

THE FALL OF WHITECLIFF



*An adventure for levels 1-4
Written for The Pathfinder Roleplaying Game/OGL with
conversion notes for 5e/OSR*

*Ben Gibson
With maps by Dyson Logos*

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Additional Cartography by Dyson Logos
pp 4, 8, 11,12

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You awaken in the dark with splitting headache, hearing the curses of other tight-packed prisoners. No screaming. Must not be in the deep dungeons, not yet. Damned castellan—he's as paranoid as he is venial. Apparently his keep is hard to crack even when he's gone. But you're inside now, just have to get out of this cell...

INTRODUCTION

The Fall of Whitecliff is an adventure written for a new group of players, designed to take them from nothing-but-the-clothes-on-their-back fresh level 1s all the way up to level 4 by the end of the adventure.

The adventure takes place within a small and mountainous region along the coast that can be placed almost anywhere in your campaign world of choice.

In this adventure, the players will start as prisoners deep within the keep of the venal Castellan of Whitecliff, Charl Rankin. Motivations are provided for the six pregenerated characters, and explain why they are awakening in the castellan's holding cell, but any number of other possibilities are available; the Castellan of Whitecliff makes many enemies. Classes for the pregenerated characters were chosen based on their personalities and objectives; do note that some disarmed and spell-deprived classes to better than others.

The base goal of the adventure is the downfall of Castellan Rankin, be it for money (he's amassed quite a lot of it), power (he has the title to the lands around Whitecliff Keep plus a smuggling operation), or justice (he's oppressive and has murdered many in his reign). Players seeking outside authority will find precious little overt support, although larger kingdom plots may certainly be added at the DM's discretion. For all his local power, Rankin is involved with dangerous and otherworldly powers that are over his head, so the players definitely have levers to apply. The king is assumed to be a distant and uncaring figure; so long as the lands deliver taxes he won't interfere, but that also means Rankin has no higher authority to beg for aid.

As the players delve deeper into the plots and plans of the region's powers, they will uncover ancient ruins of the Cairn Builders, a lost race of men who dwelt in the region long ago. How the players choose to deal with the remnants of the past will effect how they overthrow Rankin and control their own futures. By the end of this adventure, the players may have a solid base of operations behind them as they explore the wider world...or they might be fleeing a burning wreck they have left behind.

Also included here is a brief gazetteer of the lands of Whitecliff, color-coded for ease of reference with the regional map. This tiny area of only a few hundred square miles contains several villages, ancient ruins, and hidden dangers ripe for exploratory play.

SOME NOTES FOR THE DM

This adventure is designed first and foremost to help you, the DM, to run it at a table setting. To this end the various locations and adventure sites are designed in a modular fashion. Most sessions should be run from a single page, with perhaps some consultation of the tables in the appendix to generate treasure and supplemental data. Most of the pages are designed as one-page dungeons, and could be even used as one-shots in other adventures. You'll also encounter the following notes:

NPC Personalities are given in two or three adjectives for quick reference, at times with a range of different adjectives that may be chosen on the fly or rolled for, depending on GM preference.

NPC stats are called out on the map, generally in shorthand fashion. Quick-and-dirty assumption for saves, initiatives, perception scores, and CMB at +Hit Die won't be far off; the DM is welcome to adjust as seems reasonable within the system of choice (for instance, the wizard in Pathfinder will typically have a lower fortitude save and a higher will save).

Treasure is called out in a section in italics; page 19 has a chart to roll on for a random selection of mundane valuables. Values are given with the assumption of Pathfinder/3.5e wealth baselines, but this is an excellent place to increase wealth values in OSR games, multiplying values 5x.

Magic items are often called out in the adventure specifically, but a chart is provided on page 20 for random potions, random scrolls, or random magical items as well. The players will be encountering a slightly higher number of magical items within this adventure, but most will be of creative/situational use.

This adventure is written for the Pathfinder system but page 20 has a few notes for conversion to both 5e compatibility and for OSR retro clones/OD&D.

At the tail end of the region gazetteer there are some notes about the local economy, populace, climate, and logistics. DMs are invited to adjust demographics and weather to suit their own locales; the reinforcement notes do however assume a certain density of locals for the villain to draw upon.

Read-aloud is written *IN SEGOE PRINT FONT*. Read the above, and now the adventure begins...

ESCAPE FROM WHITECLIFF

The party begins in a temporary holding cell; transfer down to the deep dungeons (page 12) needs a key, held only by the Castellán and some of his trusted lieutenants; Captain Errol (page 8), the wizard Zaelus (page 11), and the bard Valerie Thuss (page 13). Whitecliff suffers at present from a dearth of leadership; the guards are unmotivated in the absence of their employer and the best have been taken elsewhere, anyway. This, far more than the brittle lock, is what enables the party's escape. Guards should be willing to surrender if alone and are bribable; not only will the Syndicate smuggler willingly ship the players to Snakeport for a price but the party should also sense that they could easily disguise themselves and slip out the front gate, assuming password. If the party outfits themselves in guard armor have a guard mistake them for one of their own early to indicate the option. Servants in the keep, while often cowed, also hate the Castellán and will aid the party's escape if they can safely.

Random Encounters:

Entering Each Room:

Guard(s):

1d4-2 guards are here:
Human War1; 14AC 6hp
Crossbow: +1 (1d8)
Light mace: +3 (1d6+3)
 Holds: dagger, chain shirt, 1d12gp

On -1:

Servant

Human Com1; 10AC 3hp

Sergeant Quorl

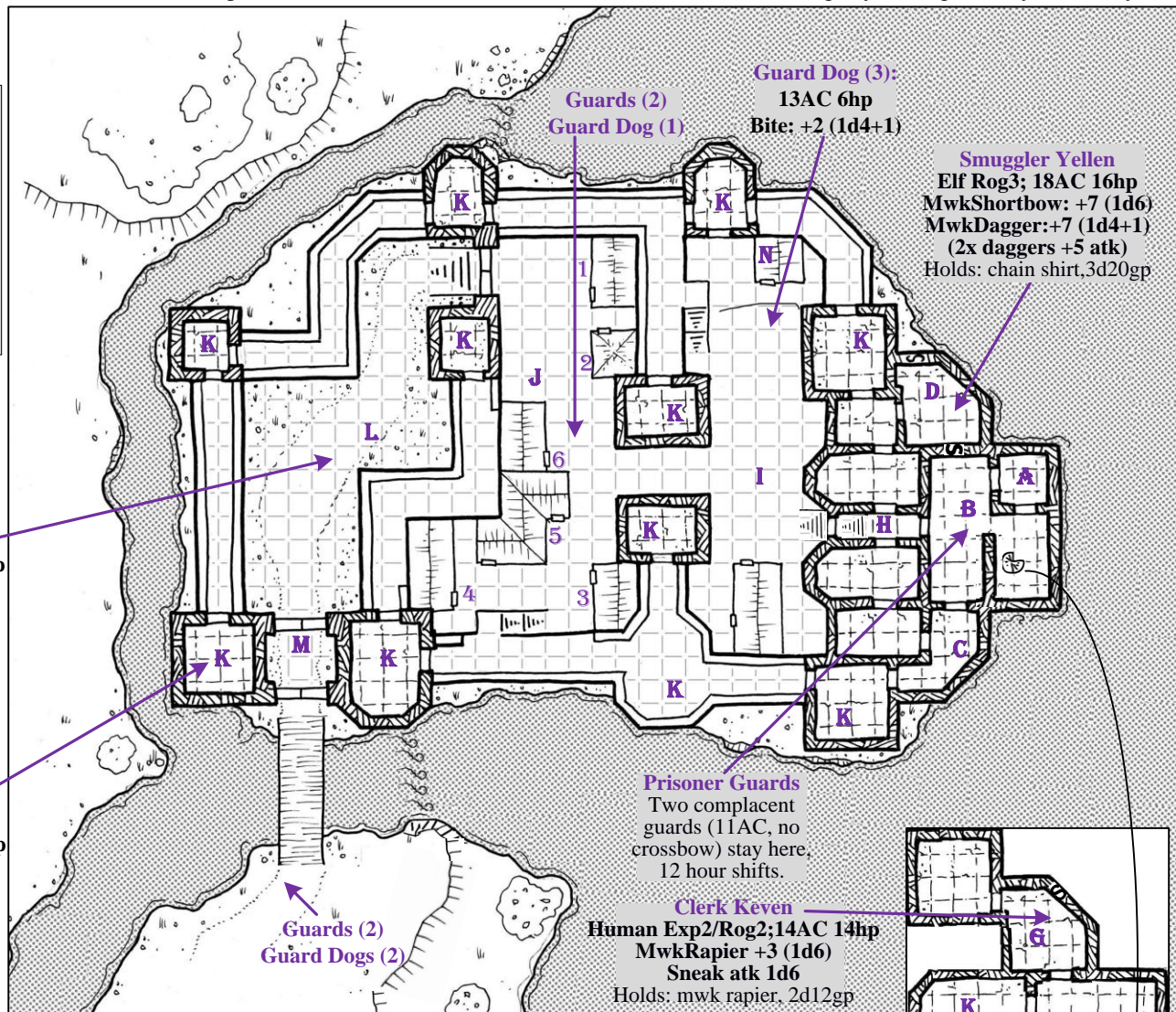
Human War3; 16AC 19hp
HvyCrossbow +3 (1d10)
Flail +5 (1d10+3)
 Holds: breastplate, knife, 3d12gp
Archer(1)
Guard dog (1)

