# RAGING SWAN PRESS DARK WATERS RISING AN Adventure for 5th-level Characters



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# DARK WATERS RISING

A Pathfinder Roleplaying Game adventure for four 5th-level characters by Ron Lundeen

Catastrophe strikes the frontier village of Swallowfeld! With a grinding groan, the village's mill slews into the Kilian River and breaks through the ceiling of an ancient subterranean dungeon. This accident frees a long-imprisoned evil to prey upon the shocked villagers. When several Swallowfeld residents—some innocent and some not so innocent—are spirited away into the rapidly flooding dungeon, it falls to a brave group of heroes to venture underground and rescue the missing before dark, rising waters seal their fate.



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Thank you for purchasing *Dark Waters Rising;* we hope you enjoy it and that you check out our other fine print and PDF products.

#### CONTACT US

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#### ERRATA

We like to think *Dark Waters Rising* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

#### ABOUT THE DESIGNER

Ron lives in Chicago, Illinois, where the weather is exciting, if not always pleasant, and where downtown smells like chocolate. Ron spends his days practicing very down-to-earth law and his evenings exploring a dizzying variety of fantasy worlds. He and his brave wife Stephanie—without whose editorial skills Ron would be positively incoherent—are outnumbered by delightful but mischievous toddlers.

Ron's favourite design work is adventure writing, to help others share exciting stories with their friends. Although his first game design credit came in 1993, Ron's more recent work has been published by Paizo Publishing, Headless Hydra Games, and Open Design. Ron has been fortunate enough to work with Creighton in the past, but this is his first project for Raging Swan Press. Ron recently started his own gaming company, Run Amok which will Games. you want to visit at www.runamokgames.com.

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#### FOREWORD

I've been lucky enough to work with Ron several times, but up until now that was work was exclusively for LIVING GREYHAWK. Ron wrote several cracking core adventures for the campaign over its lifetime and that's why I was delighted when I got this module proposal from him several months ago. I'm a big fan of dungeon crawls both large and small, and Ron's initial proposal contained lots of interesting elements: a flooding dungeon, tricky puzzles to circumvent, interesting terrain and, of course, lots of undead!

Anyway, now I hold the finished article in my hands, I think Ron's done a cracking job of living up to the potential of his original submission. The module's an interesting one because not only are the PCs under a serious time constraint, but also Ron's injected some jolly interesting terrain features into the dungeon – hell as the adventure goes on, the small complex floods so if the PCs aren't quick enough they could be in some serious trouble! This is an interesting, flavoursome dungeon crawl that most parties should get through in a single session. I also love that Ron managed to work it into *The Lonely Coast* campaign setting! Of course, this isn't Ron's first writing gig since LIVING GREYHAWK as he recently set up his own game company, Run Amok Games. To date, Ron's written all the content for Run Amok Game's adventures so if you've enjoy *Dark Waters Rising*, be sure to check out his other adventures. You can find Run Amok Games at www.runamokgames.com.

As always, thanks very much for buying Raging Swan's products. I hope you enjoy this adventure and that it enhances your game. If you've got any comments I'd be delighted to read them. You can reach me at creighton@ragingswan.com.

Finally don't forget to check out raginswan.com/darkwaters for free downloads relating to this module.



#### USING THIS ADVENTURE

The notes below describe how to use this adventure.

#### 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).
- **Players' Handouts**: Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.
- **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.

#### Ατταςκ

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 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.

This adventure 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 blocks 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.

#### 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 writeups 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.

#### INTRODUCTION

The simple frontier village of Swallowfeld is a popular departure point for explorers seeking adventure in the Tangled Wood. This community of approximately 500 souls sits along the confluence of the Kilian River and Taran's Run. The largest road in Swallowfeld is the treacherous Cliffway, which leads west to Oakhurst and east to Wolverton. Swallowfeld is a fiefdom of Lord Kenver Locher, and its people are loyal to Lord Locher although they see him only rarely.

Swallowfeld has a few brave protectors (notably, the bailiff Beryan Teague and Sir Talek Annear, who commands the village garrison) and a variety of other interesting individuals. Although the village is detailed in full in the *Swallowfeld* product, the following NPCs are of particular note in this adventure.

**Melor Keast** (LN male human expert 4) is the village reeve. Although his role as tax collector makes him unpopular, Melor is diligent and honest. However, he is not brave and is quick to seek aid when trouble rises. As a result, Melor is most likely to encourage the PCs to aid the village during the crisis presented in this adventure.

Kitto Joliffe (NE male human expert 3/warrior 2) is the village miller and a pillar of the community. Kitto and his wife harbour a dark secret: they lead a small cult to Braal (NE god of hate, malice and revenge). The Joliffe's only child was stillborn a

decade ago, and this tragedy propelled the pair into the worship of Braal. Kitto has performed murders in his dark god's name, but his heart is filled more with despair than hate and he wonders whether he could ever leave Tecca and his wicked past. Kitto Joliffe is one of the five folk kidnapped in this adventure.

**Tecca Joliffe** (NE female human expert 2/adept 4) is the miller's wife and a sadistic cultist of Braal. Her faith in her dark god is far stronger than her husband's; Tecca wants nothing more in life than to further Braal's aims. Tecca Joliffe is one of the five folk kidnapped in this adventure.

Jory Mayne (N male human wizard [conjurer] 5) is an overweight alcoholic who fled a dark past and now lives in the dilapidated tower next to the mill. The villagers generally dismiss him as a harmless drunk, but he is a friendly man and is particularly kind to children. Jory is one of the five villagers kidnapped in this adventure.

Feng Reterson (N male half-orc barbarian 1/ranger 1) is a sergeant-at-arms serving under Sir Talek Annear. He is a fierce but headstrong man. As Sir Talek is away from the village throughout this adventure, Feng commands the soldiers in the garrison. Feng quickly leads a few soldiers to pursue the ghouls, but he and his men soon find themselves in trouble in the collapsed mill. The PCs can aid Feng and his men in Encounter 2.

#### Adventure Background

Unknown to anyone in Swallowfeld, the frontier village was built over an ancient structure with a dark history. Long ago, an order of monks entombed their deceased leader, a human named Odwain, within a crypt complex excavated in the granite hills. Enemies ambushed Odwain's followers, collapsing the crypt entrance while they were inside. Over the next several weeks, the luckiest of Odwain's followers starved to death. The rest fell to cannibalism and arose as ghouls.

When the hungry ghouls opened Odwain's sarcophagus to feed upon their leader, they learned a terrible truth: Odwain, a master of spiritual as well as physical prowess, had exercised sufficient will to return to life as a crypt thing. Odwain reclaimed mastery of his order, but the undead remained imprisoned in the underground crypt, lurking among the traps and animated guardians of the tomb for centuries.

In recent decades, the Kilian shifted to flow atop the underground crypt. It was only a matter of time before the stream eroded through the crypt's ceiling. This erosion was accelerated by a heavy grist mill built atop the crypt's vaulted entry chamber by the unknowing Locher family. The entire mill is poised to burst through the crypt's ceiling allowing the Kilian to flooding the ancient complex in a matter of hours. Sadly, this releases the undead lairing within the crypt to ravage the unsuspecting people of Swallowfeld.

Unlike the villagers, who are taken by surprise when the mill collapses, the undead in the crypt complex have had several hours' warning of the impending collapse. The slow grinding and erosion has echoed within the silent halls, allowing Odwain and his ghouls time to prepare. Undead cannot drown, so they have

#### Ноокѕ

The PCs might have come to Swallowfeld for any number of straightforward reasons, such as delivering an important missive to Melor Keast or investigating records held by the curate Kenan Dobell. The PCs might not have any business in Swallowfeld at all, but simply be passing through on their way to another location along the Lonely Coast.

A particularly interesting hook would be to have the PCs sent to Swallowfeld by Lord Locher to discreetly investigate rumours of a Braalite cult there. Perhaps the PCs have heard that the miller and his wife are involved with the Braalite cult. This adventure begins just as the PCs arrive, requiring them to rescue the purported cultists they are supposed to investigate! little to fear from the crypt's flooding. When the mill collapses, the ghouls plan to surge out of the hole, kidnap anyone nearby, and return their victims to Odwain. Odwain has dreams of expanding his small band of ghoul monks. He plans to infect his victims with ghoul fever and drown them in his burial chamber, causing them to arise as loyal lacedons. Although Odwain is confined to his burial chamber, he plans to use his ghoul monks and new lacedon minions to establish his rule over the surface.

Just as this adventure begins, the mill collapses and the ghouls immediately put their plan into motion. The ghouls quickly kidnap the five nearest villagers: the miller Kitto Joliffe,

#### SYNOPSIS

The PCs have only just arrived in Swallowfeld. With a massive groan and crash, the village's mill suddenly drops into the Kilian River and settles askew over a larger space below.

