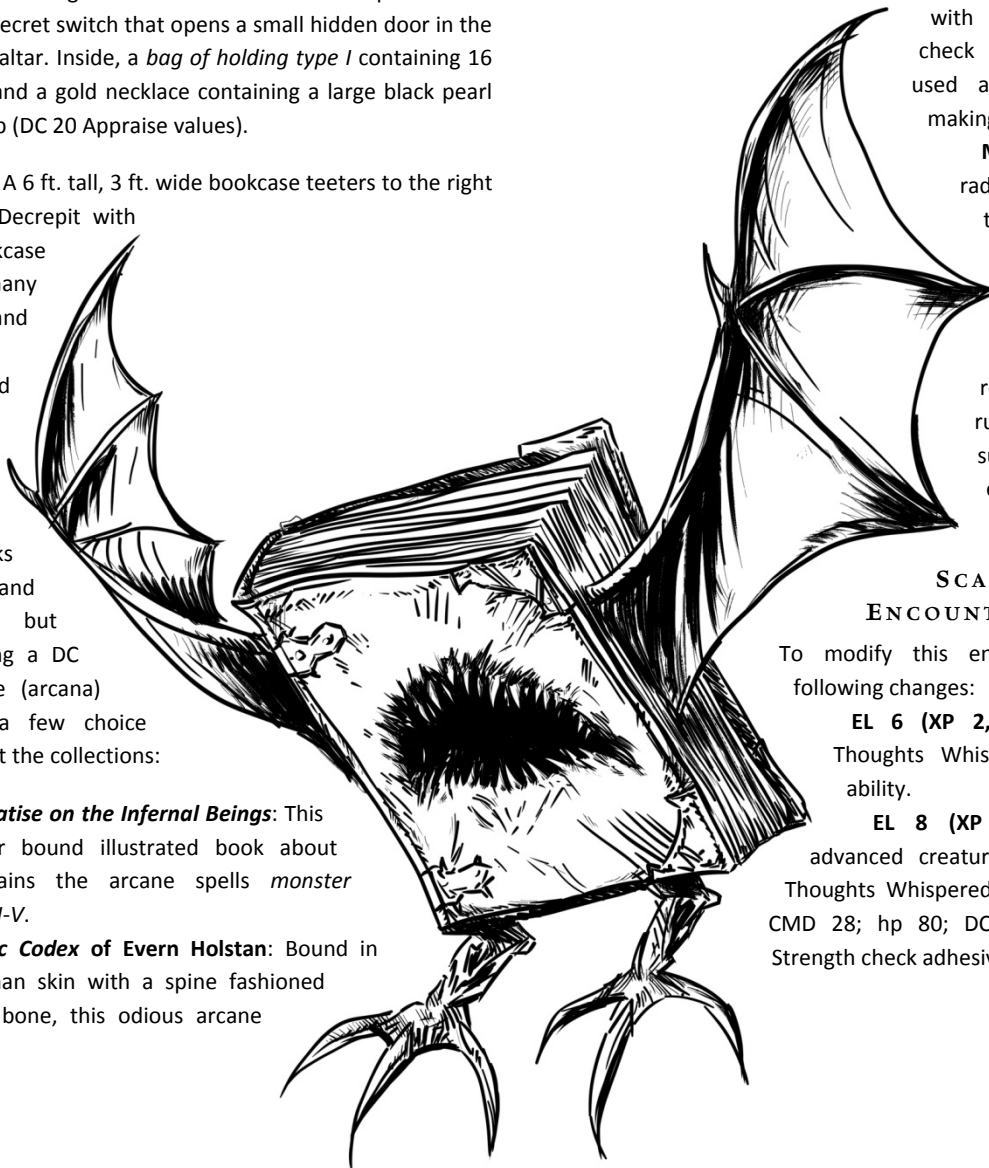
**Magic Circle:** A 10 ft. radius circle carved into the floor contains glyphs and runes painted in dried blood. A DC 15 Knowledge (arcana) reveals the glyphs and runes are related to summoning spells, especially evil outsiders.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 6 (XP 2,400):** Remove Dark Thoughts Whispered's fast healing ability.

**EL 8 (XP 4,800):** Apply the advanced creature template to Dark Thoughts Whispered (+2 on all rolls; 20; CMD 28; hp 80; DC 22 Reflex save or Strength check adhesive).



## EVENT 2 (CR 6; XP 2,400)

This event occurs during the night after the PCs have first infiltrated either Wearne Manor or explored the cavern in the cliff (Areas C1 and C2).

The PCs' activities come to the attention of Talek Wearne who decides they should be dealt with before they interrupt his plans. Busy finalizing the ritual to free the Bat God, Talek sends some of his family members to kill the PCs. The Wearnes tasked with this mission bring one of their domesticated minions, a doombat. They attack an hour before dawn.

This battle assumes the PCs, after being betrayed by Bartrel, have decided to camp somewhere outside of Oakhurst. However, if the PCs choose to remain at the Bloody Ear or another location, ignore the Area Features listed below and use the Area Features of the appropriate location.

### WEARNE WEREBAT (HUMAN FORM) (2)

CR 3 (XP 800)

*This ugly human has a large head with small pointed ears and a flat nose.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft. **ACP** 0; Stealth +8 (+10 underground, +12 in forests)

**AC** 16, touch 13, flat-footed 13; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge])

**Fort** +4, **Ref** +3, **Will** +3

**hp** 24 (3 HD)

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** mwk battleaxe +7 (1d8+2/x3)

**Ranged** composite shortbow +2 (range 60 ft.) +5 (1d6+2/x3)

**Special Actions** change shape ([move action]) human, hybrid, and bat; polymorph

**Combat Gear** arrows (20), dagger, *potion of blur*

**Abilities** Str 15, Dex 14, Con 13, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 19 gp

## TACTICS

The werebats use Stealth (+14 due to heavy undergrowth) to form a pincer around the camp on the east and west, hiding in the trees. The young doombat flies in from the north, using its shriek ability to shake the PCs and confound spellcasters with its yipping. The werebats care little for the doombat, allowing the PCs to surround the creature. They then descend from the trees and use blood drain on the surprised PCs. If they successfully grapple, they move the PCs into the darkness of the surrounding

### WEARNE WEREBAT (HYBRID FORM) (2)

CR 3 (XP 800)

*This monstrosity combines the features of a human with that of a deformed bat; its arms twisted into a pair of membranous wings.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+4 underground, +6 in forests); **Senses** low-light vision, scent; Perception +8 (+10 underground, +12 in forests), Sense Motive +2

**Speed** 30 ft., fly 40 ft. (average); **ACP** 0; Fly +6, Stealth +8 (+10 underground, +12 in forests)

**AC** 18, touch 13, flat-footed 15; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

**Fort** +4, **Ref** +3, **Will** +3

**hp** 27 (3 HD) **DR** silver/10

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** bite +6 (1d4+4 plus curse of lycanthropy [DC 15] plus grab)

**Atk Options** blood drain, grab

**Blood Drain (Ex)** If the werebat makes a successful bite attack while maintaining a grapple, he drains 1 Con damage from his victim instead of dealing bite damage.

**Grab (Ex)** If it hits a Small or smaller target with its bite, the werebat can try to grapple as a free action without provoking attacks of opportunity.

**Special Actions** change shape ([move action]) human, hybrid, and bat; *polymorph*

**Combat Gear** arrows (20), dagger, *potion of blur*

**Abilities** Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forests [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+8 underground, +10 in forests), Knowledge (nature) +6, Survival +8 (+10 underground, +12 in forests)

**Languages** Common

**Gear** as above plus 19 gp

trees and away from any sources of light while they feast.