Archer:

Human War2; 16AC 11hp
Longbow: +5 (1d8)
Short Sword: +3 (1d6+1)
 Holds: studded leather, 1d12gp

Key:

A. Impromptu Cell -This room is bare stone, its stout southern wooden door has a brittle lock: **holds the PCs**.
B. Main Keep Passage -This central nexus for the keep has empty crates scattered around, **two guards** lazily glance at the cell. Secret door to the north is indicated by salt stains, while the stair (goes to **E**) shows heavy use.
C. Lesser Quarters -Servant's quarters, **sister inside, weeping**. 1d6 servants here, all nursing bruises and welts.
D. Smuggling Room -This discrete room smells fishy. At low tide, a boat from a smuggling ship will arrive at the beach, reached by secret door and a winch. Mercenary **smuggler** who is here will gladly negotiate to smuggle prisoners out...for 1000gp or Clerk Keven's head. **Holy symbol, arcane focus, and alchemy kit** in side room, with scrolls of **Cure Light Wounds** and **Sleep**, 100gp, and 2d4 **treasures**.
E. Great Hall -Smells slightly musty, most of the tables are long unused.
F. Guest Wing -**Illicit wizard** in room, **ledger** hidden in office, scroll of **Shield**.
G. Castellán's Office and Bedroom -Clerk lives in office, sleeps on a cot, **treasure chest** (trapped, 500gp, 1 treasure) is next to the desk, **players' map** handout (see last page) found here. Clever characters might spot the castellán's escape line. The opulent bedroom's décor worth 350gp but bulky, **two potions of cure light wounds** hidden in bed.
H. Inner Keep Gate -Stairs lead up to this double gate; guard quarters on either side of the entry. During the day only **1d6 unarmed guards** sleep in each room; their gear is along the walls.
I. Inner Bailey -In the south part of the bailey is the cooking house, where **six servants** labor to feed the garrison, while **three dogs** guard the nondescript shack to the north.
J. Middle Bailey -Ramshackle buildings are, clockwise from the top; carpenter (1), storage shed (2), blacksmith (3), servant quarters (4), alehouse (5), stable (6). All are in use by civilians. **Two guards** and a **dog** patrol north to south but are not very alert.
K. Guard Posts -Manned at all times by an **archer**, no wandering guards here.
L. Low Bailey -This sandy stretch is patrolled by the garrison's **sergeant**, an **archer**, and another **dog**.
M. Gate -These thick wooden doors are barred from within but there is ancient water damage to the doors' bottoms. Password for the gate guards is "mudstone" (known by all the archers).
N. Shack to dungeon -Trap door down is secret, warded, and requires the key of the castellán.
 See page 12 for details.



Guard Dog (3):

13AC 6hp
Bite: +2 (1d4+1)

Guards (2)
Guard Dog (1)

Smuggler Yellen

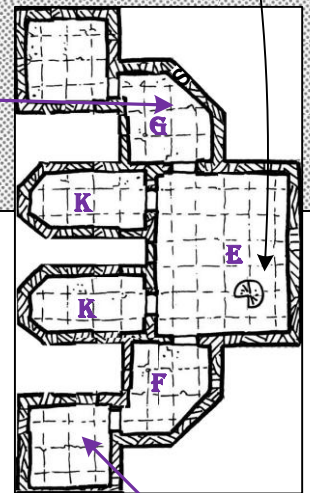
Elf Rog3; 18AC 16hp
MwkShortbow: +7 (1d6)
MwkDagger: +7 (1d4+1)
(2x daggers +5 atk)
 Holds: chain shirt, 3d20gp

Prisoner Guards

Two complacent guards (11AC, no crossbow) stay here, 12 hour shifts.

Clerk Keven

Human Exp2/Rog2; 14AC 14hp
MwkRapier +3 (1d6)
Sneak atk 1d6
 Holds: mwk rapier, 2d12gp



Wizard Salme

Human Wiz4; 16AC* 22hp
MwkDagger: +2/5 (1d4-1)
2nd level: hypnotic pattern, web, burst of radiance, invisibility
1st level: mage armor*, color spray, 2x magic missile
0th level: read/detect magic, light, ghost sound, flare
 Holds: scroll of hold person, 5d12gp

Personalities:

Smuggler Yellen: cocky, sarcastic, mercenary
Sergeant Quorl: bellicose, loyal, stupid
Clerk Keven: quiet, cowardly, treacherous
Wizard Salme: proud, calculating, evasive
Guard: just working the shift, 1d6 also; bored, tired, irate, homesick, cheerful, nervous
Servant: fearful, despairing, resentful

FLEEING THE KEEP

Upon escaping, the players are presented with a few options; they may strike out into the wilds along the coastline, attempt to strike out by sea towards the Smuggler Isles or Village Bellrock, or head down the road toward Turten's Cot. The furtive inhabitants of the homes outside of Whitecliff Keep will refuse the group succor, although kind and charismatic parties might find themselves sent off with food and a map of the region, along with some helpful rumors. The roads are poorly patrolled, so a careful party should be able to make their way unharried at first.

RANDOM ENCOUNTERS

Travelling in the region presented here carries some risk; the party will roll for random encounters once per watch of the day and night, roughly corresponding to morning, noon, afternoon, dusk, night, and dawn, so six rolls per day. Rolls of a 1 get a random encounter from the table (see page 19). Traveling by road, the party rolls a d12; off-road, a d6, and within the Barrenpine Reach the die drops off to a d4.

Upon reaching Turten's Cot, the party finds the village in turmoil, looking for heroes or mercenaries to aid them in their troubles. See page 8.

There is a decent chance the party will escape to the smuggling ship offshore. Aboard ship the party meets Syndicate representatives who are interested in buying information about the keep's layout. If the party heads to Snakeport they may find allies and patrons for the fight against Rankin. See page 9.

BUT WHAT IF THEY DIED?

With several healing options, multiple ways to flee, and generally willing-to-negotiate guards the players should manage to get out of the keep alive, at least most of them. There are a few options around for replacement PCs:

- Relative/friends seeking vengeance for the dead
- Mercenaries for the syndicate will hire out
- More religious and arcane investigators seek the party for answers

In the event of a total party kill, you can always just restart with another batch of prisoners, but there are other ways to get in a party:

- Any of the factions dedicated to opposing Castellan Rankin could hire another party to investigate him.
- The abuses of his headman provokes an uprising...now how is the village going to fix this?
- Any of the above motives for a replacement PC, but the actor gets an entire party together.

HOOKING THEM AGAIN

The players might well decide they are best rid of the region and the petty Castellan and want to flee. Entreaties to compassion, offers of gold, and rumors of wealth and treasure should clearly be offered as inducements; the players should be aware of what they are potentially leaving.

VILLAGE CHAMPIONS

Turten's Cot and the other villages of the region are on the lands of Whitecliff, and thus Rankin is their liege-lord. He's an oppressive and capricious master and the region's peasants are near revolt.

Bandits led by the dashing Rob Locke are present in the area, and have found and looted a few of Castellan Rankin's hidden caches. This won massive approval by the villagers but Locke's bandits have begun to steal from local farms as well. At least some angry locals told the Castellan's Captain Errol about where the bandits have hidden; now he is encamped outside of Fir Hollow and preparing to root out Locke. In 1d6+6 days after the escape, he will be reinforced and attack, resulting in the slaughter of dozens of local boys who would otherwise join a general revolt.

The locals would like to see the depredations stopped against their own farms, but killing all the bandits would leave several families bereaved. Captain Errol, for his own part, wants order in the lands and would appreciate not having to lose soldiers to make it happen. Into this mess the players are thrown, with the undercurrent that all involved parties would prefer to see the Castellan weakened.

SYNDICATE AGENTS

Going to Snakeport or dealing with Syndicate smugglers along the coast, the players encounter a lawful but evil organization that hates the Castellan (who is cutting them out of their smuggling operations in the Whitecliff lands) and would be delighted to hire, use, support, and then discard mercenaries to deal with him. Individual representatives of the Syndicate might be found anywhere along a trade route, but to get full support requires travel to Snakeport.