Through the dust and haze thrown up by this collapse, several ghouls surge forth. A band of ghouls confronts the PCs (Encounter 1 [page 12]) and must be defeated before they attack and kill more of the villagers.

Once the ghouls facing the PCs are defeated, the haze settles and the villagers realize that several villagers have been taken underground by other ghouls. If the ghouls do not finish off these kidnapped villagers, the river pouring into the pit will certainly drown them. The villagers ask the PCs to enter the ancient crypt and rescue those dragged below. Passing through the mill, the PCs have the opportunity to save four men-at-arms pinned by debris (Encounter 2 [page 13]).

The PCs descend into the flooding crypt complex below, first facing caryatid column guardians (Encounter 3 [page 16]).

#### IN YOUR CAMPAIGN

Dark Waters Rising can take place in any village containing a mill on a river. The village's mill and the ancient subterranean tomb are relatively self-contained and therefore easy to place in whatever setting the GM requires.

Although a GM can set *Dark Waters Rising* in any location, setting this adventure in Swallowfeld has several advantages, not the least of which is the ability to draw upon the highly detailed *Swallowfeld* product. More interestingly, using Kitto and Tecca Joliffe (the miller and his wife) adds a layer of nuanced morality to a "sack the dungeon and save the innocents" adventure. PCs that have spent time in Swallowfeld may suspect that the miller and his wife are evil cultists. Will the PCs take the moral high road and rescue the Joliffes, despite their despicable nature? Will the PCs rescue the other captives, but leave the Joliffes to a watery grave? This adventure provides the seeds for noble PCs to turn Kitto Joliffe from his miserable life and snatch him from Braal's dark embrace. his wife Tecca Joliffe, the alcoholic wizard Jory Mayne and two other women (Jenna and Morwen) who had the misfortune to be near the mill when it collapsed. Four other ghouls range further out to find victims, but they run into the PCs instead.

As soon as word reaches the garrison near the mill, Feng Reterson leaps into action. The headstrong half-orc leads four men into the mill mere minutes after the kidnapping, but the mill's unstable frame shifts and falls, trapping all five soldiers before they are able to descend into the crypt below. With these would-be rescuers trapped, there is no one left to save the kidnapped villagers other than the PCs.

Beyond they discover a training room of traps guarded by a battered construct (Encounter 4 [page 17]) and a meditation chamber containing a blind ghast and the missing wizard (Encounter 5 [page 18]). These rooms converge at a tall chamber containing a vault with a complicated puzzle-lock (Encounter 6 [page 20]), beyond which lairs Odwain along with more ghouls and the remaining kidnapped villagers (Encounter 7 [page 22]).

The encounters become harder, the longer the PCs take to explore the crypt because of the water flooding in from above. If the PCs delay, the crypt becomes progressively more flooded as the Kilain river pours in, making movement and combat more difficult. If the PCs delay more than a few hours, the kidnapped villagers drown, adding more minions to Odwain's nascent undead army.

Emerging triumphant from the crypt, the PCs are hailed as heroes – particularly if they have rescued all the taken villagers. However, the adventure does not have to end there; the discovery of such an unknown tomb is bound to have consequences. Refer to Further Adventures (page 24) for suggestions on how to further incorporate this adventure into your campaign.

#### RUNNING DARK WATERS RISING

The tone of this adventure should be one of overwhelming time pressure. The mill collapsed only minutes ago, and danger is upon the PCs before they can gather their wits. The missing villagers must be rescued without delay, as the Kilian and Taran's Run are rapidly flooding the dungeon. Never ease up on describing the rising water to the PCs. If they stop to carefully search a room, the water rises noticeably in only the few minutes this takes. From deeper within the tomb, the PCs hear desperate, echoing pleas for help. Your descriptions are key to encouraging the PCs to race through the rising waters and save the kidnapped villagers.

#### THE LONELY COAST AT A GLANCE

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, twisted forests separate the Lonely Coast from the glittering lights of civilisation. The gloomy, trackless Tangled Wood constricts humanity's tenuous grasp upon the Lonely Coast. In the twilight world beneath the forest's boughs, goblinoid tribes, incessantly war against one another. Occasionally, a few tribes band together under a charismatic war leader and bloody war engulfs the Lonely Coast.

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 much 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 and, hundreds of miles away, the glittering northern kingdoms.

#### 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.

**Aruis' 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 are 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



#### SWALLOWFELD AT A GLANCE

The village of Swallowfeld stands hard against the turbulent waters of the Lonely Coast and the forbidding depths of a trackless, primeval forest. A hard, frontier place hemmed in by danger without and threatened by a lurking darkness within, the village is in dire need of doughty protectors.

Ruler: Lord Kenver Locher

Government: feudal fief

Population: 526

Alignments: LN, N, CN, NG, NE

Languages: Common, Goblin

Fortifications: Kerensa's Hold

**Resources**: lumber, foodstuffs, furs, slate and tin

**Sites of Interest**: the Babbling Monolith, the White Fall

Authority Figures: Beryan Teague, bailiff (female half-elf warrior-type); Kenan Dobell, village priest (male human priest); Melor Keast, reeve (male human); Sir Talek Annear, Lord Warden of the Lonely Coast (male human warrior-type)

#### NOTABLE LOCATIONS

A few of Swallowfeld's buildings are noteworthy.

- 1. **The Wolf's Head**: Swallowfeld's only tavern and the social centre of the village Maban Tangye and his inquisitive wife know much of what occurs in the village.
- Grist Mill: The childless Kitto and Tecca Joliffe run the mill. Devastated by the tragedy of a stillborn son there is little joy in their lives.
- 3. **Kerensa's Hold**: Built by the ferocious warrior woman Kerensa Faull a garrison commanded by Sir Talek Annear now use this small fortress to patrol the locality.
- The Crumbled Tower: The drunkard Jory Mayne dwells within the Crumbled Tower. A moderately skilled mage, Jory is a slave to alcohol and willingly crafts minor magic items in return for gold.
- Church of the Father: This simple building is the village's spiritual heart and home to Kenan Dobell.
- 6. **Blacksmith**: Wind chimes hang thickly from the gables of Myghal Endean's home.
- Tryfena's: Swallowfeld's trading post and the only place in the village selling finished goods of interest to adventurers. A stockade protects the trading post as does a motley band of six guards.
- 8. **Melor's House**: Here dwells the village reeve; his house is the most impressive in the village.
- 9. Mellyn Vosper's House: A small, impeccably kept house.
- 10. **Hovel**: The oft-shunned Sowena dwells in a ramshackle house at the edge of the village.

#### NOTABLE FOLK

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

- Beryan Teague (NG female half-elf fighter 3): Once an adventurer, Beryan takes her role as village protector very seriously. If not loved by the villagers, she has earned their respect many times over.
- Jory Mayne (N male human wizard [conjurer] 5): A wizard and a drunkard, Jowen's drink-fuelled exploits are the butt of many village jokes and anecdotes.
- Kenan Dobell (LN male human cleric [Conn] 3): A pleasant but superstitious man.
- Kitto Joliffe (NE male human expert 3/warrior 2): Kitto is the village miller and a Braal cultist.
- Maban Tangye (N male human expert 2): Welcoming to all, the innkeeper is obsessed with cleanliness and rents his rooms to anyone with coin.
- Mellyn Vosper (N female human ranger 3): Shy and quiet, Mellyn is the best archer and hunter in the village; she knows the near reaches of the Tangled Wood better than anyone else.
- Melor Keast (LN male human expert 4): The village reeve, Melor is too terrified of punishment to cheat his master. Much of the populace dislike him.
- Myghal Endean (N male human expert 3/warrior 2): The village flirt and an incorrigible letch, the blacksmith lives above his workshop. In his early forties, he is unmarried, lonely and craves a woman's company.
- Sir Talek Annear (LN male human fighter 4): Commander of Kerensa's Hold and son of a minor nobleman, Sir Talek is obsessed with duty and honour. He resents being stuck in Swallowfeld.
- Sowena (NE female human sorcerer [elemental fire] 4): The village children fear this terribly scarred, wizened old woman.
- Tecca Joliffe (NE female human expert 2/adept 4): Wife of Kitto, she has delved deeper into Braal's mysteries. A sadist she has not yet discovered the full depth of her depravity.
- Tryfena: (N female doppelganger rogue 3): This cunning creature infiltrated the village years ago and has quietly been amassing a fortune ever since.

#### $S \, \texttt{WALLOWFELD}$

The village is presented in much greater detail in the supplement *Swallowfeld* available from Raging Swan Press. The village itself stands upon The Lonely Coast a wooded coast line of small villages and dense forests. *The Lonely Coast* is available as a free download from Raging Swan Press.



This adventure begins when the grist mill (Area 2, on the Swallowfeld map) suddenly collapses into the Kilian River. Because the mill is a large, tall building located at the centre of Swallowfeld, it is visible from anywhere in the village when the weather is clear. As this adventure begins, the PCs should be in the village but not in the immediate vicinity of the mill.