**Indoors:** If this encounter happens indoors, their tactics are similar. One werebat uses its axe to smash through the door before unleashing the doombat into the room. The other werebat attempts entry through a window or otherwise assists the other werebat in destroying the door.

After the doombat uses its shriek ability to disorientate the PCs, the werebats move in for the kill.

**Fleeing:** A werebat flees if reduced to 10 hp or less. The doombat fights to the death, at the behest of its masters.

## AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Game Trail:** The trail is 5 ft. wide. Movement along the trail is uninhibited.

**Heavy Undergrowth:** Tree roots snarl around each other and amongst thick bushes, covering every non-trail square. It costs two squares of movement to enter such spaces. The undergrowth increases the DC of Acrobatics and Stealth Checks by 2.

### YOUNG DOOMBAT

CR 3 (XP 800)

*This gigantic bat has glowing yellow eyes.*

Young doombat

NE Medium magical beast

**Init** +5; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +14 (+18 with blindsense), Sense Motive +1

**Speed** 10 ft., fly 50 ft. (good); **ACP** 0; Escape Artist +9, Fly +13, Stealth +12

**AC** 18, touch 17, flat-footed 11; **CMD** 22  
(+7 Dex, +1 natural)

**Fort** +7, **Ref** +11, **Will** +2

**hp** 32 (5 HD)

**Space** 10 ft.; **Base Atk** +5; **CMB** +7

**Melee** bite +7 (1d8+2) and  
tail (reach 10 ft.) +2 (1d4+1)

**Special Actions** shriek, yip

**Shriek (Ex)** A doombat can emit a piercing shriek every 1d4 rounds. All creatures that hear the doombat's shriek (except other doombats) within a 100-ft. radius must make a DC 14 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same doombat's shriek for 24 hours. The save DC is Constitution-based.

**Yip (Ex)** A doombat yips constantly while in combat. The noise interferes with an opponent's ability to focus on difficult tasks. Spellcasters within 100 ft. of a yipping doombat must make a concentration check (DC 15 + spell's level) when they attempt to cast a spell. The effect of several doombats yipping at once is not cumulative.

**Abilities** Str 15, Dex 25, Con 15, Int 2, Wis 12, Cha 6

**Feats** Skill Focus (Perception), Skill Focus (Stealth), Stealthy

**Skills** as above

**Trees:** A creature standing in the same square as a tree (AC 4; hardness 5; hp 150; DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

**Massive Trees:** Huge trees (AC 3; hardness 5; hp 600; DC 15 Climb) fill an entire square. They provide cover (+4 AC, +2 Reflex).

## AFTERMATH

If captured, the werebats have little to say, except that their god is coming and will feast on the PCs' blood. Devoted to Talek, the werebats have an overzealous belief the Bat God will usher in an unholy paradise.

As the PCs prepare to go back to rest or decide instead to break camp, anyone making a DC 20 Perception check hears a twig snap loudly in the nearby trees (or a creak on a floorboard if they are inside).

If the PCs call out or investigate, they find the gnome trapsmith, Rasala Nablor hiding nearby. If they have not met her yet, Rasala quickly introduces herself as a resident of Oakhurst and a purveyor of bear traps. She explains she has been keeping tabs on the PCs, suspecting they may end up tangling with the Wearnes. She, herself, has suspected the truth for a while, but those poking into other's business tend to disappear. However, she has taken certain precautions, namely investing in three vials of *silversheen*. She is also in possession of 20 silver tipped bolts and 20 silver arrow heads she is willing to give to the PCs. If asked why she is helping, Rasala tells the PCs the villagers have lived in fear of the Wearnes for a long time but no one has ever been able to stand up to them. She hopes the PCs are the heroes that can deliver Oakhurst from the evil of the Wearnes, after all, Oakhurst is her home.

Rasala offers her home to rest up if the PCs need a safe place to stay.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600):** Remove one werebat.

**EL 7 (XP 2,400)** Add one doombat and apply the young creature template to it (+2 on all Dex-based rolls, -2 on all other rolls; hp 22).



## CLIFF AREA

In the northwestern area of Oakhurst, a sheer 40 ft. high granite cliff suddenly rises out of the forest, its top reaching 10 ft. above the treetops.

**Finding The Cliff:** Most of Oakhurst's villagers are aware of the cliff but shun it. Any of the named NPCs can give the PCs the rough location of the cliff or it can be discovered with a DC 15 Survival check if the PCs are actively looking for it.

**Cave Entrance:** A DC 20 Perception check detects a cave entrance 20 ft. up on its eastern side. The cliff's sheer sides make scaling it without suitable climbing gear extremely difficult, (DC 30 Climb). The Wearnes removed any tall trees within 30 ft. of the eastern side, necessitating a DC 60 Acrobatics check to jump from a branch on the nearest tree into the cave entrance.

**Inside:** Within the cliff, the cave entrance leads down a short tunnel before opening up into a large cavern formed within the bowels of the cliff. In this cavern, the Wearne clan meets monthly on the night of the full moon to worship the Bat God. Of late, they have been sacrificing captured humanoids to give strength to a foul monster, a servant of the Bat God, in the

attempt to weaken the wards sealing away their deity and turning it into a vessel for its return. Currently, Talek Wearne is preparing the final ritual, gathering the Wearne clan around him to help fuel the ritual. The final sacrifice is to be Jenna Digory, currently held captive in the cavern (area C2).