Entering Snakeport, the players might directly go or be taken to Fenris, the Syndicate spokesman; he will attempt to hire the players to disrupt the Castellan's operations and eventually kill them man. Also present in Snakeport is the bitter wizard Wilson, who lost his daughter to the Castellan years ago and seeks vengeance. The various factions of Snakeport can help the players in their goals:

- The Syndicate offers access to agents' reports; in each village an agent can summarize the local issues and offer ways to drive a wedge between Rankin and his vassals.
- Captain Renios can hire out a small smuggling schooner to slip the party in and out of ports.
- The Outsider cult offers potions and a few fanatical assassins if the party would slay the dwarves of Thalrock Mesa.
- Sir Ebonlocke and Wilson know local leaders and can write letters of referral.

Regardless of anything else, the Syndicate or Wilson hire the party to interrogate the Rankin's spy stowed away within the Weeping Pit.

WHITECLIFF LANDS AND SURROUNDING REGION



WHITECLIFF PENINSULA

WHITECLIFF KEEP

The venerable fortress of Whitecliff Keep has stood unchallenged for over a century. Originally an outpost built to defend against naval incursion during the Time of Troubles, the keep and its rugged environs were largely abandoned by the crown when the threat of invasion faded. A handful of farming and fishing villages grew up around the peninsula but it wasn't until Castellan Rankin's ambitious father, flush with gold from mercenary adventures in the far west, purchased the title to the keep, restoring the fortress itself and clearing the roads. A tiny hamlet grew beyond the gates of Whitecliff Keep but even now the eponymous settlement is underdeveloped, consisting of nothing more than half a dozen tired farming families and a brothel, the *Swaybacked Mare*.

TURTEN'S COT

Largest of the peninsular villages is the old motte-and-bailey fort of Turten's Cot, housing over two hundred souls in a broad valley. The [shrewd mayor of the village, the Hon. Gravis Hutsfield](#), has thus far managed to keep the worst of Rankin's depravations from his people, although not without almost totally draining the village coffer. He is abetted by the only other crown-titled man in the region, the [elderly but feisty Reeve Ernie Wattle](#). Hutsfield also owns the nearest thing to an inn in the whole region, *Hutsfield Tap and Barrel*, where dusty prospectors, hunters, and other such rogues rest for a few days before going back out into the hills.

YELLEN HOLE

Once a prosperous copper mine and its attached town, Yellen Hole is now a dusty little herding village where a hundred tough people cling bitterly to their roots and sheep. The mines are long flooded but the village leader is still called Foreman; for the last two decades that's been the [cheerful widow Alie Sharp](#), who's known to dabble in witchcraft to make money, along with her herblore and cheating at dice.

CODSWOLIP

Good harbors are few and far between along the peninsula's jagged coast; by far the best is in the south where the stinking fishing village of Codswolip squats. Among the hundred and thirty villagers not a friendly face is to be found; the [legless but fierce village headsman Captain Alvo Tartson](#) watches out for his people with a grim pride.

VILLAGE BELLROCK

Leaderless, hapless, and altogether hopeless, in Village Bellrock eighty people make for just three families, and their livestock tend to be just as inbred and dim. The only products of quality coming down the dirt road from Bellrock are ribald jokes and radishes.

SUROUNING REGION

SMUGGLER ISLES

Making even the peninsular coast look welcoming, the stark crags of the smuggler isles promise death. It's a promise kept for most sailors, bespoke by the many wrecks on the shore. Smugglers of the Syndicate base within the isles, but woe betide those unwelcome.

SNAKEPORT

An easy-to-miss gap in the cliffs of the largest of the Smuggler Isles leads to a narrow harbor; at the end of the twisting passage lies an archway that a ship can pass during low tide. The ships that know the secret way come to the ramshackle Snakeport, a cove filled with lawless men and their doxies, dominated by the subtle Syndicate, a shadowy organization that diversifies its smuggling operations with forays into piracy, slaving, and, rarely, legitimate transport.

Ssnakeport's few honest denizens are limited to the shipwrights, the accountants, and of course the working girls of the *Salty Lubber*; all are guilded for protection. The permanent population of the port rarely breaks three hundred. The Snakeport city council consists of:

- Sir Ebonlocke, bitter disgraced knight and owner of the largest tavern, the *Swilltrough*
- Sal Quin, harsh madam of the *Salty Lubber*
- Fenris, personable Syndicate factor and assassin
- Captain Pierre Renios, jolly halfling blockade runner and occasional pirate
- Whisper, a blind dwarf who is self-declared prophet of a forgotten sea god, The Outsider.

BARRENPINE REACH

Sandy soil, thick nettles, and gnarled pines all make the Barrenpine Reach unwelcome to man or beast. Twisted beasts and trees that all altogether too lively and hostile aren't the worst this wood has to offer, however; here and there are cracked grey stones and gaping holes in the earth that hearken back to the Old Men, the Cairn Builders, and all wise men avoid such places for fear of fates worse than death.

CASTLE LUSTIN (BARONY OF CUMBER)

The rich mining Barony of Cumber maintains the Castle Lustin on the southeastern shore of Amor Lake. The castle and its attendant town are old holdings of the barons, where Cumber still skims heavy tariffs from the traffic along the Crown Roads. Baron Cumber would love to add the Whitecliff lands to his own demesne, but Rankin's regular tribute of a cut of his smuggling profits has thus far slaked that ambition.

GARDEN ISLANDS (BARONY OF NETT)

The ironically named Garden Islands are rocky and useless for agriculture, but the Baron Nett nevertheless patrols them with his ships, vigilant against smugglers' encroachment. He cares nothing for the Whitecliff lands, so long as his own citizens are safe.

BANDITS OF FIR HOLLOW

Turten's Cot needs aid!

In the *Hutsfield Tap and Barrel* (1), Mayor Gravis Hutsfield, has been carefully sounding out any tough-looking travelers he sees, cautiously trying to hire a party of troubleshooters to resolve the standoff north in Fir Hollow. Three local boys are involved as bandits under Locke, and he'd really rather they just come home. He'll offer 1000gp and a magic item as a reward to any group that resolves the conflict, one way or another, before more locals get harmed. If the troubleshooters succeed, he'll try to hire them for a more ambitious goal; taking down the castellan himself.

From the broken-down old manor (2), meanwhile, the reeve Ernie Wattle also will send a group to Fir Hollow; he's been asked by Captain Errol to levy locals for reinforcement and doesn't want to. He'll offer 4 *treasures* and his writ of deputation if a covert group of mercenaries can slip in and kill Rob Locke. He'd much rather not have to explain the death of Captain Errol, thank you very much. Do be discrete...



- Rumors (d8):**
- 1. Rob Locke found the castellan's secret plans in the cache (T)
 - 2. Captain Errol is delaying because he's disloyal (F)
 - 3. Dwarves are claiming more hunting ground in the hills (T)
 - 4. There is a curse on Fir Hollow, all who walk there die (F)
 - 5. Errol and Locke are in cahoots against the castellan (F)
 - 6. The reeve knows Locke's motives (F)
 - 7. Fir Hollow was once a noble's ground, now abandoned (T)
 - 8. No leaders in the whole mess want any more bloodshed (T)

Captain Errol:

Human Fght4; 20AC 38hp
Heavy crossbow: +5 (1d10)
MwkLongsword: +9 (1d8+4)
Heavy steel shield, breastplate, 2d100gp, Whitecliff Key

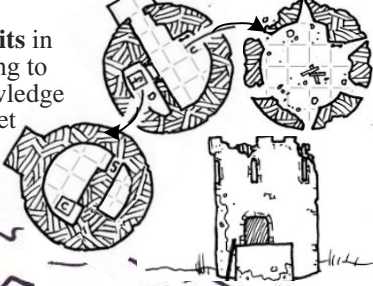
Rob Locke:

Human Rog4; 19AC 26hp
+1 Shortbow: +8(1d6+1)
Shortsword: +7 (1d6+2)
Sneak attack 2d6, 5d20gp, rapid shot, mwk chain shirt

The cracked and forsaken path leads ever deeper into the fir-clad hills. A narrow break appears before you, as a swift and wide stream tumbles out of a valley into the main river. A weathered sign announces you've arrived at remote Fir Hollow.

Locke's Tower:

Rob Locke and 2d4 bandits in the ruined tower, he's trying to figure how to use his knowledge of The Plan (page 10) to get out of the hollow alive...