A terrible groaning fills the air, like stone and wood grinding together. The sound originates from the southern part of the village, on the far bank of the narrow delta where the Kilian and Taran's Run meet. The tall grist mill on the southern bank shudders as if its foundations are being shaken. The mill's massive waterwheel snaps, plunging down into the Kilian River. With a groan, the entire building slews to the north and tilts sideways, as though following the waterwheel into a sinkhole in the river.

A fog of dust and flour billow out from the toppling grist mill. The cloud rushes through the village and over you, restricting vision to no more than a few feet. Shouts of surprise come from all directions. The shouts soon turn to shrieks of horror.

At this point, the PCs are enveloped within the cloud of dust and flour from the mill. All of Swallowfeld is treated as blanketed in fog (see Area Features).

A DC 12 Perception check identifies the screams as originating near the collapsed mill. PCs moving in that direction encounter a group of ghouls in the street. PCs going elsewhere encounter a similar gang of ghouls spoiling for a fight.

#### TACTICS

The ghouls are efficient combatants, but each is so ravenous for a meal that they do not work well together. Each ghoul attacks one PC and fights that PCs exclusively until slain or unless a better target presents itself. The ghouls make as many attacks as possible, relying on their sheer number of strikes to overcome the disadvantage of fighting in the obscuring cloud.

#### AREA FEATURES

This area has several noteworthy features:

**Obscuring Cloud**: The cloud of dust and flour obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (20% miss chance) while those further away have total concealment (50% miss chance and the attacker cannot use sight to locate the target). This concealment hinders the ghouls' attacks as well as the PCs' attacks.

**Dust Explosion**: The cloud is highly flammable. Any open flame (such as a torch) or fire or electricity effect causes the dust

to ignite in a 10-ft. radius from the source, dealing 3d6 fire damage to all creatures in that area (DC 12 Reflex halves). For one round after this explosion, the area of the explosion is free of dust and does not provide concealment. After one round, the cloud rolls back in to refill the area.

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes: EL 5 (XP 1,800): Remove one ghoul. EL 7 (XP 3,600): Add two ghouls.

#### AFTERMATH

Once they have defeated the ghouls, the PCs hear shouting coming from the direction of the mill. By the time the PCs reach the mill, the cloud of dust and flour has settled. Proceed to Encounter 2.

#### GHOUL INITIATES (4)

This pale humanoid's skin stretches tight over its bones and jagged teeth sprout from its slavering mouth. It moves with a quick, graceful lope. Its wet skin is dusted in flour.

CR 2 (XP 600)

Ghoul monk 1 LE Medium undead

Init +4; Senses darkvision 60 ft.; Perception +9, Sense Motive +7
 Speed 30 ft. Step Up; ACP 0; Acrobatics +10, Climb +8, Escape Artist +8, Stealth +10, Swim +8

**AC** 20, touch 18, flat-footed 17; **CMD** 21

(+4 Dex, +1 dodge [Dodge], +2 natural, +3 Wis)

- **Immune** mind-affecting effects, bleed, death effects, disease, paralysis, poison, sleep, stunning, nonlethal damage, ability damage to physical ability scores, ability drain, energy drain, exhaustion, fatigue, massive damage, any effect that requires a Fortitude save (unless it works on objects or is harmless)
- Fort +5, Ref +6, Will +8 (+10 vs. channelled energy) hp 26 (3 HD)

Space 5 ft.; Base Atk +1; CMB +4

- Melee bite +5 (1d6+3 plus ghoul fever and paralysis) and 2 claws +5 (1d6+3 plus paralysis)
- Atk Options Stunning Fist (1/day; DC 14), flurry of blows (-1/-1), ghoul fever
- **Ghoul Fever (Su)** Fort DC 14 [2 cures]; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A slain humanoid of 4 or more Hit Dice rises as a ghast.
- **Paralysis (Ex)** DC 14 Fort negates; duration 1d4+1 rounds; elves are immune to this effect.

Abilities Str 17, Dex 19, Con —, Int 13, Wis 16, Cha 16

**Feats** Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Step Up, Stunning Fist<sup>B</sup>, Weapon Finesse

Skills as above

Languages Common, Infernal

After the PCs defeat the ghouls, the dust cloud settles and the villagers congregate at the mill. In a crisis, the villagers typically turn to Sir Talek Annear and bailiff Beryan Teague, but both are in Wolverton. When the PCs approach, read:

The large grist mill now sits askew, jammed into a sinkhole in the Kilian River. Water rushes into a jagged hole in the mill's floor. Knots of villagers cluster together, casting worried glances at the mill. "They just carried them like sacks of potatoes," a young girl says, sobbing, "the skinny men took them into the mill."

"Maybe Feng and his men will get them back?" a short man asks of no one in particular, without much hope.

The villagers have no recourse but to beg the PCs to save the kidnapped villagers and the would-be rescuers. If the PCs demand a reward, Melor Keast hints that the wizard Jory may have magic items to reward his rescuers. If pressed, he grudgingly promises each PC 50 gp.

#### WHAT HAS GONE BEFORE

Three girls saw "skinny men" dragging the miller and his wife, two women and the fat mage Jory Mayne into the mill. Minutes later, Sergeant Feng Reterson led three men-at-arms into the mill. There was a terrible crash almost immediately and the rescuers haven't been seen since. Sadly, the men-at-arms suffered a terrible accident when a heavy stone and metal frame crashed down on the group. Now, all four soldiers are pinned under the frame and are barely keeping their heads above the rushing river water.

#### INSIDE THE MILL

The mill is a large building with an open interior now canted at an unnatural angle. The Kilian River flows into the mill, swirls around through the interior, and rushes down through a hole a dozen feet across, in which the mill's waterwheel now hangs. The river is much too strong to be diverted or slowed without days of labour or powerful magic such as *wall of stone*.

Getting into the mill is easy. As soon as the PCs enter the mill, they hear the soldiers' shouts for aid.

#### KENAN DOBELL

The village priest, Kenan Dobell (LN male human cleric 3), provides what aid he can (without entering the mill).

2nd—delay poison, make whole, shield other<sup>D</sup>

1st—bless<sup>D</sup>, comprehend languages, remove fear, sanctuary 0—create water, detect poison, purify food and drink, stabilise

#### Rescuing The Men

The four trapped men are Sergeant Feng Reterson and three men-at-arms (Ansel, Riley and Tarn). Each is pinned and lying in the rushing water. However, they cannot free themselves and the villagers outside are reluctant to enter. It falls to the PCs to rescue the soldiers from under the heavy frame before they drown. The PCs can reach any soldier easily, but the framework is too heavy to lift off more than one at a time.

**Lifting the Frame**: The PCs can lift the frame from one soldier with a DC 24 Strength check. Several skills are also useful in this situation:

- Diplomacy (DC 14): Success convinces a villager to enter the mill and assist in saving the soldiers. For every 5 points by which the PC beats the DC, another villager to help.
- Escape Artist (DC 22): A PC can use Escape Artist to pull a trapped soldier free. Up to two characters can aid this check.
- Heal (DC 15): Success reveals each soldier's relative health.
- Knowledge (engineering) or Perception (DC 10): Success reveals that lifting the frame from one soldier will injure the others.
- Knowledge (engineering) or Perception (DC 20): Success reveals the best place to lift the frame off a soldier. This grants a +2 bonus to the Strength check to lift the frame and can be repeated for each trapped soldier.

**Injuring the Soldiers**: Each attempt to lift the frame injures the trapped soldiers. On a successful check, the frame inflicts 4 damage to each soldier (except the soldier being rescued). A failed check inflicts 1 damage to all the trapped soldiers. When the PCs enter, the soldiers have the following hit points:

- Sergeant Feng Reterson: hp 21 (currently 19)
- Ansel: hp 18 (currently 8)
- Riley: hp 17 (currently 13)
- Tarn: hp 18 (currently 14)

**Destroying the Frame**: Destroying a section (hardness 5, hp 30, DC 20 Break) enables the soldier beneath to escape (but inflicts 1 damage per attack on the soldier) and lowers by 2 the DC of the Strength check required to lift the frame.

**Success**: The PCs gain 800 XP for rescuing the soldiers. The Reduce this amount by 200 XP for each solider that dies.

#### AFTERMATH

Once the PCs have rescued the soldiers, they can descend into the crypt (Encounter 3). Feng retreats with his men, unwilling to jeopardize them further, but does provide rope, sunrods and other mundane equipment if asked.

#### IN THE CRYPT

The remainder of this adventure occurs within Odwain's crypt complex. This complex is no mere repository for Odwain's corpse. It contains a magnificent entryway, a training room, a meditation chamber, a vault and a burial chamber. When Odwain's followers were trapped in the complex, this is where they starved to death and arose as undead.