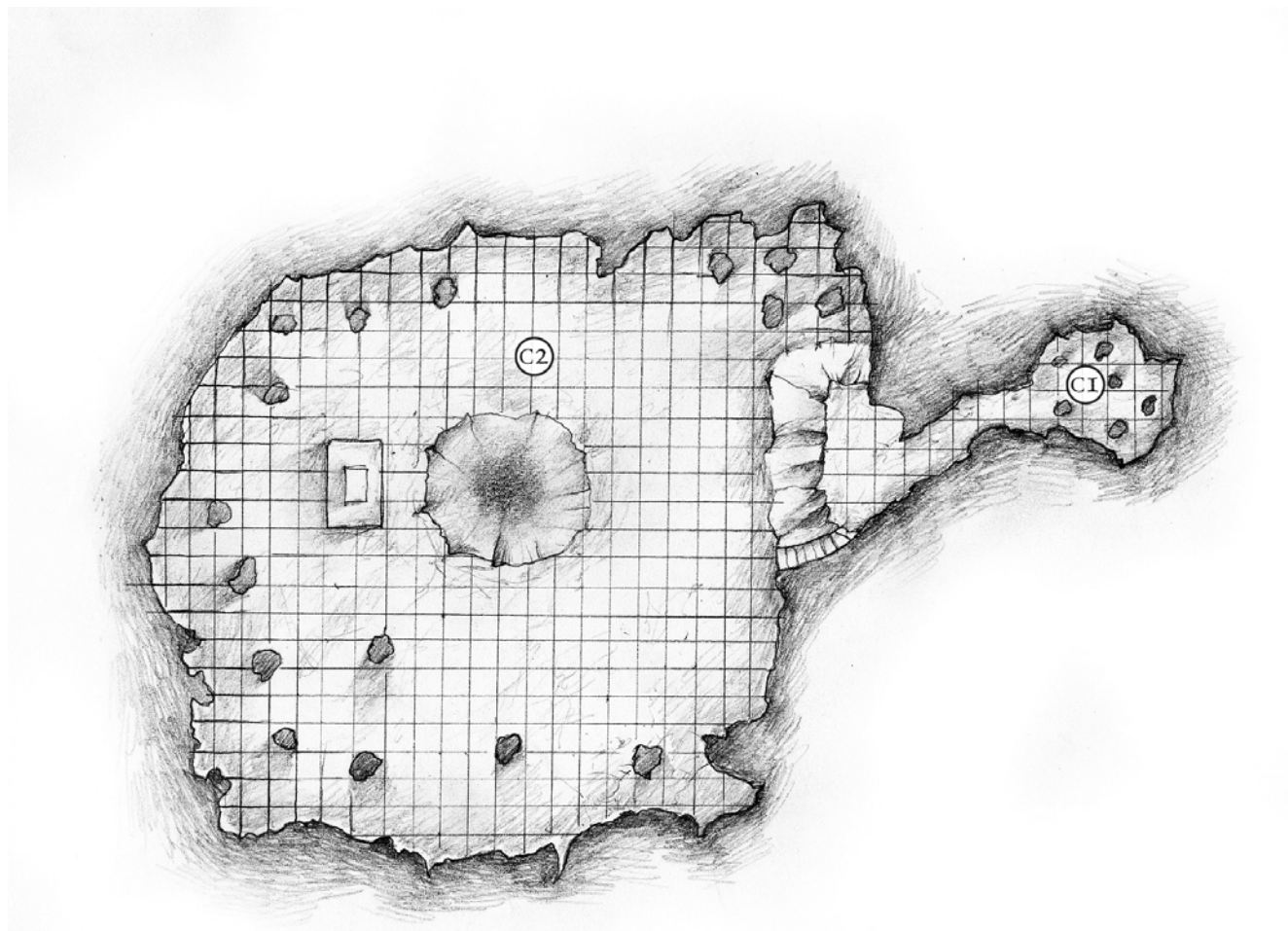
## CAVERN FEATURES

The cavern has the following general features:

**Illumination:** Darkness.

**Natural Stone Walls:** The dry stone walls of the cavern offer numerous handholds (DC 15 Climb).

**Slender Stalactites and Stalagmites:** Numerous thin stalactites and stalagmites (hardness 8; hp 150; DC 20 Break) dot the cavern's floors and ceilings. A character standing in the same square as a slender stalagmite gains partial cover (+2 AC, +1 Reflex). A character flying in the same square as a slender stalactite gains the same bonuses.





## C1: CAVE ENTRANCE (CR 5; XP 1,600)

Talek has tasked two Wearne werebats with guarding the cave entrance in case anyone is foolish enough to intrude. Read:

*A yawning cave littered with rubble and old bones on the ground opens before you. Slender stalagmites rise, almost touching the stalactites hanging above them, giving the appearance of fangs. A dimly seen tunnel across from the entrance leads further into the gloomy depths of the cliff.*

### WEARNE WEREBAT (HYBRID FORM) (2)

CR 3 (XP 800)

*This monstrosity combines the features of a human with that of a deformed bat; its arms twisted into a pair of membranous wings.*

Male natural werebat human ranger (warden) 3  
NE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2 (+6 in forests, +4 underground); **Senses** low-light vision, scent; Perception +8 (+12 in forests, +10 underground), Sense Motive +2

**Speed** 30 ft., fly 40 ft. (average); **ACP** 0; Fly +6, Stealth +8 (+12 in forests, +10 underground)

**AC** 18, touch 13, flat-footed 15; **CMD** 16  
(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural)

**Fort** +4, **Ref** +3, **Will** +3

**hp** 27 (3 HD) **DR** 10/silver

**Space** 5 ft.; **Base Atk** +3; **CMB** +5

**Melee** bite +6 (1d4+4 plus curse of lycanthropy [DC 15] plus grab)

**Atk Options** blood drain, grab

**Blood Drain (Ex)** If the werebat makes a successful bite attack while maintaining a grapple, he drains 1 Con damage from his victim instead of dealing bite damage.

**Special Actions** change shape ([move action]) human, hybrid, and bat; *polymorph*

**Combat Gear** arrows (20), dagger, *potion of cure light wounds* (2),

**Abilities** Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

**SQ** live in comfort, lycanthropic empathy (bats), master of terrain (forest [+4], underground [+2]), wild empathy (+3)

**Live in Comfort (Ex)** The werebat can take 10 on any Survival check involving his favoured terrains, even when in danger and distracted. If he is not in immediate danger and distracted, he can take 20 even if the check has a penalty for failure.

**Feats** Dodge, Endurance<sup>B</sup>, Weapon Focus (battleaxe)

**Skills** as above plus Craft (traps) +6, Intimidate +4, Knowledge (geography) +6 (+10 in forests, +8 underground), Knowledge (nature) +6, Survival +8 (+12 in forests, +10 underground)

**Languages** Common

**Gear** as above plus 13 gp

Two Wearne werebats in hybrid form hang upside down from the ceiling, using Stealth (+10) to remain unseen. They have orders to kill any nonfamily member entering the cave. An exit to the west leads down to a short tunnel that opens up into the main cavern.

### TACTICS

The werebats tactics depend on how many PCs enter the cave at once. In either event, they do not retreat and pursue fleeing PCs.

**Single Intruder:** If only a single PC enters, one werebat drops down and attempts a grapple, using his blood drain ability to incapacitate the intruder. If met with resistance, the other werebat joins the first, attempting a grapple as well.

**Multiple Intruders:** If multiple PCs enter the cave entrance, the werebats wait until the PCs are in the middle of the room before attacking, dropping down to block the exits. If faced with stiff resistance or discovered before they can initiate their ambush, the werebats take flight, using the stalactites for cover and making diving attacks to grapple, retreating back behind the stalactites if they fail.

### AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Ceiling:** The ceiling rises to a height of 15 ft.

**Rubble:** Stones and the bones of past victims over the centuries cover the floor, creating difficult terrain (moving costs two squares of movement and it increases the difficulty of Acrobatic checks by 5).

**Lost Treasure:** PCs searching the chamber may discover lost treasures:

- **DC 15 Perception:** A chipped and dirty translucent dark green gem (a bloodstone worth 35 gp; DC 20 Appraise identifies and values).
- **DC 20 Perception:** A partially crushed golden earring set with a transparent dark blue stone (an iolite; the whole worth 100 gp or 200 gp if mended; DC 20 Appraise identifies and values).

**Tunnel:** A short tunnel with a 15 ft. high ceiling connects areas C1 and C2.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Apply the young creature template to the werebats (+2 on all Dex based rolls, -2 on all other rolls; hp 21).

**EL 6 (XP 2,400):** Add an additional werebat.

## C2: THE CAVERN, PART 1 (CR 7; XP 3,200)

The Wearnes sacrifice to their God in this cavern. Read:

*An enormous cavern opens before you, a rough-hewn stone stairway to your left descending to the smoothly worked cavern floor. Runes etched into the floor surround a pit filled with a thick, black miasma. Near the pit, on a raised stone dais, looms a massive black stone altar to which a young woman is bound. Tendrils of reddish eldritch energy drift from her mouth, spiralling upwards to connect with dozens of bat-like creatures hanging upside down from the ceiling betwixt the stalactites. A single, half naked figure stands behind the altar, chanting, his winged arms raised in supplication above his bat-like head. The black miasma of the pit roils in response to the figure's incantations.*

The Wearne clan has gathered for the final ritual. Fortunately for the PCs, the 43 werebats gathered are immobilized by the ritual, drinking Jenna's life essence and, through worship, using it to fuel the creation of their god's avatar. They hang from the lofty cavern ceiling and do not respond to attacks. A DC 20 Knowledge (arcana) or Spellcraft check reveals Talek is casting a powerful conjuration summoning spell fuelled by necromancy.