Guardsmen:

Human War1; 14AC 6hp
Crossbow: +1 (1d8)
Light mace: +3 (1d6+3)
dagger, chain shirt, 1d12gp

Bandit:

Human Rog1; 14AC 5hp
Shortbow: +2 (1d6)
Daggers: +2 (1d4+1)
sneak attack, two-weapon fighting
2x dagger, leather armor, 1d8gp

Owlbear Cave:

Two baby owlbears within, **mother**; 15AC, 47hp, 2 claws and bite +8 (1d6+4) is out hunting 50% of the time.

High hills around the hollow:

Difficult terrain, takes DC15 climb checks every ten minutes. 1d6 chance per ten minutes of encountering dwarf hunter signs:
-First, owlbear, butchered, axe lodged in skull.
-Second, human skeleton pinned to tree as warning.
-Third, unfriendly hunting party with four **dwarven poachers**; 15AC, 13hp, handaxe +4 (1d6+3)

Novice Bertram

Human Wiz2; 15AC* 9hp
1st level: mage armor*, color spray, magic missile
Cantrips: read/detect magic, daze, flare
dagger, scroll cure light wounds, 3d8gp

Narrow pass:

Appears blocked by rocks, can be climbed.

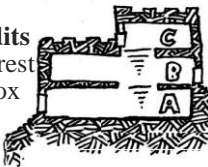
Bridge guards:

Novice Bertram and four guards, ordered to let none come into the hollow, or out.

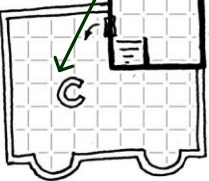
Pass Fort:

The bandits repulsed one attack, but lost several men and are mostly just making a show of defense.

A: Thalia Fendel and 2 bandits guard door. 2 more wounded rest within. 2 *treasures* in a lockbox to the lower right guarded by poison trap.



C: 2 bandits patrol the top, prone to shoot first if scared.



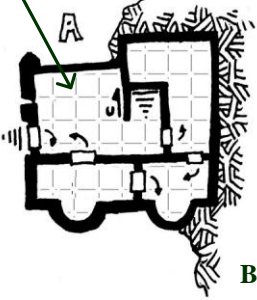
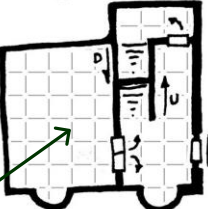
Thalia Fendel

Human Ranger3 16AC 19hp
Mwk Longbow: +6 (1d8)
Light mace: +5 (1d6+1)
Rapid shot, 3d20gp, chain shirt

Personalities:

Captain Errol: competent, lawful, loyal, careful
Rob Locke: cocky, prone to bluster, friendly, ruthless
Thalia Fendel: lovelorn (toward Rob), fanatical, vengeful
Novice Bertram: stuttering, unsure, curious, violent
Guard: disciplined, 1d4 also; tired, scared, homesick, aggressive
Bandit: greedy, 1d4 also; scared, wounded, regretful, treacherous

B: 3 bandits rest on cots in main room to the left.



UNTWISTING THE SNAKE

The players arrive in Snakeport and find themselves in a hotbed of intrigue and deception. The support of the council, like everything else in the port, is for sale...and some capable actors unaffiliated with any faction can certainly find use for their skills.

Bleak cliffs and rocky grey beaches thick with sunning walrus are all you've seen for hours. A tiny break in the cliffs looms ahead. Surely you aren't about to sail into that tiny gap?

Pit Key:

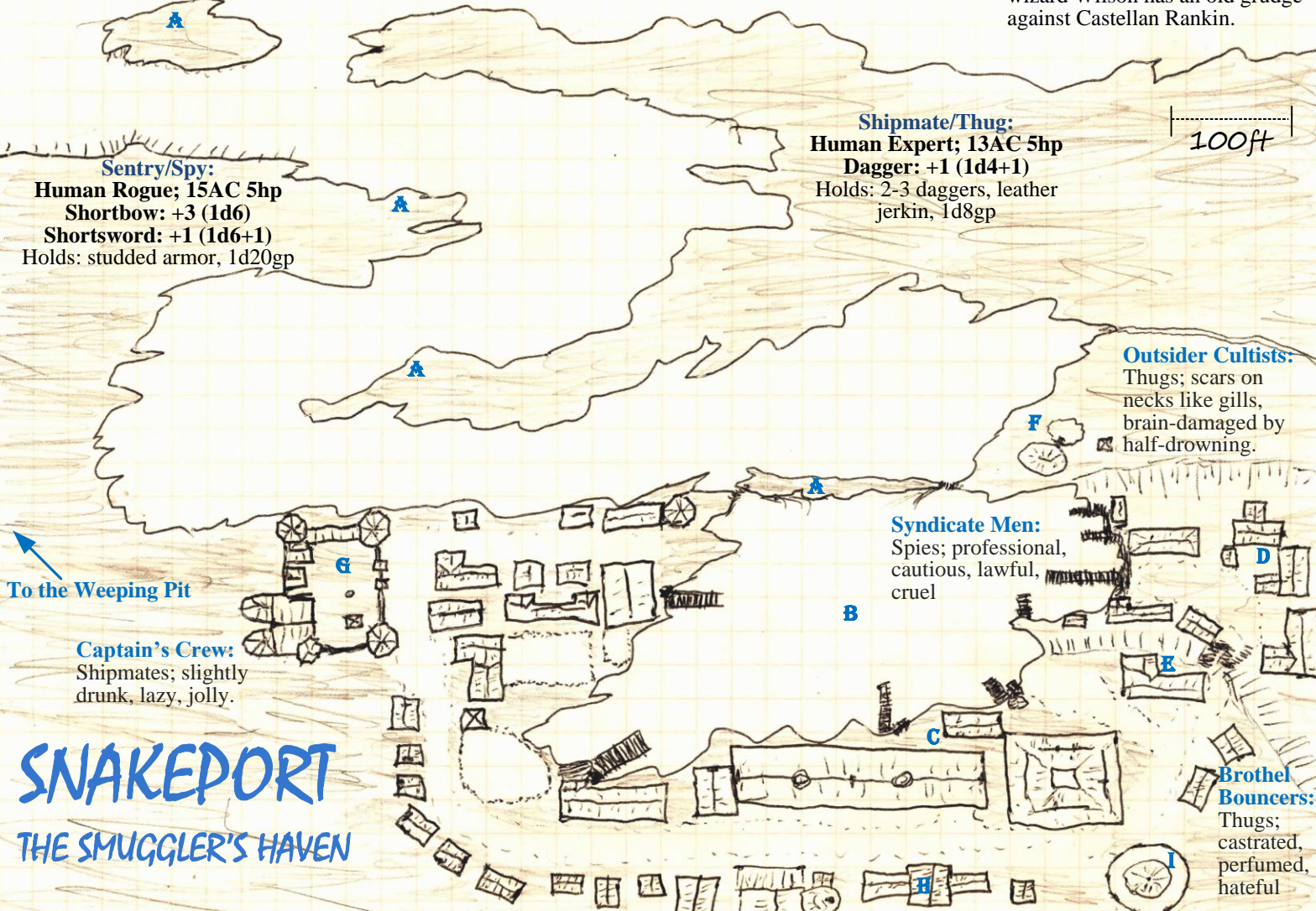
- 1. The Pit** -Prisoners lowered into the cave by the rope pulley.
- 2. Jail cave** -Two naked prisoners and one corpse here, informant has climbed down to waterfall 6 or crack 7 with rope made of the others' clothes. Back shaft a hard climb.
- 3. Pool** -Connects caves to the harbor, has 1d3-1 Outsider cultists within.
- 4. Syndicate cool storage** -Locked door. 3d6 wine casks worth 100gp each. Two Syndicate men guard stairs, don't know the secret passage below 5.
- 5. Storage cavern** -3 treasures in chests, 400gp in coins, various empty containers. Pass to 6 is home of an aggressive bat swarm. Secret noticeable due to bats' smell.
- 6. Secret cave** -Syndicate stores blackmail in sealskin pouch at cave's end, crazed prisoner here from Renios' crew. Poison-needle trapped chest contains 1 treasure, 1 magic item.
- 7. Fissure** -Narrow 3' by 3' crack that leads to 8. Bat swarm within.
- 8. Low cave** -Old One-Tusk, walrus with a taste for human flesh, has informant trapped here. Territorial but will be distracted by body from 2.

Goals: The informant who worked for Rankin, Yerrel Luts, worked for the Syndicate. When they discovered his allegiance he was sent to the Weeping Pit immediately for fear he'd spread news of their own double-dealings. Yerrel knows what the castellan's plan is (page 10), and will give it up if convinced he'll be freed. Syndicate wants him dead. Renios wants to find his crewman (6) who stumbled on the Syndicate's waterfall cave. Outsider cult wants the blackmail information the Syndicate stores.