The map of the crypt complex is on the facing page. Features common throughout the crypt complex are set forth here, as is the mechanism for reflecting the rise of water through the complex.

#### CRYPT COMPLEX FEATURES

The crypt has the following generic features:

Illumination: The complex is dark except where indicated.

**Construction**: The crypt complex is carved into dense granite. Despite being below the water level for many decades, the crypt has remained dry until very recently. The crypt's interior is finished with tight-fitting polished slate tiles of varying shapes and sizes, typically set in repeating geometric patterns.

**Hallways**: The crypt complex contains no doors. Short, crooked hallways connect the rooms.

**Flora and Fauna**: The crypt contains no natural life whatsoever. The faintest traces of life—including lichen and insects—were devoured by the ghouls during their captivity.

#### RISING WATER EFFECTS

Each room in the complex contains slowly rising water. Because the floor in the complex is not level throughout (the Crypt Entry has the highest floor level, the Burial Chamber the lowest), the rooms flood at different rates.

The precise depth of the water at any time is not likely to be relevant. Each room includes a "Flooding Effects" entry providing its approximate water level, based on a timetable measured from the mill crash. At any time, a room is in one of four states:

**Soggy**: The water is only a few inches deep. There is no impact on movement, but Acrobatics DCs increase by 2.

**Swamped**: The water is a few feet deep (roughly thigh-deep for a human). Each square costs 2 squares of movement to enter and Acrobatics DCs increase by 5. Small characters treat this water level as "Flooded."

**Flooded**: The water is four to five feet deep (roughly chest deep for a human). Each square costs 4 squares of movement to enter, although PCs may move by swimming (DC 10 Swim checks) if desired. Tumbling is impossible. Small PCs treat this water level as "Submerged."

**Submerged**: The room is filled with water, although a pocket of air may remain near the ceiling. Movement requires DC 10 Swim checks. Use the Fighting in Water rules.

#### FIGHTING IN WATER

The PCs may spend time fighting in water in this adventure, particularly if they take their time in exploring the complex.

Attacks from Land: Characters swimming or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land, but not from opponents also in the water. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

**Fire**: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

**Spellcasting under Water**: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

#### WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/	PIERCING
	BLUDGEONING	
Freedom of movement	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half <sup>1</sup>	Normal
Firm Footing <sup>2</sup>	-2/half <sup>1</sup>	Normal
None of the above	-2/half <sup>1</sup>	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking along the floor. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

#### **MOVEMENT & BALANCE**

CONDITION	MOVEMENT	OFF BALANCE? <sup>1</sup>
Freedom of movement	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half <sup>3</sup>	No
Firm Footing <sup>2</sup>	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually due to a failed Swim check) have a hard time fighting effectively. An off-balance creature loses it Dexterity bonus to AC and opponents gain a +2 bonus on attacks against it.

#### 2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

**More Information**: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.



#### 3: CRYPT ENTRY (EL 6; XP 2,400)

This chapel-like chamber is the underground entrance to the crypt complex. The PCs arrive through a hole in the ceiling about fifteen feet in diameter. The Kilian River pours through half of this opening. The mill's waterwheel dangles into this chamber and can serve as a means of entry. Read

This vaulted chamber is approximately fifty feet wide and thirty feet high. The walls, ceiling and floor are decorated with slate tiles arrayed in simple geometrical patterns. A large entryway on one side of the room appears to have collapsed ages ago.

A pile of jumbled stone rests beneath a wide hole in the ceiling. The Kilian rushes through this hole in a torrent, spilling over the mill's dangling waterwheel, slowly filling the room below with water.

Two arches pierce the opposite wall. Three statues stand along the same wall. The statues appear identical, depicting a stern human man wearing a loose robe and holding a crescentshaped sword above his head.

The statues each represent Odwain in an imperious pose.

Entering the crypt is not simple; with river water pouring into it, the PCs must move cautiously or use magic to gain entry. A PC pushed off the rubble by the water, or one that voluntarily starts to explore the chamber, triggers the caryatid columns (which immediately attack).

#### TACTICS

The caryatid columns intercept anyone approaching the archways and, if possible, stand in the archways to prevent PCs from moving deeper into the complex. These straightforward foes attack the nearest opponent and fight until destroyed.

#### AREA FEATURES

This area has several noteworthy features:

**Illumination**: Dim light enters the room through the hole in the ceiling. This provides concealment (20% miss chance).

Ceiling: The ceiling is 30 feet high.

**Waterwheel**: The waterwheel has many handholds and footholds, but is slick with water pouring over it. It dangles down to within five feet of the rubble directly beneath it. Characters can scale it (DC 10 Climb check), but the water pouring into the crypt may knock them off (bull rush attack [+15 CMB]; falling damage dependant on distance fallen). Although the wheel is fairly stable it looks quite precarious. A DC 10 Knowledge (engineering) check reveals it is safe to climb.

**Rubble Pile**: The rubble is five feet high. The water pours directly onto this jumbled pile, pushing anyone (bull rush attack [+15 CMB]) standing on it down into the chamber.

Collapsed Entry: Rubble renders this doorway impassable.

#### FLOODING EFFECTS

This large room is the highest in the complex. Therefore, the water level rises slowly here.

Soggy: 0 to 60 minutes. Swamped: 60 minutes to 120 minutes. Flooded: 120 minutes to 24 hours. Submerged: 24 hours and later.

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove the central caryatid column.

**EL 7 (XP 3,200)**: Add the advanced creature template to two of the caryatid columns (DC 22 Perception check reveals the statues' true nature; +2 on all rolls [including damage]; AC 18, touch 13, flat-footed 18; CMD 20; hp 42).

#### CARYATID COLUMNS (3)

This stone statue of a resolute monk stares impassively ahead. The statue carries a sword with a crescent-shaped blade.

CR 3 (XP 800)

#### N Medium constrict

- Init -1; Senses darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0
- Speed 20 ft.; ACP 0; Acrobatics -1 (-5 jumping); Stealth -1 (statue)
- Statue (Ex) A caryatid column can stand perfectly still, emulating a statue. An observer must succeed on a DC 20 Perception check to notice the caryatid column is alive.
- AC 14, touch 9, flat-footed 14; CMD 16 (cannot be disarmed) (-1 Dex, +5 natural)
- Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, massive damage, any effect that requires a Fortitude save, magic
- **Immunity to Magic (Ex)** A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. *Transmute rock to mud* deals 1d6 damage per caster level with no saving throw. *Transmute mud to rock* heals any lost hit points. *Stone to flesh* negates the statues damage reduction and immunity to magic for one full round.

Fort +1, Ref +0, Will +1

hp 36 (3 HD); DR -/5; shatter weapons

Shatter weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 damage. Apply the weapon's hardness normally.

Space 5 ft.; Base Atk +3; CMB +7

Melee mwk temple sword +8 (1d8+6/19-20)

Abilities Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1 Gear as above This ceremonial training room was designed for Odwain spirit to train in the afterlife. The imprisoned ghouls have used the room to hone their skills, testing their reflexes by stepping lightly on pressure-plate traps and avoiding attacks from an animated training construct.

This room contains several wall racks and iron rungs set into the ceiling at irregular intervals. The floor of the room consists of large tiles in a checkerboard pattern. A jumbled heap of wooden struts, metal cord and leather bags lies in one corner.

The jumbled pile in the corner is the training construct, lying in a heap like a broken doll. Although it initially appears as nothing more than a mound of scrap, it rises to attack if disturbed or if either of the traps in this room is triggered. The training construct is a four-armed, man-shaped construct that has been broken and repaired several times. One of its arms hangs uselessly from frayed cables.

#### TACTICS

The training construct engages as many opponents as possible, distributing its attacks against multiple targets. The construct avoids the trigger squares for the pressure plate traps as it moves. It fights until destroyed.

#### AREA FEATURES

This area has several noteworthy features:

**Illumination**: *Everburning torches* in each corner illuminate the room.

Ceiling: The ceiling is 10 feet high.

TRAINING CONSTRUCT CR 3 (XP 800)	_
This four-armed humanoid figure is composed of a jumble of	SCAL
wood, metal and leather.	
N Medium constrict	To m E
Init +0; Senses darkvision 60 ft., low-light vision; Perception -5,	E
Sense Motive -5	L L
Speed 40 ft.; ACP 0; Acrobatics +0 (+4 jumping)	
AC 14, touch 10, flat-footed 10; CMD 15	
<ul> <li>(+4 natural)</li> <li>Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, massive damage, any effect that requires a Fortitude save, magic</li> <li>Fort +1, Ref +1, Will -4</li> </ul>	TRAIN A pres su Search Disarn les
hp 36 (3 HD); fire vulnerability, hardness 5	Trigge
Space 5 ft.; Base Atk +3; CMB +5 Melee 3 slams +5 (1d6+3)	pr Re
<ul> <li>Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1</li> <li>Construction Points The training construct has two additional attacks (2 CP) and is fast (1 CP), but flammable (-1 CP)</li> </ul>	Effect 1d cre

**Floor**: The floor in this room consists of large tiles set in a checkerboard pattern. This pattern is significant to Odwain (see Encounter 6), but also serves to mask the traps' pressure plates.