### TALEK WEARNE (HUMAN FORM)

CR 7 (XP 3,200)

*Dirty, tangled hair leaks out from under a ratty black hood that frames a wrinkled, sneering face.*

Male old natural werebat human oracle (ancestor) 8

CE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +2; **Senses** low light vision, scent; Perception +3, Sense Motive +13

**Speed** 20 ft.; **ACP** 0; Acrobatics -2 (-6 jumping), Fly +8

**AC** 15, touch 8, flat-footed 15; **CMD** 11

(+6 armour [spirit shield], +1 deflection [ring of protection +1], -2 Dex)

**Fort** +3, **Ref** +1, **Will** +11

**hp** 39 (8 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +3

**Melee Touch** wand of inflict moderate wounds +3 (2d8+4)

**Atk Options** spirit shield (+6 AC, 8 hours), storm of souls

**Storm of Souls (Su [standard; 1/day])** Talek summons the spirits of his ancestors to attack in a ghostly barrage – their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 4d8 damage (DC 18 Fortitude halves). Undead creatures in the area take 8d8 damage (DC 18 Fortitude halves).

**Special Actions** change shape ([move action] human, hybrid, and bat; *polymorph*), wisdom of the ancestors

**Wisdom of the Ancestors (Su [10 min; 1/day])** Talek can enter a trance for 10 minutes, to gain the benefit of *commune*.

**Oracle Spells Known** (CL 8th; concentration +12 [+16 casting

### TACTICS

Unless the PCs attempt to be stealthy, Talek notices their arrival. Enraged at their interruption, he flies up to the ceiling. Moving from stalactite to stalactite to approach the PCs, he casts *summon monster III* to conjure 1d3 dire bats to distract them. He follows this with *spiritual ally*, targeting a spellcaster. When closer he uses *unholy blight* to soften up foes and then storm of souls. Talek saves *hold person* for anyone engaging him in melee. He attempts to stay aloft and out of melee as much as possible, only using his *wand of inflict moderate wounds* as a last resort. Talek fights to the death but does not pursue foes, knowing he needs to get back to completing the ritual.

### AREA FEATURES

The area has several features of note:

**Illumination:** Darkness.

**Ceiling:** The ceiling is 30 ft. high.

**Altar:** A 4 ft. tall, black stone altar rises from the dais, etchings of the now familiar Bat God tracing its features. Crude manacles (hardness 10; hp 10; DC 26 Break; DC 30 Escape Artist) bind an unconscious Jenna Digory to the altar. Even when Talek stops his incantation, her life essence continues to leave her in a

defensively or grappling])

4th (4/day)—*spiritual ally*, *unholy blight* (DC 18)

3rd (6/day)—*heroism*, *speak with dead*, *summon monster III*

2nd (7/day)—*death knell* (DC 16), *inflict moderate wounds* (DC 16), *hold person* (DC 16), *spiritual weapon*

1st (7/day)—*bane* (DC 15) *comprehend languages*, *deathwatch*, *inflict light wounds* (DC 15), *sanctuary* (DC 15), *unseen servant*

0—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *stabilize*, *virtue*

**Spiritual Ally (Sp [standard])** Talek summons a hideous bat-like creature of pure force that cannot be harmed by physical means. It occupies a 5 ft. square, attacks with vicious claws (+9/+4, 1d10+2 force damage), can flank and make attacks of opportunities. Talek can command it to move (30 ft. or fly 30 ft. [perfect]) as a swift action.

**Combat Gear** *potion of cure moderate wounds* (2), *pearl of power* (1st), *wand of inflict moderate wounds* (25 chgs.)

**Abilities** Str 5, Dex 7, Con 11, Int 15, Wis 16, Cha 19

**SQ** curse (lame), lycanthropic empathy (bats), revelations (spirit shield, storm of souls, wisdom of the ancestors)

**Feats** Augment Summoning, Combat Casting, Improved Initiative, Iron Will

**Skills** as above plus Intimidate +11, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +12

**Languages** Aklo, Abyssal, Common

**Gear** as above plus *cloak of resistance* +1, Wearne Manor house keys, Wearne dungeon key, Dark Thoughts Whispered key

red mist to be consumed by the Wearne werebats above. Removing her from the altar causes the Bat God's servant to be staggered for 1d4 rounds when it appears. A PC making a DC 20 Knowledge (arcana) or Spellcraft check deduces that removing Jenna will have an ill effect on the ritual.

**Ledge:** The tunnel from C1 opens onto a broad ledge 15 ft. above the cavern floor. A stairway at its southern end leads down into the cavern. The walls of the ledge are rough unworked stone, requiring a DC 15 Climb check to climb down.

**Pit:** A ragged pit, roughly 20 ft. in diameter and 50 ft. deep, pierces the floor. A DC 20 Knowledge (arcana) or Spellcraft check identifies the runes etched around the pit to involve conjuration and binding of outsiders. A permanent *deeper darkness* spell (CL 15) fills the pit, hiding the pile of bones at the bottom which act as difficult terrain (costs 2 squares of movement and the difficulty of Acrobatic checks is increased by 5). Its walls are rough, natural stone (DC 15 Climb). The pit, which serves as the focus for summoning the Bat God's servant, is currently empty.

**Slender Stalactites and Stalagmites:** Numerous thin stalactites and stalagmites (hardness 8; hp 150; DC 20 Break) dot the cavern's floors and ceilings. A character in the same square as a slender stalagmite or flying in the same square as a slender stalactite gains partial cover (+2 AC, +1 Reflex).

**Wearne Werebats:** The Wearne werebats hang suspended upside down from the ceiling. Talek's ritual has immobilized them; they feed on Jenna's life essence and their worship of the Bat God converts that essence into power to break the seals warding it away. The Wearne werebats do not notice or respond to the PCs.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 6 (XP 2,400):** Apply the young creature template to Talek Wearne (+2 on all Dex based rolls, -2 on all other rolls, hp 31).

**EL 8 (XP 4,800):** Apply the advanced creature template to Talek Wearne (+2 on all rolls [including damage]; +4 AC and CMD; hp 63; spell and special ability DCs +2).

### TALEK WEARNE (HYBRID FORM)

CR 7 (XP 3,200)

*Red eyes glow in the emaciated, deformed skull of this bat-like creature.*

Male old natural werebat human oracle (ancestor) 8  
CE Medium humanoid (augmented humanoid, human, shape changer)

**Init** +5; **Senses** low light vision, scent; Perception +3, Sense Motive +13

**Speed** 20 ft., fly (average) 40 ft.; **ACP** 0; Acrobatics +1 (-3 jumping), Fly +15

**AC** 20, touch 11, flat-footed 19; **CMD** 11  
(+6 armour [spirit shield], +1 deflection [*ring of protection* +1], +1 Dex, +2 natural)

**Fort** +3, **Ref** +1, **Will** +11

**hp** 47 (8 HD); **DR** silver/10

**Space** 5 ft.; **Base Atk** +6; **CMB** +4 (+8 grapple)

**Melee** bite +4 touch (1d4-2 plus curse of lycanthropy [DC 15] and grab)

**Atk Options** blood drain, grab, spirit shield (+6 AC, 8 hours), storm of souls

**Blood Drain (Ex)** If Talek makes a successful bite attack while maintaining a grapple, he drains 1 Con damage from his victim instead of dealing bite damage.

**Storm of Souls** (Su [standard; 1/day]) Talek summons the spirits of his ancestors to attack in a ghostly barrage—their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 4d8 hit damage. Undead creatures in the area take 8d8 damage (DC 18 Fortitude halves).