The Weeping Pit: The various factions in Snakeport all have agreed to leave the Weeping Pit a neutral jail, but the Outsider's cult and the Syndicate violate the agreement constantly. The party is sent to the prison to interrogate a spy of the Castellan, but each faction has a secondary goal to pursue, as well.

SNAKEPORT KEY:

- A. Sentry Camp** -Cold camp used by sentries, a duty often assigned as punishment.
- B. Snake Harbor** -Blocked by the high archway at high tide, the harbor of Snakeport is a busy place for its size, swarming with small and agile smuggling ships.
- C. Syndicate Complex** -Criminal organization's large warehouse, barracks/quarters, and clerking offices.
- D. The Swilltrough** -This large inn is made of rotting timbers from wrecks. Food is expensive and bad, beer is weak and cheap.
- E. The Salty Lubber** -Brothel smells of sour wine and smoke. Always busy, when harbor is full sometimes has a line out front.
- F. Outsider Temple** -The Outsider cult drowns their sacrifices here.
- G. Old Keep** -Crumbling stone ramparts owned by a succession of rich fools. Latest is Captain Pierre Renios, who tolerates the cold drafts for his pride.
- H. City "Hall"** -Miserable accountants live here, numerous meeting rooms all smell of mold.
- I. Wilson's Tower** -The bitter wizard Wilson has an old grudge against Castellan Rankin.



SNAKEPORT
THE SMUGGLER'S HAVEN

CAIRN RAIDER

Castellan Rankin has been an enthusiastic, if amateur, smuggler-lord for as long as he has had his majority; as part of his plan to cut out the Syndicate he has begun to establish his own goods caches. Searching for good caves led him to a cave underneath a lonely dolmen; that cave was actually then entrance to the vast Cairn Builder complex he subsequently dubbed "Dimrun". Researching the ruins brought the attention of some sorcerers from the Old Men cult; the most powerful of whom, Remembrance, struck up a bargain with the greedy castellan; Remembrance would personally guarantee his life and aid him in his quest for power, so long as the castellan in turn allowed the cult free run of his lands and the occasional sacrifice. The deal was sealed in blood and now so long as Remembrance draws breath the castellan will live.

The castellan, however, is not a man to share power. Hiring a dark wizard or three, he carefully moved to double cross Remembrance; the scarred sorcerer now rots and raves in the dark caves beneath Whitecliff while the castellan uses the cultists as his own errand boys. He's still intrigued by the power offered by the Cairn Builder's secrets, and seeks another lost cairn just outside his lands wherein another sorcerer is rumored to abide. Rankin grows increasingly violent and heedless in his search.

HARBINGER

In the Lone Cairn, there dwells a shadow. It exists trapped in the glyph-etched stone, unable to ever leave its chains...save by riding the flesh of another. One young cultist was drawn to the Lone Cairn seeking power, and made a pact with what lived there. He is now known as Harbinger. He keeps himself within the cairn, never venturing without, because for all his lust for power, he knows that if what rides with him is ever freed, whole realms may crumble.

Unfortunately, this makes Harbinger as good as trapped, and the castellan's search through the Barrenpine Reach closes in on him. He will defend himself, but every time he draws on the shadow's power, more glyphs manifest on his flesh and he feels himself slipping away.

THALROCK'S UNDOING

Once the Lost Cairn is found, the castellan wants to control the spirit within. He has heard that there was a former breakout from the cairn, and the shadow had been subdued and tamed, for a while, by a dwarf shaman of immense power, native to the remote clifftop village of Thalrock. The dwarves have refused to cooperate, but their spiritual leader, the medium Juni, channels the dead shaman and knows his secrets. So the castellan works to undermine and infiltrate Thalrock. He's sure he'll be able to take it soon...

CASTELLAN RANKIN

Castellan Rankin reveals in his immortality, although he is still careful. His ambitions are beginning to outstrip his abilities, and he does not trust any of his allies. Still, Rankin isn't one to waste time second guessing his path.

At the beginning of this adventure Rankin is searching for the Lone Cairn in the Barrenpine Reach; he'll find it within two weeks if the party dawdles. After his disastrous encounter with Harbinger the castellan retreats back to Dimrun, where he hopes to awaken its power and make it his slave. Here the plot splits depending on the party's actions; if Rankin's schemes have been largely thwarted and he still holds Whitecliff Keep, he will fail in controlling what he summons and will fall back to the keep; there the adventure's finale will be either a pitched assault on Whitecliff Keep, an assassination, or the castellan's own assault on a rebellious village (probably Turten's Cot). If his forces retrieve the secrets from the Thalrock dwarves, he retains his immortality, or he is left with no retreat Rankin's final battle will be alongside his summon within Dimrun.

REMEMBRANCE

The cultist Remembrance wanders in the dark enraged and in pain, but deep down fears for his soul if he dies; the Cairn Builders believed in annihilation after death but he has his doubts. So he is trapped, and in the cave he has begun to lose his mind entirely.

WIZARD ZAETUS

Renegade wizard for hire, necromancer, and passionate teacher; Zaetus is a man of many talents and interests. He's hired out his services and the services of some of his students to Rankin in return for his pick of the local talent. He's rapidly becoming a plague upon the land ever greater than Rankin.

WHERE DO WE GO FROM HERE?**YELLEN HOLE AND RUST MINE (p11)**

Yellen Hole is under threat, although few there know it; the tough village could be a prime source of fighters in rebellion against Rankin, but Zaetus' machinations currently occupy their whole attention.

WHITECLIFF DUNGEON (p12)

The key Castellan Rankin's immortality, Remembrance, must die. To the dungeons!

THALROCK MESA (p13)

Ghostdancer Juni leads her stoic people from the brick fastness of Thalrock Mesa, but has little influence on the hunters, who are travelling wider and wider. Codswollip or Turten's Cot leadership would like the party to approach her about allying against Rankin and restraining her hunters. She in turn wants to break the castellan's threat.

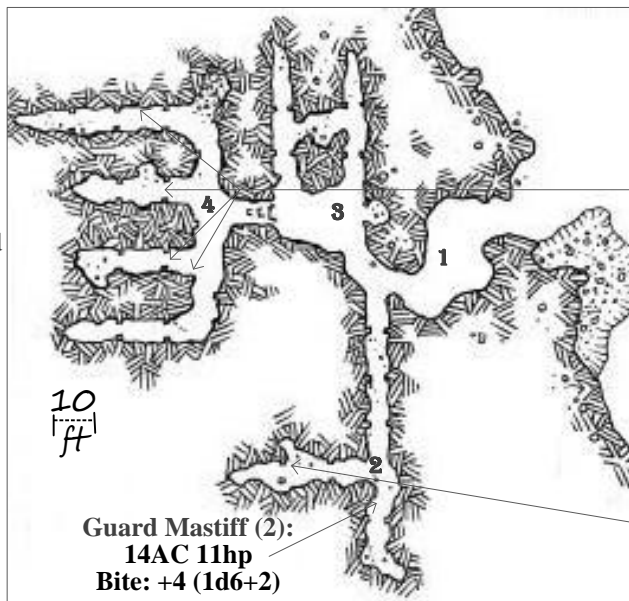
LOST IN THE MINES

Coming to Yellen Hole, the players find the headwoman Alie Sharp annoyed and worried; the wizard Zaetus' students have been giving away potions and minor helpful magics to the villagers; the cynical locals still have yet to fully trust the outsiders, but they've been ignoring the odd goings-on in one of the old mines. Now some of the brighter lads and lasses have disappeared; a swineherd swears he saw seven struggling sacks in a wagon going south toward the remote Rust Mine. Zaetus is Castellan Rankin's most trusted aside, taking him down would be a blow. Where, precisely, is a question that his apprentices might know. The party might ask a student in the village, but only Novice Patters is in the know.

The yawning pit mine before you stinks of stagnant water. The place seems utterly forsaken, but within one of these dim holes the illicit magic users lair.

Hole #12: A disappointing branch off of the main pit, Hole 12 was abandoned early in the mine's heyday. Zaetus students have taken over the dank place as their lair.

1. Entryway. Not obvious at first, the narrow neck in the tunnel has a thick curtain over it.
2. Novice Patters' hole. The novice and his big mastiffs dwell here. He makes the potions and scrolls for the students.
3. The gallery. Blankets, crates, and supplies scattered here; two *treasures* in a box on the upper left "ear" while the right has a magic item and a box of four potions of bull's strength.
4. Dorm; twelve students stay here all told, 1d4 are out in town or the surrounding holes, 1d6 are awake and playing cards, the rest are sleeping; the glyphs etched on their chests make them oddly tired...