**Iron Rungs**: The iron rungs set irregularly into the ceiling were used by the monks for pull-ups and similar exercises. The rungs are safe and can be used to move across the room (DC 20 Climb check). The training construct does not use the iron rungs.

**Weapon Racks**: The racks built into the walls each contain a few quarterstaffs (which float idly about the room if the water reaches Flooded or Submerged) and some blunted weapons. Stashed behind the training weapons is a +1 kama (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,302 gp), which can be discovered with a DC 22 Perception check.

**Training Traps**: The two indicated squares contain a pressure-plate trap that fires a hail of javelins from a hidden compartment in the wall when triggered. The trap is harder to detect beneath the water—the DC to detect the trap increases by 4 if the room is Swamped and by an additional 4 if the room is Flooded. PCs not walking on the floor do not trigger the trap.

#### FLOODING EFFECTS

This room remains navigable for a long time even when the waters start to rise.

- Soggy: 0 to 20 minutes.
- Swamped: 20 minutes to 60 minutes.

Flooded: 60 minutes to 120 minutes.

**Submerged**: 120 minutes and later. Even when this room is submerged, the PCs can navigate the room via the iron rungs set into the ceiling rather than the Swim skill (DC 10).

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes: EL 5 (XP 1,600): Remove one training trap. EL 7 (XP 4,800): Add one training construct.

#### TRAINING TRAPS (2)

pressure plate depresses with a thunk, and a hail of javelins suddenly peppers the area.

Search DC 20 Perception; Type mechanical

Disarm DC 20 Disable Device (2d4 rounds; activates on a 15 or less); Bypass —

Trigger location; when a creature places more than 50 lbs. of pressure on a five-foot-square pressure plate in the floor; Reset manual

**Effect** A spray of javelins makes a ranged attack (+15 ranged, 1d6+6) against the creature triggering the trap and any creatures in an adjacent square.

CR 3 (XP 800)

This room is the lair of the ghast monk Garsel, Odwain's most powerful disciple. In life, Garsel challenged Odwain's leadership prematurely and was defeated. Odwain did not exile Garsel, but instead plucked out his eyes in punishment.

This wide, low room has several supporting columns carved with repeating symbols of a man sitting in a lotus position and a man in flight. A fat, barely conscious man, his clothes blood-stained, is lashed to one of the pillars.

Garsel likely hears the PCs approach this chamber, so he hides behind a pillar (Stealth +15). However, as soon as they enter, Jory shouts a warning. If the PCs do not alert Garsel, he is torturing Jory for sport when the PCs arrive.

#### TACTICS

Over the long years of his imprisonment, Garsel has learned to overcome several of the drawbacks of being blind by focusing his senses. Garsel is a cunning and powerful foe despite his blindness. He closes with as many foes as possible, using his

**GARSEL, THE BLIND MASTER** CR 6 (XP 2,400) This gaunt humanoid moves with delicate grace and clutches a longspear. A rag wraps its upper head completely, covering

its eyes. Its distended jaw is crammed with jagged teeth.

Ghast monk 4

LE Medium undead

- Init +6; Senses darkvision 60 ft.; Perception +16, Sense Motive +13
- Speed 40 ft.; ACP 0; Acrobatics +15 (+19 to jump), Climb +15, Escape Artist +15, Stealth +15, Swim +15
- AC (on Garsel's turn) 27, touch 23, flat-footed 20; CMD 33 (+6 Dex, +1 dodge [Dodge], +1 monk, +4 natural, +5 Wis)
- Immune mind-affecting effects, bleed, death effects, disease, effects relying on sight, gaze attacks, illusions, paralysis, poison, sleep, stunning, nonlethal damage, ability damage to physical ability scores, ability drain, energy drain, exhaustion, fatigue, massive damage, any effect that requires a Fortitude save (unless it works on objects or is harmless)
- Fort +9, Ref +10 (evasion; slow fall 20 ft.), Will +12 (+14 vs. channelled energy; +2 vs. enchantments

hp 60 (6 HD)

Space 5 ft. (stench 10 ft.); Base Atk +4; CMB +10

- Stench (Ex) The stink of death and corruption surrounds Garsel; creatures within the area are sickened for 1d6+4 minutes (DC 15 Fortitude negates). A creature that successfully saves against the stench attack cannot be affected by his stench for 24 hours. This is a poison affect.
- Melee longspear (reach 10 ft.) +10 (1d8+9/x3) and bite +5 (1d6+6 plus disease and paralysis) or

Melee 2 claws +10 (1d6+6 plus paralysis) and

bite +10 (1d6+6 plus disease and paralysis)

Atk Options Blind-Fight, Scorpion Style, Stunning Fist, flurry of

longspear to attack foes at distance and his unarmed strikes against adjacent foes. Garsel uses Stunning Fist and Scorpion Style to prevent foes escaping his reach.

Jory meanwhile, is desperate to be rescued. Although chained up and without his spell component pouch he helps any way he can – probably by shooting Garzel with acid darts.

#### AREA FEATURES

This area has several noteworthy features:

**Illumination**: The carvings in this room glow dimly, providing dim light within 5 feet of any pillar or wall. If a carving is touched, it glows more strongly, providing bright light within 5 feet and dim light for an additional 5 feet.

**Ceiling**: The ceiling is only 7 feet high.

**Pillars**: The five pillars in this room are thick stone and provide cover (+4 AC, +2 Reflex). They are placed to break up the sightlines in this room, allowing privacy for the meditating monks in an otherwise open room.

Pillar Images: The pillars are carved with two kinds of

blows (+2/+2), ki pool (7 points), ghoul fever, paralysis

**Ghoul Fever (Su)** Fort DC 16 [2 cures]; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Paralysis DC 16 Fort negates; duration 1d4+1 rounds.

- Ki Pool (Su [swift]) Garsel spends 1 ki point to make one additional attack at his highest attack bonus when making a flurry of blows attack, increase his speed by 20 feet for 1 round, or gain a +4 dodge bonus to AC for 1 round. As long as Garsel has at least 1 point in his ki pool, his unarmed attacks count as magic for the purpose of bypassing DR.
- Scorpion Style (Ex [standard]) Garsel makes a single unarmed attack as a standard action. If this unarmed attack hits, it deals damage normally, and the target's base land speed is reduced to 5 feet for 5 rounds unless it makes a DC 18 Fortitude save.
- Stunning Fist (Ex [free; 4/day]) Declare use of this ability before making an unarmed attack. A hit deals normal damage and requires the target to make a DC 18 Fort save or be stunned for 1 round or fatigued (Garsel's choice)

Abilities Str 22, Dex 23, Con —, Int 17, Wis 20, Cha 20 SQ blind

**Feats** Alertness, Blind-Fight, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Martial Weapon Proficiency (longspear), Scorpion Style<sup>B</sup>, Stunning Fist<sup>B</sup>

Skills as above plus Intimidate +11

- Languages Common, Dwarven, Elven, Goblin, Infernal
- **Gear** wand of summon monster *II* with 10 charges (this wand is Jory's, but Jory allows the PCs to keep it if he is freed).

images. Stylized images of men sitting in a lotus position are carved five feet from the floor (approximately eye level for a standing man). A repeating black and white checkerboard pattern is carved about three feet from the floor (approximately eye level for a man sitting in a lotus position). These images were used to aid meditation as part of a ritual Odwain developed (see Encounter 6); a monk would approach the pillar and assume a lotus position, where he would contemplate the checkerboard pattern and meditate upon the contrasts in life.

**Wall Images:** The walls in the room are carved with stylized images of men with arms and legs extended as though in flight. These wall images are at various heights and are another component of Odwain's meditative ritual.

#### JORY MAYNE

CR 4 (XP 1,200)

This corpulent man wears a jerkin stained with wine and blood. A goatee frames his mouth and thick red hair tumbles over his shoulders.

Male human wizard (conjurer) 5

N Medium humanoid

Init +5; Senses Perception +2, Sense Motive +2

#### **Speed** 30 ft.; **ACP** 0

AC 12, touch 12, flat-footed 11; CMD 13

(+1 Dex, +1 deflection [ring of protection +1])

Fort +2, Ref +2, Will +6

hp 25 (5 HD)

Space 5 ft.; Base Atk +2; CMB +1

Melee unarmed strike +1 (1d3-1)

Ranged Touch acid dart (range 30 ft.; 7/day) +3 (1d6+2 acid)

Wizard Spells Prepared (CL 5th; concentration +9; barred schools: evocation, necromancy; bonded object [amulet]; summoner's charm)

3rd—dispel magic\*, stinking cloud (DC 18), summon monster III

- 2nd—resist energy\*, see invisibility, summon monster II, web (DC 17)
- 1st—expeditious retreat\*, grease (DC 16), mage armour, obscuring mist\*, summon monster I
- 0 (at-will)—acid splash\*, detect magic\*, mage hand\*, prestidigitation\*, read magic\*
- \* Can be cast without a spell component pouch

Summoner's Charm (Su) Whenever Jory casts a conjuration (summoning) spell the duration increases by two rounds.