**Special Actions** change shape ([move action] human, hybrid, and bat; polymorph), wisdom of the ancestors

**Wisdom of the Ancestors** (Su [10 min; 1/day]) Talek enters a trance for 10 minutes, to gain the benefits of a *commune*.

**Oracle Spells Known** (CL 8th; concentration +12 [+16 casting defensively or grappling])

4th (4/day)—*spiritual ally*, *unholy blight* (DC 18)

3rd (6/day)—*heroism*, *speaking with dead*, *summon monster iii*

2nd (7/day)—*death knell* (DC 16), *inflict moderate wounds* (DC 16), *hold person* (DC 16), *spiritual weapon*

1st (7/day)—*bane* (DC 15) *comprehend languages*, *deathwatch*, *inflict light wounds* (DC 15), *sanctuary* (DC 15), *unseen servant*

0—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *stabilize*, *virtue*

**Spiritual Ally (Sp [standard])** Talek summons a hideous bat-like creature of pure force that cannot be harmed by physical means. It occupies a 5 ft. square, attacks with vicious claws (+9/+4, 1d10+2 force damage), can flank and make attacks of opportunities. Talek can command it to move (30 ft. or fly 30 ft. [perfect]) as a swift action.

**Combat Gear** *potion of cure moderate wounds* (2), *pearl of power* (1st), *wand of inflict moderate wounds* (25 chgs.)

**Abilities** Str 7, Dex 12, Con 13, Int 15, Wis 16, Cha 19

**SQ** curse (lame), lycanthropic empathy (bats), revelations (spirit shield, storm of souls, wisdom of the ancestors)

**Feats** Augment Summoning, Combat Casting, Improved Initiative, Iron Will

**Skills** as above plus Intimidate +11, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +12

**Languages** Aklo, Abyssal, Common

**Gear** as above plus *cloak of resistance* +1, Wearne Manor house keys, Wearne dungeon key, Dark Thoughts Whispered key

## C2: THE CAVERN, PART 2 (CR 8; XP 4,800)

With Talek Wearne's death, the Bat God summons one of its servants, a hideous bat-like creature, in a final effort to complete the ritual. Read:

*A loud rumbling fills the chamber as the black miasma in the pit begins to churn, red lightning flashing in its midst. A unearthly roar sounds from its depths. Some beast is in the pit below, hungry for blood and vengeance, and it is coming.*

At this point, the PCs have two rounds before whatever is in the pit emerges. PCs making a DC 20 Knowledge (arcana) or Spellcraft check discern the lightning in the pit, though harmless, is acting as a powerful summoning spell (CL 20). After the two rounds have passed, read:

*A thing born only in nightmares bursts from the pit. Thin, emaciated wings miraculously hold up a corpulent, mangy furred body. A thick, sinuous tail, covered in hundreds of tiny needles, swings below it. A single, large red eye glares out from a vaguely bat-like head which instead of a mouth has hundreds of tiny holes.*

This is the creature the Wearnes regularly summoned with their sacrifices, the Bat God's horrible servant. The creature seeks the completion of the ritual which it can do if it feasts on the much more powerful souls of the PCs, thereby breaking the wards sealing away its master and transforming it into the Bat God's avatar. During the confrontation, the Wearne werebats remain immobilized by the ritual Talek was performing, however, defeat of the Bat God's servant ends the ritual in a backlash of energy. With its defeat, the Bat God's servant disappears into the churning pit which eventually dissipates. Meanwhile, the backlash of energy snaps the Wearne werebats out of their reverie and with screams of pain, agony and defeat, they fly out from the cave, scattering as described in the Aftermath section.

### TACTICS

The Bat God's servant casts *deeper darkness* on the largest group of PCs. It then targets the remaining PCs with its melee attacks. It reserves its spell-like abilities to use on hard to hit foes or enemies attacking from a distance. Once it drops below half hit points, it begins employing its blood feast attack to heal itself, targeting the largest group first. It fights to the death.

### AREA FEATURES

The area has several features of note:

**Ceiling:** The ceiling is 30 ft. high.

**Altar:** A 4 ft. tall, black stone altar rises from the dais, etchings of the now familiar Bat God tracing its features. Crude manacles (hardness 10; hp 10; DC 26 Break; DC 30 Escape Artist)

bind an unconscious Jenna Digory to the altar. Even with Talek's defeat, her life essence continues to leave her in a red mist to be consumed by the Wearne werebats above. Removing her from the altar causes the Bat God's servant to be staggered for 1d4 rounds. A PC making a DC 20 Knowledge (arcana) or Spellcraft check can deduce removing Jenna will have an ill effect on the creature.

**Ledge:** The tunnel from C1 opens onto a broad ledge 15 ft. above the cavern floor. A stairway at its southern end leads down into the cavern. The walls of the ledge are rough unworked stone (DC 15 Climb).

**Pit:** A ragged pit, roughly 20 ft. in diameter rests in the

#### BAT GOD'S SERVANT

CR 8 (XP 4,800)

*A single, blazing red eye peers out malevolently from a deformed bat-like head, two thin arms ending in curved, cruel claws sprouting from its body while a hideous tail filled with spikes swings below its bloated body.*

CE Large outsider (chaotic, evil, extraplanar)

**Init** +7; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +24, Sense Motive +16

**Speed** fly 50 ft. (poor; Hover, Wingover); **ACP** 0; Fly +10, Stealth +20

**AC** 20, touch 12, flat-footed 17; **CMD** 30

(+3 Dex, +8 natural, -1 size)

**Immune** death effects, disease, poison; **Resist** acid 10, cold 10, fire 10

**Fort** +9, **Ref** +10, **Will** +10; **SR** 19

**hp** 115 (10 HD); **DR** silver or good/10

**Space** 10 ft.; **Base Atk** +10; **CMB** +17

**Melee** 2 claws (reach 10 ft.) +15 (1d6+6) and tail slap (reach 10 ft.) +10 (1d6+3)

**Atk Options** Combat Reflexes, blood feast

**Blood Feast (Su [full round])** Once every 1d4 rounds, the bat god's servant can fire a volley of hundreds of small spikes from its tail (+12 ranged, 1d8 damage, DC 21 Reflex) in a 30 ft. cone. The monster then inhales, pulling the blood out of the bodies of any creatures struck, dealing an additional 1d6 damage which it consumes, healing that amount. The DC is Constitution based.

**Spell-Like Abilities** (CL 8th; concentration +12)

At will—*cause fear* (DC 15), *chill touch* (DC 15), *deeper darkness* 3/day—*inflict moderate wounds* (DC 15), *shatter* (DC 16) 1/day—*vampiric touch*

**Abilities** Str 22, Dex 17, Con 22, Int 7, Wis 16, Cha 19

**SQ** vile eye

**Vile Eye (Ex)** The Bat God servant's eye serves as the focus of its spell-like abilities. It can fire any of its melee touch spells as a ranged touch spells with a range of 25 ft.

**Feats** Combat Reflexes, Hover, Improved Initiative, Improved Natural Attack, Wingover

**Skills** as above

**Languages** Abyssal

cavern floor descending to a depth of 50 ft. A DC 20 Knowledge (arcana) or Spellcraft check identifies the runes etched around the pit to involve conjuration and binding of outsiders. A permanent *deeper darkness* spell (CL 15) fills the pit, hiding the pile of bones at the bottom which act as difficult terrain (costs 2 squares of movement and the difficulty of Acrobatic checks is increased by 5). Its walls are rough, natural stone (DC 15 Climb).

**Slender Stalactites and Stalagmites:** Numerous thin stalactites and stalagmites (hardness 8; hp 150; DC 20 Break) dot the cavern's floors and ceilings. A character standing in the same square as a slender stalagmite gains partial cover (+2 AC, +1 on Reflex). A character flying in the same square as a slender stalactite gains the same bonuses.