Personalities:

Novice Patters: shy, irritable, curious
Students: proud, tired, 1d4 also; angry, mercenary, bitter, idealistic

Truant Student

Human Wiz1; 12AC 5hp

Force missile (1d4+1, 4/day)

1st level: flare burst, piercing scream

Cantrip: read magic, daze, flare dagger, 2d6gp

IF KILLED, RISES IN 2 ROUNDS AS:

Glyphed corpse

Undead; 10AC 12hp DR5/slashing or bludgeoning Dagger: +2 (1d4+1)

Novice Patters

Human Wiz3; 15AC* 19hp**

2nd level: (cast)**; scorching ray (+2)

1st level: (cast)*; color spray, magic missile (2x)

Cantrip: read magic, daze, flare dagger, scroll cure light wounds, 3d8gp

Patters knows precisely what Zaetus is doing in the Rust mine; rather than taking the ambitious with a little talent as students, he is taking the more talented and hoping to break them into willing students. The kidnapped seven from Yellen Hole are his first attempt at this.

After a long day of travel you come at last to signs of man; two old wooden buildings near a pair of dark holes.

Rust Mine: Wizard Zaetus has taken over the old Rust Mine. He has taken his new "recruits" down the deepest hole, along with three glyphed corpses for guards, where he is beginning to bargain with them. One, an ambitious lass named Cynthia, has already joined him and practices with a staff of minor arcana. Above, one of the Castellan's surveyors, Digory is trying to determine if the mine can be reopened, or otherwise repurposed.

A. Main Shaft Entry/Winch House. Three favored **students** camp here and work the winch.

B. Second Shaft/Miner's Hut. Surveyor's camp, two **guards** here, plus a magic item found by the surveyor. Ladder goes down.

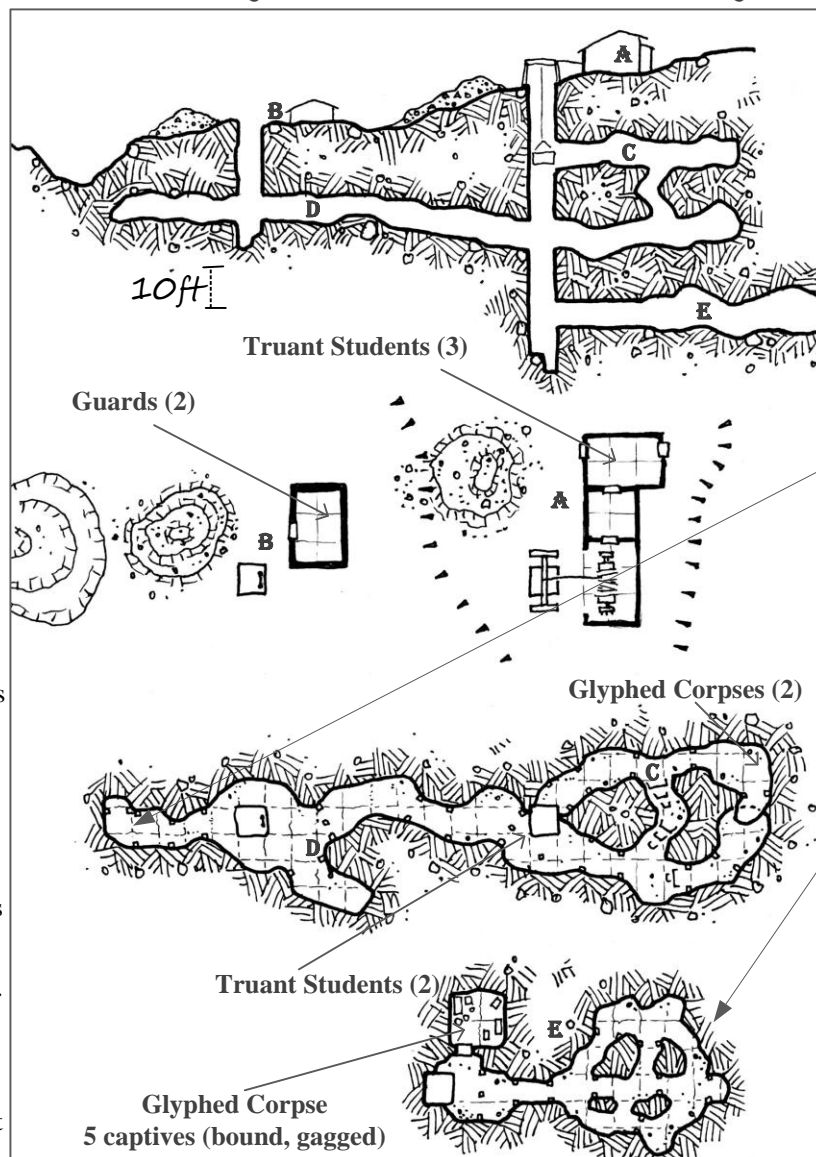
C. False Seam. Tapped out fast, tunnel here is unsteady. **Two glyphed corpses** here.

D. Main Dig. **Surveyor Digory**, along with a **guard** and a **student**, is currently taking samples near the second shaft. Main shaft side has a pair of alert students ordered to not permit the surveyor to come lower.

E. Deep Dig. Five kidnapped villagers are watched in a little side room by a single **glyphed corpse**, while in the tunnels **Zaetus** instructs **Cynthia** and torments the most resistant of the villagers, with the other two **corpses** watching blankly.

Personalities:

Guards: nervous, demoralized
Students: proud, tired, 1d4 also; angry, mercenary, bitter, idealistic
Surveyor: loyal, professional, direct
Cynthia: cruel, excited, grandiose



Surveyor Digory

Human Exp4; 16AC 9hp

Heavy Crossbow: +3 (1d10)

Heavy Pick: +4 (1d8+2)

Chain shirt, *treasure*, mirror, 50ft rope, 4d20gp

Guard:

Human War1; 14AC 6hp

Crossbow: +1 (1d8)

Light mace: +3 (1d6+3)

Holds: dagger, chain shirt, 1d12gp

Truant Student (see above)

Cynthia

Human Exp1; 16AC* 9hp

1st level (staff): shield

(cast)*; magic missile

staff of minor arcana,

2d10gp

Wizard Zaetus (pg 18)

Wiz5; 16AC* 30hp**

3rd level: animate dead

(lesser), hold person,

vampiric touch

2nd level: (cast)**; acid

arrow (2x), ghoul touch

1st level: (cast)*; gentle

repose, cause fear, ray of

enfeeblement

Cantrip: detect magic,

read magic, touch of

fatigue, light, acid splash

dagger, potion cure

moderate wounds, ring of

protection +1 5d20gp,

Whitecliff Key

Glyph Corpses (2, see above)

BENEATH WHITECLIFF

At some point or another, if the players want to kill Castellan Rankin they'll need to first kill the dark sorcerer Remembrance, buried as insurance deep within the Whitecliff dungeon. The dungeon and caves are a place of total darkness save for Remembrance's light spells, and a thick mist from the seep makes everyone cough. Venturing into this hellish place, requires the party to return to the keep; this introduction assumes that the party gets smuggled in by Syndicate or bribed castellan men, but if the party chooses to directly assault the keep refer to the map on page 4.

Some suggested ways to infiltrate:

- Syndicate smugglers: In one of the regular deliveries by the Syndicate, the party can be stuffed in to wine barrels and moved to A.
- One of the castellan's guards can be bribed to allow the party to pass in on-shift. This can be done as a skill challenge or via crates, as above.
- Direct stealth in via swimming to the dock (A) or the castellan's escape path (see page 4)
- Encourage creativity; madcap player plans are helped by a generally apathetic and bored guard force, which should be played up.

Cramped within a barrel, you listen tensely for an hour as men grunt and curse under their heavy loads. At last, silence descends upon you. Welcome back.

Key:

A. Shack and Stair -The party if smuggled in will be left in the dungeon shack at dusk; after an hour the area will be abandoned. Trapdoor is of 6-inch thick stone and requires the key of the castellan (Whitecliff Key) to open, likewise the lower two doors.

B. Guard Post -Comfortable living area for **five elite guardsmen**, well stocked with supplies; shift change is biweekly. Two potion of **Cure Light Wounds**, 100gp, and 2 *treasures* here plus several weeks' food. Doors to **H** and **E** locked.

C. Guest Cells -Implements of torture in both these rooms, an **initiated prisoner** is on a rack in the left room, chanting praises to Remembrance.

D. Feeding Area -Floor stained with the gruel that gets splashed down the holes.

E. "Welcome" Room -Non-initiated, hopeless, prisoner weeps here, will try to escape, screaming, from the **two initiated prisoners** toying with him.

F. Initiation Chamber -This is where prisoners get initiated to Remembrance's cult. Many bloodstains, walls painted with ritualistic glyphs and illustrations.

G. Cells - Each (unlocked) cell holds an **initiated prisoner**; they'll attack if the party doesn't claim to be freeing them.