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

- **Feats** Augment Summoning<sup>B</sup>, Brew Potion<sup>B</sup>, Craft Wand, Improved Initiative, Scribe Scroll<sup>B</sup>, Spell Focus (conjuration)
- Skills as above plus Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (engineering) +9, Knowledge (geography) +8, Knowledge (history) +12, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +12, Knowledge (religion) +8, Linguistics +11, Spellcraft +12

Languages Aquan, Auran, Celestial, Common, Draconic, Goblin, Ignan, Infernal, Terran

Gear ring of protection +1 Special Note Jory does not have a spell component pouch

#### JORY MAYNE

The wizard Jory Mayne is tied to a pillar in this room with frayed rope (hp 2, DC 22 Strength check).

Garsel has been gleefully torturing Jory here in the semidarkness while the water rises, so the wizard is beginning to panic. If the PCs calm Jory (a DC 20 Diplomacy check if Garsel is present, or a DC 10 Diplomacy check otherwise), he offers to aid the PCs.

Garsel took Jory's wand and destroyed his spell component pouch. Even if Jory is freed, the only spells he can cast without spell components are indicated in his statistics. If the PCs liberate Jory and explain their mission to free other kidnapped villagers, the wizard bravely offers to aid them, although he is not a brave combatant.

#### FLOODING EFFECTS

This room has a low ceiling and is filled with several solid columns, so it fills rapidly.

Soggy: 0 to 20 minutes.

Swamped: 20 minutes to 60 minutes.

Flooded: 60 minutes to 90 minutes.

**Submerged**: 90 minutes and later. Once this room is submerged, Jory begins to drown.

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 5 (XP 1,600)**: Apply the young creature template to Garsel (+2 on all Dex-based rolls, -2 on all other rolls; hp 48).

**EL 7 (XP 3,200)**: Garsel has just finished repairing a training construct here; add a training construct (see Encounter 4).

#### Designer's Note

A ghast with four class levels is, strictly speaking, a CR 6 creature. However, adding monk levels to a ghast creates a foe more powerful than a CR 6 creature ought to be. Garsel's blindness is intended to limit his power, however he has had many years to come to terms with his disability. The Blind-Fight feat gives him several advantages over a "normal" blind individual:

- Every time he would miss an opponent due to concealment, Garzel can reroll his miss chance once to see if he actually hits.
- An invisible attacker gains no additional benefit to striking Garsel in melee combat.
- Garsel does not need to make an Acrobatics check to move at full speed.

#### 6: VAULT

The room preceding Odwain's burial chamber is his treasure vault. The combination to reveal the treasures hidden in this room is based on a meditation and exercise regimen Odwain developed in life. Odwain and the ghouls have no use for the treasure within, but the PCs might be able to solve the puzzle on the safe door to access the treasure.

This room is rounded and very tall, seeming like the inside of a silo. Two archways on one side of the room lead to crooked hallways. On the wall opposite, a single archway leads to a branching passage. Above the single archway is inscribed the phrase "Identify the Tetrameric Regimen."

One rounded wall showcases eight stone panels, each about eighteen inches square. The panels are laid out next to each other in a row and protrude about four feet from the floor.

#### AREA FEATURES

This area has several noteworthy features:

**Illumination**: *Continual flames* burn on either side of the words carved above the archway to the burial chamber, and another *continual flame* burns above the eight panels.

Ceiling: The ceiling is 25 feet high.

**Wall Panels**: One of the rounded walls in this room contains eight stone panels, each about eighteen inches square and protruding about three inches from the wall. The eight panels on the wall function as oversized stone buttons. Pushing four of these eight panels in the proper order opens a hidden alcove, as described below.

**Hidden Alcove**: Opposite the eight wall panels is a secret alcove containing some treasures. This alcove is cunningly hidden, requiring a DC 30 Perception check to locate. Even if discovered, the alcove is secure behind a stone wall (hardness 8, hp 180; DC 45 Break) one foot deep. The only way to open the alcove is to solve the panel puzzle on the opposite wall.

The alcove cannot be opened by Disable Device or by magic such as *knock*, but can be accessed with magic that reforms a sufficient amount of stone, such as *stone shape* or *passwall*.

#### THE PANEL PUZZLE

Pressing the correct four panels in the proper order opens a hidden alcove in this room containing Odwain's treasures. The other four panels are decoys and do nothing other than waste time.

The eight panels have the following symbols:

- A bird with elaborate plumage.
- A man holding a sword above his head.
- A man with hands and feet bound in chains.
- A man with his arms and legs spread as though flying.
- A man sitting in a lotus position.
- A decapitated man standing upon his head.
- A checkered pattern of white and black tiles.
- A lizard with an elongated body.

The PCs may deduce the four proper symbols by recalling clues discovered elsewhere in the crypt complex:

- The caryatid columns in the entry chamber (Encounter 3) carry temple swords, as does Odwain himself (Encounter 7).
- The floor of the training chamber (Encounter 4) is laid out in a checkerboard pattern.
- The meditation chamber (Encounter 5) contains repeating symbols of a man sitting in a lotus position, a checkerboard pattern, and a man in flight. The PCs may have learned that the man sitting in a lotus position immediately precedes the checkerboard pattern, if they realized that the carvings on the pillar were instructions for a standing man to sit down and look at the checkerboard pattern.

When a symbol is pushed, even lightly, it gradually sinks into the wall over the course of five minutes. Another symbol can then be depressed, and so on until four symbols have been depressed (over 20 minutes). At this point, if the proper symbols were not depressed in the proper order, all four symbols slowly extend out to their original position over five more minutes. A different combination may then be attempted.









#### THE COMBINATION

The proper combination reflects an obscure martial meditation regime developed by Odwain in life, which he called the Tetrameric Regimen.

- First, the monk assumes the lotus position and clears his mind.
- Secondly, he contemplates a checkerboard pattern to reflect upon the contrasts in life.
- Then, he rises slowly and stretches his muscles, mimicking a bird in flight.
- Finally, he engages in a series of physical exercises with a sword or similar weapon.

If these four symbols are depressed in this order, part of the opposite wall slides aside to reveal a hidden alcove.

#### THE TREASURE

This alcove contains the treasure that Odwain and the ghouls do not want or cannot use:

- Three potions of cure moderate wounds (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 300 gp each).
- Belt of mighty constitution +2 (moderate [DC 17 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 4,000 gp).
- Six simple jade bracelets worth 150 gp each.

#### USING SKILLS

The PCs may use certain skills to activate the panel puzzle faster or to reveal clues about the elements and order of the Tetrameric Regimen, as follows:

**Disable Device**: This skill cannot be used to open the vault directly, but can be used to hasten the combination. A DC 20 Disable Device check causes a depressed button to retract in only one minute, rather than five minutes. However, failing this check by 5 or more causes that button to retract in ten minutes instead of five minutes.

**Heal:** A DC 10 indicates that the man in flight is in fact stretching. A DC 15 reveals that this type of stretching should occur as part of a meditative regimen, but would not be the first

or last element of the regimen. A DC 20 reveals that this stretching should immediately precede physical exertion.

**Knowledge (arcana):** A DC 10 indicates that a "tetrameric regimen" would be four specific tasks intended to obtain enlightenment when performed in order. A DC 15 reveals that a simple symbol would be one of the parts. A DC 20 reveals the symbol would not be the first or the last element of the regimen.

**Knowledge (history):** A DC 10 indicates that some influential monks established meditative regimens, and a "tetrameric regimen" would be a meditative technique consisting of four distinct steps. A DC 15 reveals that obtaining a peaceful pose would be immediately followed by contemplating a symbol or animal. A DC 20 reveals that the contemplation would be immediately followed by stretching to limber the muscles.

**Knoweldge (nature)**: A DC 10 indicates that neither the bird nor the lizard are native to this area, and therefore likely have nothing to do with the regimen.

**Knowledge (religion)**: A DC 10 indicates that a "tetrameric regimen" would be a meditative or exercise regimen consisting of four distinct parts in a specific order. A DC 15 reveals that, for most such regimens, quiet contemplation would precede physical activity. A DC 20 reveals that peaceful positioning should be the first item of the regimen.

#### CONSULTING JORY MAYNE

If the PCs consult Jory (Encounter 5) about this puzzle, the wizard is extremely interested and likely quite helpful considering his various Knowledge skills. Jory divulges any results he obtains on the skill checks above. If his assistance is crucial to the PCs solving the puzzle, he asks for one of the jade bracelets as a reward for his aid.