**Wearne Werebats:** The Wearne werebats hang suspended upside down from the ceiling. Talek's ritual has immobilized

them – they feed on Jenna's life essence and their worship of the Bat God converts that essence into power to break the seals warding it away. The Wearne werebats do not notice or respond to actions from the PCs.

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 7 (XP 3,200):** Apply the young creature template to the Bat God's Servant (+2 on all Dex based roll, -2 on all other rolls; hp 95).

**EL 9 (XP 6,400):** Apply the advanced creature template to the Bat God's Servant (+2 on all rolls [including damage]; AC 24, touch 16, flat-footed 21; CMD 34; hp 135).



## CONCLUSION

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If the PCs slay Talek and the Bat God's servant, stopping the ritual to transform it into an avatar, the backlash of mystic energy dispelled by the failed ritual renews the ancient seals on the Witching Rock, sealing away the Bat God once again. Unfortunately, it does not remove the curse of lycanthropy from the Wearnies. Unless efforts are made to round up the surviving werebats, they slink back to their hovels, resuming their lives as simple hunters and trappers. Though they no longer engage in blood sacrifices and rituals, their condition does cause them to continue to prey on travellers in the area from time to time. These occurrences eventually wane as the Wearnies begin to die out as their excessive inbreeding takes its toll.

However, despite the PCs' success, the defeat of the Wearnies does not make the citizens of Oakhurst any more friendly or hospitable. While there is a palpable sense of relief in the air, it will take a few generations for Oakhurst to lose the

stigma of black magic and obscene rituals before it can fully heal and begin to grow.

If the PCs fail to stop Talek and slay the Bat God's servant, it becomes an avatar of the Bat God, leading the Wearnies immediately in an attack on the citizenry of Oakhurst. In a night of blood frenzy, the Wearnies destroy Oakhurst entirely, claiming it as a new fiefdom before turning their attention south to the villages and towns of the Lonely Coast.

Tales of the PCs' adventures in Oakhurst renews the interest of scholars in the Witching Rock. Now its purpose is known, many seek to understand the magic in its creation while a few seek to finish what the Wearnies started. The Bat God is not dead, merely defeated for now, and there are individuals in the Lonely Coast who crave power that would like to see the Bat God freed, either for the promise of power or in an attempt to enslave the spirit for their own ends.

## FURTHER ADVENTURES

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Further adventures could have the PCs exploring the ancient Tuath ruins in the Lonely Coast, looking for relics and lost magical knowledge that could be used to finally defeat the Bat God once and for all. Meanwhile, a cabal of wizards attempts to free the Bat God and control it to take over first the Lonely Coast and then larger kingdoms.

Additionally, the PCs may be hired by Lord Locher to discover a way to permanently remove the Wearnies' lycanthropy as other cases of lycanthropes have begun to spread in the recent months. It is unclear whether they are related but the curse seems particularly difficult to remove with clerical magic. The PCs must track down the remaining Wearnies to get samples of their blood to create an antidote.

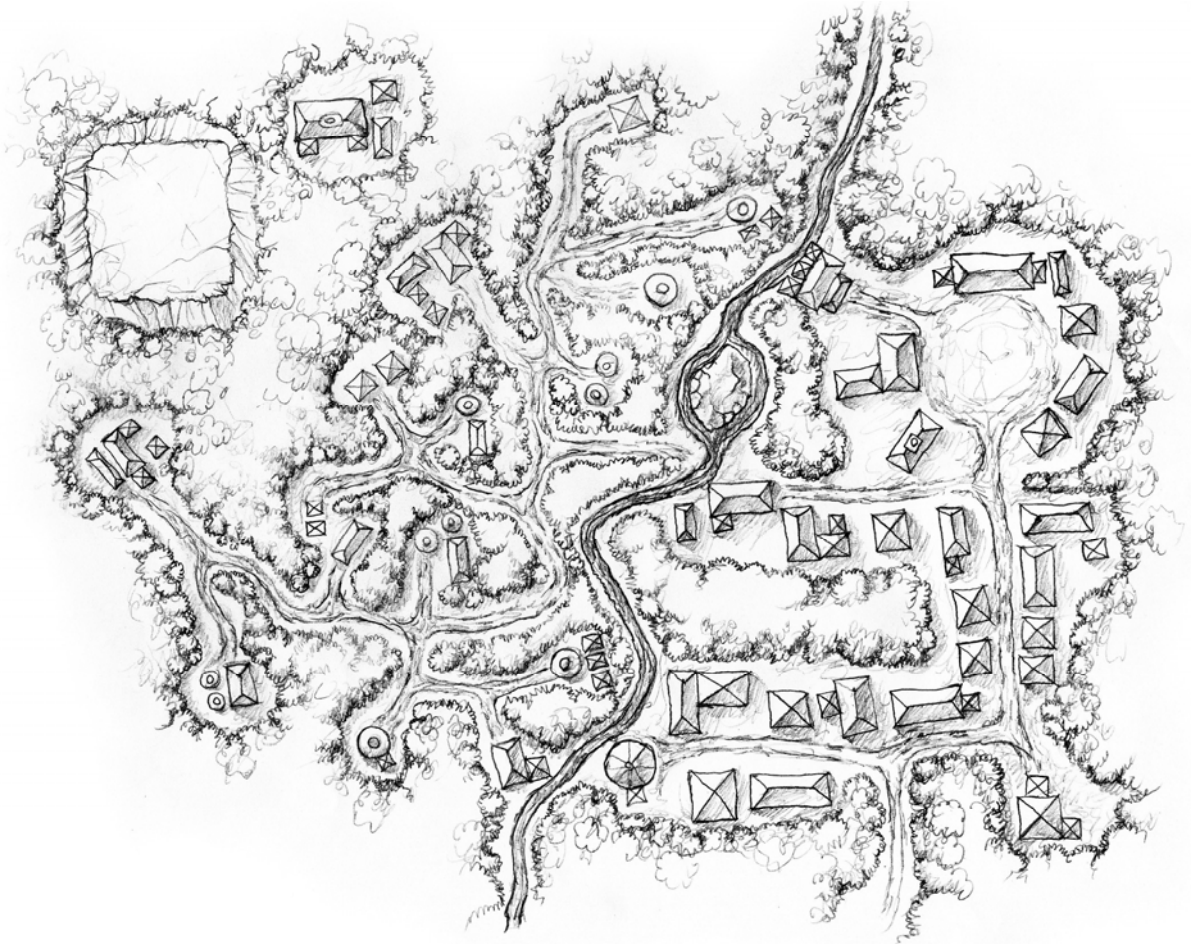
## FAILURE

If the PCs survived the adventure but did not stop Talek's ritual, they must contend with the full-fledged avatar of the Bat God. While Lord Locher musters his forces to protect the villages of the Lonely Coast, the PCs must journey into the Tangled Woods to discover a means of slaying the Bat God hidden away in the ancient ruins of the Tuath. Meanwhile, those infected with lycanthropy became werebat thralls of the Bat God, joining an ever increasing predatory army.