H. Remembrance's Room - The cultist **Remembrance** and **four** of his **initiate prisoners** are here, they are all singing alien songs. A huge ruby worth 500gp hidden in upper alcove to the west, getting etched into another glyphstone.

I. The Seep -Brackish but potable water. A squidlike **Deep Abomination** lives in the water, loyal to Remembrance; prisoners unwilling to serve him get fed to the beast. Glyphstone of Blood here on back sandbar, glowing red.

Glyphstone of Blood:

1/day casts **Great Life Pact**: 24hours. Up to 7 participants pacted, if one drops to 0 the others get 3hp drained each to return victim to life.

After defeating Remembrance:

The initiate prisoners all begin to scream at the top of their lungs, but will no longer attack. They will flee, screaming, as an excellent distraction for the party's escape; non-initiate prisoners might suggest that.

If Remembrance escapes:

He will murder his way out of the passages and to the dock, where he'll brazenly swim away and climb the cliffs soon after. Alerted archers and guards know that he is valuable to the castellan but will attempt to recapture him. He'll make his way to Dimrun if he evades the party or recapturing guards.

Deep Guards (5):
Human War2; 17AC 15hp
Crossbow: +3 (1d8)
Longsword: +5 (1d8+3)
Holds: dagger, chain shirt, wooden shield, sap, 2d12gp

Initiated Prisoner:

Com1/Sorc1;

12AC 7hp

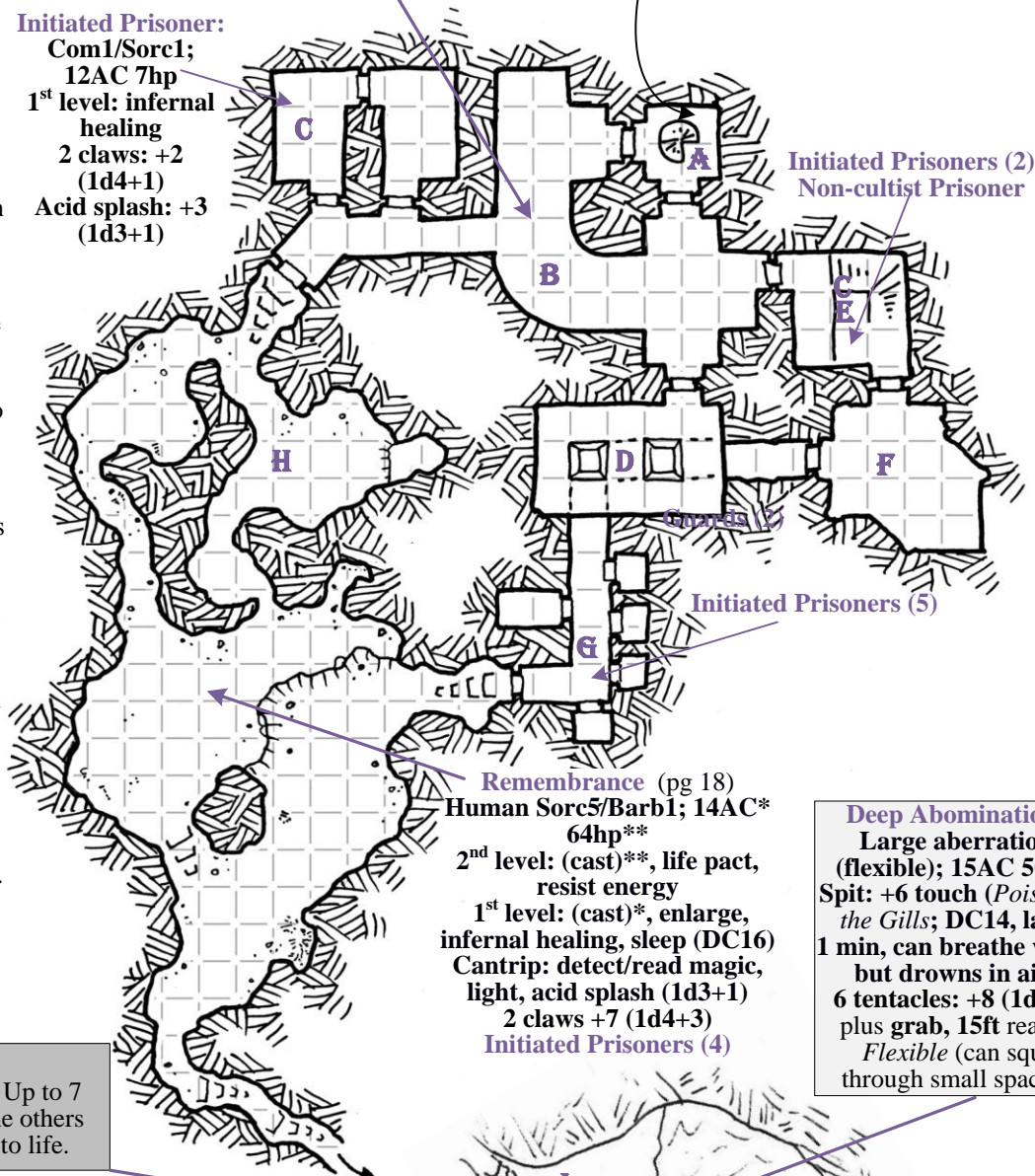
1st level: infernal healing

2 claws: +2

(1d4+1)

Acid splash: +3

(1d3+1)



Initiated Prisoners (2)
Non-cultist Prisoner

Initiated Prisoners (5)

Remembrance (pg 18)
Human Sorc5/Barb1; 14AC*
64hp**

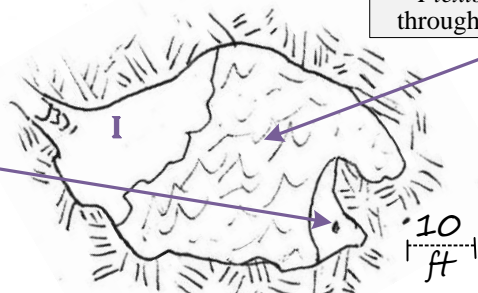
2nd level: (cast)**, life pact, resist energy

1st level: (cast)*, enlarge, infernal healing, sleep (DC16)
Cantrip: detect/read magic, light, acid splash (1d3+1)

2 claws +7 (1d4+3)

Initiated Prisoners (4)

Deep Abomination:
Large aberration (flexible); 15AC 50hp
Spit: +6 touch (*Poison of the Gills*; DC14, lasts 1 min, can breathe water but drowns in air)
6 tentacles: +8 (1d6+3 plus grab, 15ft reach)
Flexible (can squeeze through small spaces)



Personalities:

Guards: mercenary, 1d4 also; sad, sleepy, irritable, sympathetic
Prisoners: despairing, 1d4 also; insane, starving, philosophical, cruel
Remembrance: every minute shifts 1d6: curious, raving, weeping, mystic, wheedling, bombastic

The land gets rougher and rougher, with thick forests breaking into grey limestone scrubland. Atop an imposing granite mesa ahead, you see dozens of squat brick buildings. This must be Thalrock, imposing village of the dwarves. Horns and deep shouts sound; the dwarves have seen you.

Thalrock (134):

- 23 hunters
- 18 goatherds
- 49 workers

Thalrock Elder Council

- Elder Deetarn** (Hidebounc hunter)
- Elder Fissur** (Humble herdsman)
- Elder Erta** (Worrywort Earthmother priestess)
- Elder Jak** (Mystic Skyfather priest)
- Elder Torval** (Canny weapon crafter)
- Elder Gertu** (Spinster maiden-keeper)

Thalrock Villagers (Mostly just want to be left alone)

- Trust Juni, mostly
- Impatient with them
- Fear her soldiers
- Contemptuous, but hides it

Valerie Thuss (Diplomat, agent of the Castellan)

- Staying with Torval's family
- Supports Valerie
- Supports Juni

Ghostdancer Juni (Spiritual leader of the Thalrock dwarves)

- Supports Juni
- Paranoid about the party as outsiders, but polite hosts.

South Company (8)

- 47 foot soldiers
- 11 archers
- 3 apprentices

Relationships:

- Thalrock Elder Council → Supports Juni → Ghostdancer Juni
- Thalrock Elder Council → Neutral, Want outsiders off the mesa.
- Thalrock Elder Council → Suspicious of the party, but willing to hire them as mercenaries. → South Company (8)
- Thalrock Elder Council → Supports Valerie → Valerie Thuss
- Thalrock Elder Council → Staying with Torval's family → Valerie Thuss
- Thalrock Elder Council → Impatient with them → Thalrock Villagers
- Thalrock Elder Council → Trust Juni, mostly → Thalrock Villagers
- Thalrock Elder Council → Fear her soldiers → Thalrock Villagers
- Thalrock Elder Council → Contemptuous, but hides it → Thalrock Villagers

Tactics: If a fight breaks out, South Company will assault up the ramp in the east while the cultists are slipped in via ropes near Crafter Row to link with Valerie and stealthily steal the Wardstone. If they succeed or the South Company takes more than 30% casualty the assault will break off.