#### FLOODING EFFECTS

This room is not large but has a high ceiling.

Soggy: 0 to 10 minutes.

Swamped: 10 minutes to 30 minutes.

**Flooded**: 30 minutes to 180 minutes. Once the room is Flooded, the panel puzzle and hidden alcove are underwater, but even when underwater the puzzle operates normally.

Submerged: 180 minutes and later.



The deepest chamber in the complex holds the tomb where Odwain, leader of the monks, was entombed by his followers. Odwain's will to live was so powerful that his soul did not pass on. Instead, Odwain's soul remained bound to the room in which he died. Odwain now seeks to restore his former order and conquer the surrounding area, although he cannot leave his burial chamber.

The centrepiece of this wide, low room is a stone dais barely visible through the murky water, but the most commanding element is a massive sarcophagus standing on its end, lidless, at the far side of the room. A skeleton in a tattered robe sits atop the sarcophagus like a ruler upon a tall throne. Fire burns it its empty eye sockets. Several lean ghouls cluster near the base of their master's makeshift throne.

The walls of this room are covered with faded frescoes of a man wearing the same tattered robe leading several monks in meditation, study, and war.

Sturdy chains link the sarcophagus to a man and three women. Each of these villagers is bloody from several bite marks. Each casts terrified glances at the rising water and the skeletal monster atop the sarcophagus.

Once the PCs emerge into the room, all the kidnapped villagers start shouting, begging to be rescued.

#### TACTICS

Odwain begins combat high atop his sarcophagus-throne. He opens with his teleporting burst power, attempting to shunt as many PCs as possible to other locations in the complex. Unlike a standard crypt thing's teleporting burst power, this ability only teleports targets into other crypt locations but can teleport creatures to a destination that is underwater.

The round after Odwain uses his teleporting burst, he enters melee with the physically weakest opponent. Odwain prefers to make full attacks in melee, but if faced with a single powerful opponent, he uses quickened *dimension door* to retreat to a better tactical position, or even atop his sarcophagus. Odwain is unable to leave the burial chamber.

The ghouls move directly into melee with the most powerful-looking PC and keep that opponent occupied while Odwain makes hit-and-run strikes against weaker PCs. The ghouls prefer to make full attack actions, attempting to stun their opponent on the first hit to make subsequent blows easier.

#### AREA FEATURES

This encounter has several noteworthy features:

**Illumination**: Everburning torches burn at the ceiling in the four corners of this room, illuminating this room.

Ceiling: The ceiling is 15 feet high.

**Dais**: The stone dais in this room is higher than the floor and characters upon the dais can move a bit more easily. The dais is treated as only Soggy when the rest of this room is Swamped, and Swamped when the rest of this room is Flooded.

Odwain's sarcophagus once rested upon this platform, but now it bears only the shattered pieces of the sarcophagus' stone lid. Deep marks from the dais to the back of the room indicate that the sarcophagus was dragged to the back wall and then placed up on its end.

**Sarcophagus**: Odwain's large stone sarcophagus stands propped against the back wall of this room, giving Odwain a high vantage point near the ceiling. When atop the sarcophagus, Odwain is 10 feet from the floor, and therefore unreachable by melee weapons without reach (unless the room is at least Flooded, in which case a swimming PC can melee Odwain without a reach weapon. Several heavy chains are looped around the sarcophagus. Moving or toppling the heavy sarcophagus requires a DC 30 Strength check.

#### **GHOUL INITIATES (4)** CR 2 (XP 600) This pale humanoid's skin stretches tight over its bones and jagged teeth sprout from its slavering mouth. It moves with a quick, graceful lope. Ghoul monk 1 LE Medium undead Init +4; Senses darkvision 60 ft.; Perception +9, Sense Motive +7 Speed 30 ft. Step Up; ACP 0; Acrobatics +10, Climb +8, Escape Artist +8, Stealth +10, Swim +8 AC 20, touch 18, flat-footed 17; CMD 21 (+4 Dex, +1 dodge [Dodge], +2 natural, +3 Wis) Immune mind-affecting effects, bleed, death effects, disease, paralysis, poison, sleep, stunning, nonlethal damage, ability damage to physical ability scores, ability drain, energy drain, exhaustion, fatigue, massive damage, any effect that requires a Fortitude save (unless it works on objects or is harmless) Fort +5, Ref +6, Will +8 (+10 vs. channelled energy) hp 26 (3 HD) Space 5 ft.; Base Atk +1; CMB +4 Melee bite +5 (1d6+3 plus ghoul fever and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

- Atk Options Stunning Fist (1/day; DC 14), flurry of blows (-1/-1), ghoul fever
- **Ghoul Fever (Su)** Fort DC 14 [2 cures]; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A slain humanoid of 4 or more Hit Dice rises as a ghast.
- **Paralysis (Ex)** DC 14 Fort negates; duration 1d4+1 rounds; elves are immune to this effect.

Abilities Str 17, Dex 19, Con —, Int 13, Wis 16, Cha 16

**Feats** Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Step Up, Stunning Fist<sup>B</sup>, Weapon Finesse

Skills as above

Languages Common, Infernal

**Chained Villagers:** The four villagers here are afflicted with ghoul fever and restrained with chains. These chains have enough slack to let the villagers tread water, but once the room becomes Submerged, they begin to drown.

- Kitto Joliffe: NE male human expert 3/warrior 2; hp 42 (currently 31), Con 14.
- Tecca Joliffe: NE female human expert 2/adept 4; hp 31 (currently 23), Con 10.
- Jenna and Morven: LN female human commoner 1; hp 6 (currently 1); Con 14.

The PCs can break the chains with a DC 24 Strength check or pry

ODWAIN, CRYPT THING

This tall skeletal figure is shrouded in a tattered monastic robe and carrying a sword with a crescent-shaped blade. Twin orbs of fire burn in its empty eye sockets.

CR 5 (XP 1,600)

LE Medium undead

Init +6; Senses darkvision 60 ft., low-light vision; Perception +13, Sense Motive +13

Speed 30 ft.; ACP 0; Stealth +9

AC 19, touch 13, flat-footed 16; CMD 20 (+2 Dex, +1 dodge [Dodge], +6 natural)

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

Fort +5, Ref +7, Will +9 (+11 vs. channelled energy)

hp 52 (8 HD); DR bludgeoning or magic/10

- Space 5 ft. (fear aura 10 ft.); Base Atk +6; CMB +7
- Fear (Su) Creatures within Odwain's fear aura are frightened for 1d4 rounds (DC 16 Will save negates).

Melee mwk temple sword +11 (1d8+4/19-20) and claw +5 (1d8+4) or

Melee 2 claws +10 each (1d8+4)

Teleporting Burst (Su [standard; 1/day]) Odwain can teleport all creatures he is aware of within 50 feet to randomly determined locations (DC 16 Will save negates). Odwain can only affect creatures of which it is aware and to which it has line of sight. An affected creature is teleported into a random room in the crypt: roll 1d4 for each affected creature (1 indicates the entry, 2 the training room, 3 the meditation chamber, and 4 the vault) and place the creature at a random location in the indicated room.

#### Spell-Like Abilities (CL 8th)

3/day—quickened dimension door

**Abilities** Str 19, Dex 14, Con —, Int 13, Wis 14, Cha 15

- Feats Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (temple sword)
- Skills as above plus Bluff +6, Intimidate +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +3

Languages Common, Infernal

Gear as above plus a tattered cloak of resistance +1

the links apart over 1d4 rounds with a DC 18 Disable Device check. If the villagers die and their bodies remain submerged until midnight, they arise as lacedons loyal to Odwain. Odwain has been gloating about the fate the villagers have in store, so any of them can reveal his scheme.

#### FLOODING EFFECTS

This is the deepest room in the complex. The waters rise very quickly initially, but once this room is flooded to the height of a few feet, the waters spread out into the rest of the complex.

Soggy: 0 to 5 minutes.

Swamped: 5 minutes to 20 minutes.

Flooded: 20 minutes to 120 minutes.

**Submerged**: 120 minutes and later. As soon as this area is Submerged, the villagers chained here begin to drown.

#### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes: EL 6 (XP 2,200): Remove two ghouls. EL 8 (XP 4,600): Add two ghouls.

#### AFTERMATH

Once the PCs defeat Odwain and free the villagers, they can investigate any unexplored room in the crypt complex or return to the surface (proceed to Conclusion).



#### CONCLUSION

The PCs returning from the crypt with all five villagers are hailed as heroes by the waiting villagers. Jory, Jenna and Morwen recount their harrowing ordeal and rescue with effusive admiration for the PCs. The Joliffes are also grateful, but are more subdued. The PCs can expect several weeks of free meals, drinks and lodgings in Swallowfeld. The PCs are also greeted warmly should they pass through the village in the future.