## PLAY AIDS

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## KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 5

### SENSES AND MOVEMENT

**Init** +0; **Senses** low-light vision; Perception +6, Sense Motive +4

**Speed** 20 ft.; base speed 30 ft.

**ACP** -5; Acrobatics -4 (-8 jumping)

### DEFENCE

**AC** 21, touch 11, flat-footed 21; **CMD** 15

(+9 armour [+1 *half-plate*], +1 shield [mwk light wooden], +1 deflection [*ring of protection* +1])

**Immune** *sleep*

**Fort** +6, **Ref** +3, **Will** +10; +2 vs. enchantments

**hp** 31

### OFFENCE

**Space** 5 ft.; **Base Atk** +3; **CMB** +4

**Melee** +1 *longsword* +5 (1d8+2/19-20) or

**Melee** short spear +4 (1d8+1/x3)

**Ranged** short spear (range 20 ft.) +3 (1d8+1/x3)

**Ranged** sling (range 50 ft.) +3 (1d4+1)

sling bullets □□□□□□□□□□

**Special Actions** channel positive energy 7/day (3d6; DC 14), resistant touch, spontaneous casting (*cure* spells)

**Channel Energy** When Kethaith channels positive energy to damage undead, they suffer 5 extra points of damage and do not apply any channel resistance bonus to their saving throw.

**Resistant Touch (Sp; 7/day)** When Kethaith touches an ally he transfers his +2 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

**Combat Gear** *pearl of power* (1st-level), *silversheen*

**Potions** *cure moderate wounds*, *spider climb*

### SPELLS

**Concentration** +9 (+13 casting defensively or grappling)

**Cleric Spells Prepared** (CL 5th; DC 13 + spell level); Domains: Protection, Sun)

3rd (2+1)—*searing light* (+3 ranged touch), *water breathing*, *water walk*

2nd (3+1)—*align weapon*, *heat metal*<sup>D</sup> (DC 16), *lesser restoration*, *silence* (DC 16)

1st (4+1)—*bless* (2), *remove fear*, *sanctuary*<sup>D</sup>, *shield of faith*

0 (at-will)—*detect magic*, *guidance*, *light*, *stabilize*

### ABILITIES

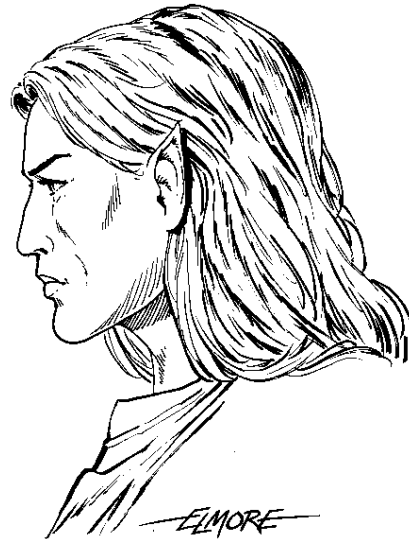
**Abilities** Str 12, Dex 10, Con 11, Int 10, Wis 18, Cha 14

**Feats** Armour Proficiency (heavy), Combat Casting, Extra Channel, Skill Focus (Heal)

**SQ** good aura (strong), multitalented (cleric, fighter)

**Skills** Heal +13, Knowledge (planes) +5, Knowledge (religion) +8

**Languages** Common, Elven



### GEAR

Traveller's outfit, wooden holy symbol

**Handy Haversack** (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

**Belt pouch** (flint and steel, candle, 1 tindertwig, vial of holy water)

**Belt pouch** (6 gp, 4 sp, 12 cp)

**Spell component pouch**

## DARLEN

LG god of Law, Order, Justice and the Sun

**Epithets** The Justicar, the Shining Light, the Noble One

**Symbol** The rising sun

**Domains** Good, Law, Protection, Sun

**Favoured Weapon** Longsword

**Raiment** Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

**Teachings** The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

**Holy Texts** Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

## WERTHIC BOLHAK

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LG male dwarf fighter 5

### SENSES AND MOVEMENT

**Init** +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

**Speed** 20 ft.

**ACP** -5; Acrobatics +0 (-4 jumping), Climb +4, Swim +4

### DEFENCE

**AC** 23, touch 10, flat-footed 23; **CMD** 18 (22 vs. trip, 24 vs. bull rush); +4 dodge vs. giant type opponents (+10 armour [+1 full plate], +3 shield [+1 heavy steel])

**Fort** +7 (+9 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

**hp** 52

### OFFENCE

**Space** 5 ft.; **Base Atk** +5; **CMB** +8 (+10 bull rush)

**Melee** +1 dwarven waraxe +11 (1d10+7/x3)

**Ranged** javelin (range 30 ft.) +5(1d6+3)  
javelins □□□

**Atk Options** Cleave, Improved Bull Rush, Point Blank Shot, Power Attack (-2 attack, +4 damage), +1 attack vs. orc and goblin type opponents

**Combat Gear** javelin of lightning, oil of magic weapon (2)

**Potions** cure moderate wounds, elixir of swimming, shield of faith

### ABILITIES

**Abilities** Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 9

**SQ** armour training (1), weapon training (axes +1)

**Feats** Cleave, Improved Bull Rush, Point Blank Shot, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialisation (dwarven waraxe)

**Skills** as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

**Languages** Common, Dwarven

### GEAR

Traveller's outfit, boots of elvenkind

**Backpack** (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

**Belt pouch** (flint and steel, whetstone)

**Belt pouch** (25 gp, 19 sp)



## URBREN GLITTERHEART

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NG male halfling rogue 5

### SENSES AND MOVEMENT

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**Init** +8; **Senses** Perception +11 (+13 vs. traps), Sense Motive +1

**Speed** 20 ft.

**ACP** 0; Acrobatics +14 (+10 jumping), Climb +9, Escape Artist +12, Stealth +21 (fast stealth), Swim +7

### DEFENCE

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**AC** 21, touch 15, flat-footed 21; +1 vs. traps; **CMD** 15; uncanny dodge

(+1 size, +4 Dex, +5 armour [+1 *chain shirt*], +1 natural [*amulet of natural armour +1*])

**Fort** +3, **Ref** +9 (+10 vs. traps; evasion), **Will** +3; +2 vs. fear

**hp** 36

### OFFENCE

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**Space** 5 ft.; **Base Atk** +3; **CMB** +1

**Melee** mwk short sword +9 (1d4-1/19-20)

**Ranged** +1 *light crossbow* (range 80 ft.) +9 (1d6+1/19-20)  
bolts □□□□□□□□

**Atk Options** Point Blank Shot, sneak attack +3d6, surprise attack

**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed for Urbren even if they have already acted.

**Combat Gear** *screaming bolt*

**Potions** *cure moderate wounds*, *darkvision*, *spider climb*

### ABILITIES

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**Abilities** Str 8, Dex 18, Con 12, Int 14, Wis 12, Cha 11

**SQ** rogue talents (fast stealth, surprise attack), trapfinding

**Feats** Improved Initiative, Point Blank Shot, Weapon Finesse

**Skills** Appraise +9, Diplomacy +6, Disable Device +16, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +12

**Languages** Common, Gnome, Goblin, Halfling

### GEAR

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Traveller's outfit, *cloak of elvenkind*

**Backpack** (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

**Belt pouch** (flint and steel, whetstone, candle, tindertwig, caltrops)

**Belt pouch** (masterwork thieves' tools)

**Belt pouch** (49 gp, 17 sp)



## PARADAN HANTER

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NG male human wizard (illusionist) 5

### SENSES AND MOVEMENT

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**Init** +5; **Senses** Perception +1, Sense Motive +1

**Speed** 30 ft.

### DEFENCE

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**AC** 12, touch 12, flat-footed 11; **CMD** 13

(+1 Dex, +1 deflection [*ring of protection* +1])

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

**hp** 29

### OFFENCE

---

**Space** 5 ft.; **Base Atk** +2; **CMB** +1

**Melee** dagger +1 (1d4-1/19-20)

**Ranged** sling (range 50 ft.) +3 (1d4-1/19-20)

sling bullets □□□□□□□□

**Blinding Ray (Sp; 7/day □□□□□□□)** +3 ranged touch (range 30 ft.); creatures with up to 5 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 5 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

**Combat Gear** alchemist's fire (2), *bonded ring*, *hand of the mage*, *pearl of power* (1st, 2nd), smokestick

**Potions** *aid*, *cure light wounds*, *levitate*

**Scrolls** *detect secret doors*, *fireball*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

### SPELLS

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**Concentration** +9 (+13 when casting defensively or grappled, +3 ranged touch)

**Wizard Spells Prepared** (CL 5th; DC 14 + spell level; barred schools: transmutation, necromancy)

3rd (3/day)—*fireball* (DC 17), *major illusion* (DC 18), *tongues*

2nd (4/day)—*blur*, *invisibility*, *scorching ray*, *web* (DC 16)

1st (5/day)—*colour spray* (DC 17), *grease* (DC 15), *mage armour*, *magic missile*, *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 16), *light*, *message*, *read magic*

**Bonded Object** Paradan can use his bonded ring once per day to cast any spell in his spellbook.

**Extended Illusions (Su)** Any illusion Paradan casts with a duration of "concentration" lasts two additional rounds.

### ABILITIES

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**Abilities** Str 9, Dex 12, Con 12, Int 19, Wis 12, Cha 10

**Feats** Combat Casting, Craft Wondrous Item, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Spell Focus (illusion)



**Skills** Appraise +10, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (planes) +12, Knowledge (religion) +8, Linguistics +8, Spellcraft +12

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

### GEAR

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Traveller's outfit, *cloak of resistance* +1

**Backpack** (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

**Belt pouch** (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

**Spell component pouch**

**Belt pouch** (4 gp, 9 sp, 17 cp)

**Spellbook** 3rd—*fireball*, *major illusion*, *tongues*, 2nd—*blur*, *invisibility*, *mirror image*, *protection from arrows*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *grease*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

MARATRI LAEMAR

CG female elf ranger 5

SENSES AND MOVEMENT

**Init** +3 (+5 underground); **Senses** low-light vision; Perception +11 (+13 vs. goblinoids or underground, +15 vs. animals or underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)  
**Speed** 30 ft.  
**ACP** 0; Acrobatics +8, Climb +10, Ride +10, Stealth +11 (+13 underground), Swim +10

DEFENCE

**AC** 21, touch 14, flat-footed 18; **CMD** 21 (+3 Dex, +5 armour [+1 mithral chain shirt], +2 shield [+1 buckler] +1 deflection [ring of protection +1])  
**Immune** sleep  
**Fort** +4, **Ref** +7, **Will** +2; +2 vs. enchantments  
**hp** 42

OFFENCE

**Space** 5 ft.; **Base Atk** +5; **CMB** +7  
**Melee** mwk longsword +8 (1d8+2/19-20) or  
**Melee** cold iron dagger +7 (1d4+2/19-20)  
**Ranged** +1 composite longbow (range 100 ft.) +10 (1d8+3/x3)  
arrows □□□□□□□□□□□□□□□□□□  
cold iron arrows □□□□□  
silver arrows □□□□□  
**Atk Options** Point Blank Shot, Precise Shot, favoured enemy (animal +4, goblinoid +2), favoured terrain (underground +2)  
**Ranger Spells Prepared** (CL 2nd; concentration +3)  
1st (2/day)—*jump, longstrider*  
**Combat Gear** cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)  
**Potions** *cure moderate wounds, resist energy*

ABILITIES

**Abilities** Str 14, Dex 16, Con 11, Int 14, Wis 12, Cha 10  
**SQ** combat style (archery), hunter's bond (animal companion), share spells, link  
**Feats** Endurance<sup>B</sup>, Point Blank Shot<sup>B</sup>, Precise Shot<sup>3</sup>, Toughness<sup>5</sup>, Weapon Focus (longbow)  
**Skills** Bluff +0 (+2 vs. goblinoids, +4 vs. animals), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +9 (+11 underground), Knowledge (nature) +10, Survival +9 (+11 tracking, +11 underground, +13 tracking goblinoids, +15 tracking animal or goblinoids underground, + 17 tracking animals underground)  
**Languages** Common, Elven, Goblin, Sylvan  
**Abilities** track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit, *boots of elvenkind*  
**Backpack** (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)  
**Belt pouch** (flint and steel, whetstone, candle, tindertwig, caltrops)  
**Belt pouch** (43 gp, 14 sp, 23 cp)

| GAR (WOLF COMPANION)  | CR 0 (XP 0) |
|---|-------------|
| N Medium animal   |             |
| <b>Init</b> +2; <b>Senses</b> scent; Perception +5 (+7 vs. goblinoids, +9 vs. animals), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)                                     |             |
| <b>Speed</b> 50 ft.   |             |
| <b>ACP</b> 0; Acrobatics +2 (+10 jumping), Stealth +7 (+9 underground)  |             |
| <b>AC</b> 14, touch 12, flat-footed 12; <b>CMD</b> 15 (+2 Dex, +2 natural)  |             |
| <b>Fort</b> +5, <b>Ref</b> +5, <b>Will</b> +2   |             |
| <b>hp</b> 22 (3 HD)   |             |
| <b>Space</b> 5 ft.; <b>Base Atk</b> +2; <b>CMB</b> +3   |             |
| <b>Melee</b> bite +4 (1d6+1 plus trip)  |             |
| <b>Atk Options</b> favoured enemy (animal +4, goblinoid +2)   |             |
| <b>Abilities</b> Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6   |             |
| <b>SQ</b> tricks (attack [2], come, defend, guard)  |             |
| <b>Feats</b> Toughness, Weapon Focus (bite)   |             |
| <b>Skills</b> as above plus Bluff -2 (+0 vs. goblinoids, +2 vs. animals), Survival +1 (+3 vs. goblinoids, +5 vs. goblinoids underground or animals, +7 vs. animals underground) |             |

## TALEK PERRIN

---

NG male half-orc fighter 3/rogue 2

### SENSES AND MOVEMENT

**Init** +2; **Senses** darkvision 60 ft.; Perception +7 (+8 vs. traps), Sense Motive +0

**Speed** 40 ft., base speed 30 ft.

**ACP** 0; Acrobatics +15, Climb +8, Stealth +10, Swim +8

### DEFENCE

**AC** 18, touch 13, flat-footed 15; **CMD** 20; Dodge, Mobility (+2 Dex, +1 dodge, +5 armour [+1 mithral chain shirt])

**Fort** +5, **Ref** +6 (+7 vs. traps, evasion), **Will** +1; +1 vs fear

**hp** 43; ferocity, resiliency (2)

**Ferocity (Ex)** Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

### OFFENCE

**Space** 5 ft.; **Base Atk** +4; **CMB** +7

**Melee** +1 *falchion* +8 (2d4+5/18-20)

**Ranged** mwk composite longbow (range 110 ft.) +8 (1d8+3/x3)

arrows □□□□□□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

**Atk Options** Point Blank Shot, Precise Shot, sneak attack +1d6

**Combat Gear** antitoxin

**Potions** *cure moderate wounds*, *invisibility* (2)

### ABILITIES

**Abilities** Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10

**SQ** armour training (1), orc blood, rogue talent (resiliency)

**Feats** Dodge, Mobility, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

**Skills** as above plus Intimidate +9

**Languages** Common, Orc

### GEAR

Traveller's outfit, boots of striding and springing

**Backpack** (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

**Belt pouch** (flint and steel, whetstone, candle, tindertwig)

**Belt pouch** (35 gp, 17 sp)



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