The crypt complex fills with water over the next day and the Killian River resumes its course, destroying the toppled mill and washing it out to sea. Further investigation of Odwain's crypt complex is possible, but requires underwater exploration.

**Quest Award**: Award the party 1,600 XP for surviving the flooding crypt and rescuing the kidnapped villagers. Reduce this total by 300 XP for each villager drowned or slain by the ghouls.

#### CONFRONTING THE JOLIFFES

If the PCs already suspect the Joliffes of being members of a Braalite cult (either because you are incorporating this adventure into a larger Swallowfeld campaign, or because you used the hook directing the PCs to investigate the Joliffes specifically), the PCs have an opportunity to question the Joliffes about their connections to the cult. Although the Joliffes are normally careful to conceal their allegiances, the terror of their capture forces their true emotions closer to the surface.

**Tecca Joliffe**: The miller's wife believes the only way to avoid a humiliating and demeaning incident like her kidnapping is to cling more tightly to her worship of Braal. A DC 15 Diplomacy or Intimidate check, if accompanied by allegations of her Braalite affiliation, causes Tecca to become hard and unrepentant. She admits her heretical worship and curses the PCs and the village. If given the opportunity, she escapes into the Tangled Wood to bedevil the village in the future.

Kitto Joliffe: A DC 15 Sense Motive check reveals Kitto is extremely shaken by his ordeal, far more so than the other kidnapped folk, and that he is particularly open to a frank discussion about his inner demons. In truth, Kitto saw the ghouls as examples of the true monster he could one day become by continuing association with his wife and the Braalite cult, and he is extremely distressed (although he tries not to show it). A DC 20 Diplomacy or Intimidate check encourages Kitto to admit that he and his wife are Braalite cultists. A PC can convince Kitto to turn his back on his wicked past with a DC 25 Diplomacy check. If this Diplomacy check is made in Tecca's presence, it carries a -4 penalty, as Kitto is reluctant to turn against his wife. If the PC lays bare the source of Kitto's inner torment - that his evil actions cannot ever bring back his stillborn son - the PC gains a +4 bonus. Feel free to apply further bonuses for well-roleplayed discussions about redemption and second chances. If redeemed, Kitto promises to accept any lawful punishment for his past actions, to work to uncover and disperse the Braalite cult in Swallowfeld and to live righteously.

#### FURTHER ADVENTURES

News of the grist mill's destruction and the discovery of Odwain's long-hidden crypt soon reach the outside world. These discoveries may embroil the PCs in other adventure:

The Cliffway Delivery: The mill's destruction destroyed a substantial portion of Swallowfeld's food stores. A few weeks later, a powerful storm scourges the village, damaging crops and forcing the villagers to face a difficult winter. Sir Talek Annear asks the PCs to travel to Wolverton to meet with Lord Locher's quartermaster and escort several carts of food along the precarious Cliffway back to Swallowfeld. Along the way, the PCs must contend with bandits, damaged carts and worg-riding goblins determined to take the food for themselves. If the PCs drove Tecca Joliffe from Swallowfeld, she may assault them at the head of a half-goblin raiding party, intending to starve her erstwhile home into extinction.

**Clash of the Monks**: Weeks after the mill collapse, four elven monks arrive in Swallowfeld, seeking the secrets of the Tetrameric Regimen. These elven monks are peaceful but aloof, and the residents of Swallowfeld give them a wide berth. Soon thereafter, six human monks arrive. This band also seeks the Tetrameric Regimen, but the humans are vicious and prone to violence although, being monks, they adhere to a strict code. The humans establish a hidden camp outside the village and insist they'll not leave until they've studied the Tetrameric Regimen. The elven monks take the PCs into their confidence, admitting that they are pacifists who embody a tradition opposed to that of the human monks and do not want the Tetrameric Regimen shared with the violent humans. The elves ask the PCs to drive the human monks away. The PCs must discover the hidden camp, bypass or survive its numerous traps, and defeat the human monks in battle.

**Further Downward**. An eager scholar hires the PCs to escort her into Odwain's crypt. She provides *potions of water breathing* and while exploring discovers a second, secret combination to the buttons in the vault that opens another series of chambers beneath the first, containing additional guardian constructs, quasi-sentient oozes, and a pair of bralani eladrin imprisoned by Odwain before his death.

## PRE-GENERATED PCS

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.

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)



NG male halfling rogue 5

#### SENSES AND MOVEMENT

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

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

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)

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

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

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)



NG male human wizard (illusionist) 5

#### SENSES AND MOVEMENT

Init +5; Senses Perception +1, Sense Motive +1 Speed 30 ft.

#### DEFENCE

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 DDDDDD) +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

- **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

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

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 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 Shot3, Toughness5, 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			
Init +2; Senses scent; Perception +5 (+7 vs. goblinoids, +9 vs.			
animals), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)			
Speed 50 ft.			
ACP 0; Acrobatics +2 (+10 jumping), Stealth +7 (+9 underground)			
AC 14, touch 12, flat-footed 12; CMD 15			
(+2 Dex, +2 natural)			
Fort +5, Ref +5, Will +2			
hp 22 (3 HD)			
Space 5 ft.; Base Atk +2; CMB +3			
Melee bite +4 (1d6+1 plus trip)			
Atk Options favoured enemy (animal +4, goblinoid +2)			
Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6			
SQ tricks (attack [2], come, defend, guard)			
Feats Toughness, Weapon Focus (bite)			
Skills 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)			

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 DDDDDDDDDDDDDD cold iron arrows DDDD silver arrows DDDD 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)



A ruined monument to folly and ego, the Shadowed Keep stands atop an isolated bluff deep in a mist-wreathed forest. Sacked by marauding goblins decades ago the place was thought abandoned, but shadows now creep among the forest's great boles and footprints have appeared on the single, overgrown track leading to the keep. Travellers have begun to disappear with alarming regularity from the nearby road and the local folk fear some slumbering evil has claimed the ruin as its own.

Designed to be easily inserted into a GM's home campaign, Shadowed Keep on the Borderlands is an excellent starting locale to test the mettle of neophyte adventurers. *Shadowed Keep on the Borderlands* is designed for 1st-level PCs Those. completing all the challenges of the place can expect to reach 3rd-level by the time they have exhausted all the keep has to offer.

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A Pathfinder Roleplaying Game compatible mini-campaign setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly 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. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

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A Pathfinder Roleplaying Game adventure for 1st-level PCs by Creighton Broadhurst

In the frozen depths of winter, murderous winds mercilessly batter the crumbling Priory of Cymer. Within, trapped by their duty and the heaped snowdrifts that render travel near impossible, the few remaining faithful huddle together and tend the sacred places of their forbears. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge and as the storm reaches its savage height terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.

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#### DARK WATERS RISING

A Pathfinder Roleplaying Game compatible adventure for 5th-level PCs by Ron Lundeen

Catastrophe strikes the frontier village of Swallowfeld! With a grinding groan, the town's mill slews into the Kilian River and breaks through the ceiling of an ancient subterranean dungeon. This accident frees a long-imprisoned evil to prey upon the shocked townsfolk. When several Swallowfeld residents—some innocent and some not so innocent—are spirited away into the rapidly flooding dungeon, it falls to a brave group of heroes to venture underground and rescue the missing before dark, rising waters seal their fate.

"...a well written, fast paced adventure with an emphasis on a stress filled rescue operation against an entrenched enemy with the advantage of home field in their favour. Bringing to the table all of the great things about a classic dungeon trek without bogging down to deep into unnecessary side paths, this is a focused and well handled adventure..." KTFish (five stars)

> "For me personally, I still will settle on 5 stars for this nail-biting, old-schoolish and fast-paced dungeon-crawl." Endzeitgeist (five stars)

"The layout is phenomenal...This is a great 4 to 6 hour module that can easily be expanded with a creative DM. There are not a lot of twists and turns, but the heart racing pacing makes this a blast to play through." Nathan C (five stars)

#### SWALLOWFELD

A Pathfinder Roleplaying Game compatible supplement by Creighton Broadhurst

The village of Swallowfeld stands hard against the turbulent waters of the Lonely Coast and the forbidding depths of a trackless, primeval forest. A hard, frontier place hemmed in by danger without and threatened by a lurking darkness within, the village is in dire need of doughty protectors.

"And a village is what you get with this product! Swallowfeld is a great launching pad for your PFRPG campaigns. Darren Ehler (five stars)

> "This work contains a wonderfully-detailed coastal village Megan Robertson (five stars)

#### ROAD OF THE DEAD

A Pathfinder Roleplaying Game adventure for four 3rd-level PCs by Creighton Broadhurst

Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down. Their settlements were sacked, their places of strength broken open and their holy places despoiled; the few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.

"Superb layout and support transforms a basic genre scenario into a strong and easy to use adventure. Raging Swan has done excellent work with Road of the Dead."

Sean Holland (five stars)

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