North

THALROCK MESA THE DWARVEN FASTNESS

The Shaman's Wardstone:
Allows holder to rebuke Shadow, ordering it to return to bound location. +2 **WIS** to holder (must be in contact with skin)

BARRENPINE DEVILS

Castellan Rankin has found the Lone Cairn; he sent in cultists of the Old Men first, figuring they would be eager to brave whatever lay within. The restless shadows of the cairn shook them, but the ancient chambers seemed otherwise safe. It was not until Rankin began to torture the lonely old madman Harbinger that the killing started. Chaining Harbinger just seemed to make it all worse. The castellan fled by boat, but his men are filtering back through the Barrenpine, haunted by shadows of the Cairn and hunted by the living devil of the reach. The players who head into the cairn will find a weapon feared by the Castellan...and Harbinger desperately hoping to stop the Cairn Shadow from breaking free. *The cracked and abandoned road leads you deeper into piney wastes; it seems incredible that anyone used to live here. Nobody does anymore; the road abruptly ends among the silent charred ruins of a village.*



Stilestown -Once a bustling and healthy village, generations ago something happened here that was related to the creation or appearance of the Barrenpine Beast; the details are lost to time, now ash is all that remains. 2 *treasures* in a basement chest. If the party posses the treasures when encountering the beast it will focus on taking the treasures and leave.

1. Lair Hills -Somewhere high in these craggy hills is the lair of the Barrenpine Beast; they are denuded of anything larger than insects or moss.

2. North Barrenpine -A swaying sea of short pines, the land is eerily silent. Occasional abandoned shacks mark isolated homesteads; these human dwellings are largely intact.

3. The Hermit -Fyrnacht, a crazed and lonely ranger, claims this peninsula as his own. He claims to have an understanding with the Barrenpine Beast, but he is left alone because of the old periwinkle scarf he wears that he found in the middle of Stilestown.

4. South Barrenpine -Although more rugged, the Barrenpine Beast visits this part of the reach less often, so a few birds sing carefully among the short pine tickets.

Lone Cairn -Looking like a low mound from most directions, the pine-covered Lone Cairn is most easily found by survival or nature checks to notice a small but steady migration of the local creatures toward it; Harbinger survived on these drawn animals for years. The Lone Cairn has stone walls buried under masses of dirt; top can be dug into.

5. Secret Cove -Only Castellan Rankin and his personal crew know about this tiny sea cave and the old path leading down to it; most of the rest of his guards have run north in disarray.

Barrenpine Beast (flying, AC20, hp120, DR5/silver, bite +10 (1d10+9), scream deafens) Rolling a 6, 11, 16, or 20 on the Random Encounter in the Barrenpine Reach will have the normal entry replaced with a brush with the demonic, horse-sized **Barrenpine Beast**. The first time, the party just hears a teakettle scream in the far distance that silences even the wind. Second, the party encounter beast's victims, two guards with bloody ears and their hearts ripped out; third time, they meet the beast; will chase until it kills at least 1 creature.

Upon reaching the Lone Cairn, the players find the Castellan gone but the cairn's shadows are stirred and hungry. Anytime a creature with an open wound passes within 15ft of the rubble in the cairn (green circles) a **stone swarm** animates and attacks until smashed to dust. If the players fight Harbinger, he won't resist, but the smoky and laughing **Great Shadow** (AC15, hp 100, incorporeal, 6 tendrils +6 (2d8+6)) that animates him the next round after will attempt to kill them all.

Lone Cairn Key:

A. North Entry -Three dead bodies scattered around, faces stricken with fear, eyes still moving.

B. South Entry -Small woodland animals troop through here in the dozens, die as they enter shadows.

C. Echoing Chamber -This dead end had a panicking wizard die to a **stone swarm**, body has magic item.

D. Whispering Passage -Every new room lit has a 25% chance of revealing 1d3 dead men in shadows, which rise as **glyphed corpses** and attack. 10% chance *treasure* on each.

E. Refuge Chamber -Bitter guard and student wizard here, trapped by four **glyphed corpses**; animating shadows avoid the student's lights.

F. Ritual Rooms -Harbinger propitiated spirits here with blood, alcoves have 5 **Manifest Shadows**.

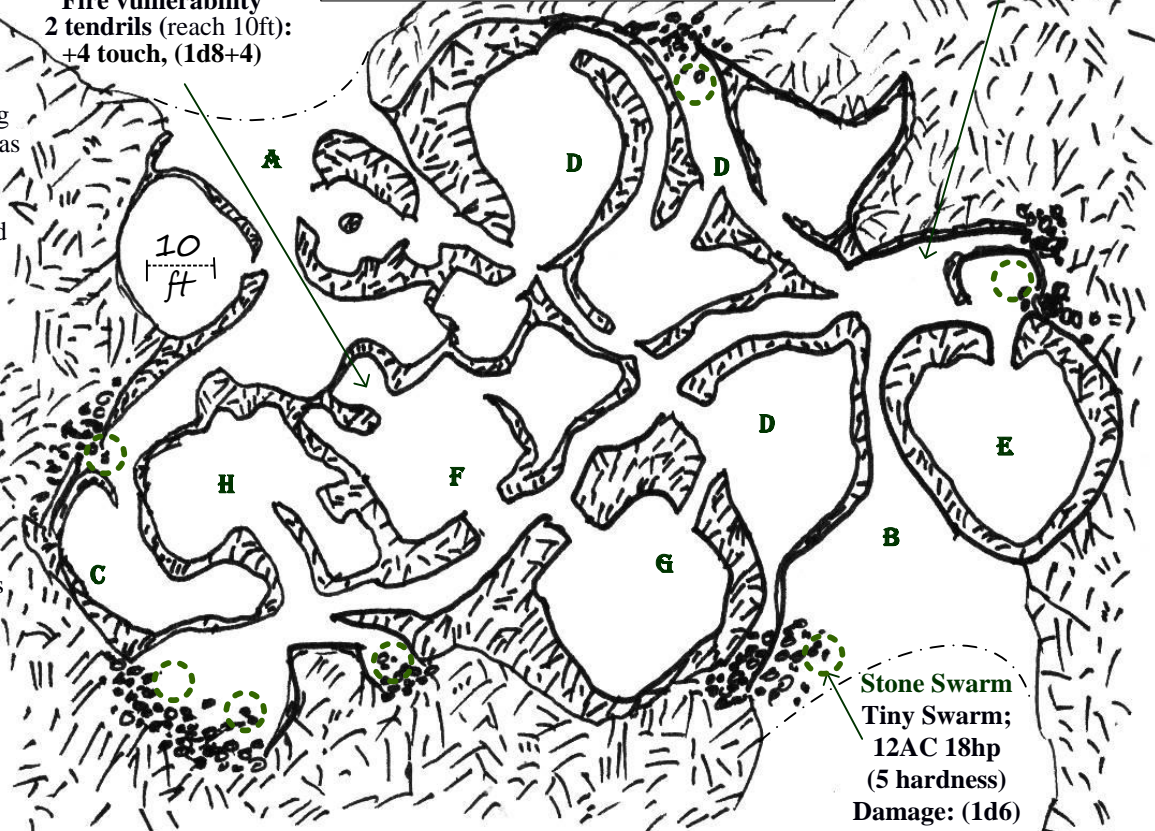
G. Sleep Room -This is where Harbinger slept and ate. Tiny bones everywhere. No shadows here; 2 *treasures* under his reed pallet.

H. Lost Chamber -Harbinger is chained to the ceiling, bleeding glyphs manifesting all over his flesh. Seeing the party enter, he'll begin to scream for them to run; 2d6 rounds until the Shadow takes him over. If spoken to he'll offer his Arm of Vengeance; if chopped off his hand and arm make a smoky bone dagger +2 that instantly kills Castellan Rankin if it hits him.

Manifest Shadow (5)
Undead; Stone chains
AC18 hp10 hardness 8
or
incorporeal, AC12 hp 40
Fire vulnerability
2 tendrils (reach 10ft):
+4 touch, (1d8+4)

Shadows of the Cairn:
Anywhere within the cairn, if a shadow is made by a light source an ethereal spirit manifests. If the spirit touches a living creature, that creature is *shaken* for 2 rounds.

Glyphed corpse (4)
Undead; 10AC 12hp DR5/
slashing or bludgeoning
Sword: +2 (1d6+1)



Stone Swarm
Tiny Swarm;
12AC 18hp
(5 hardness)
Damage: (1d6)

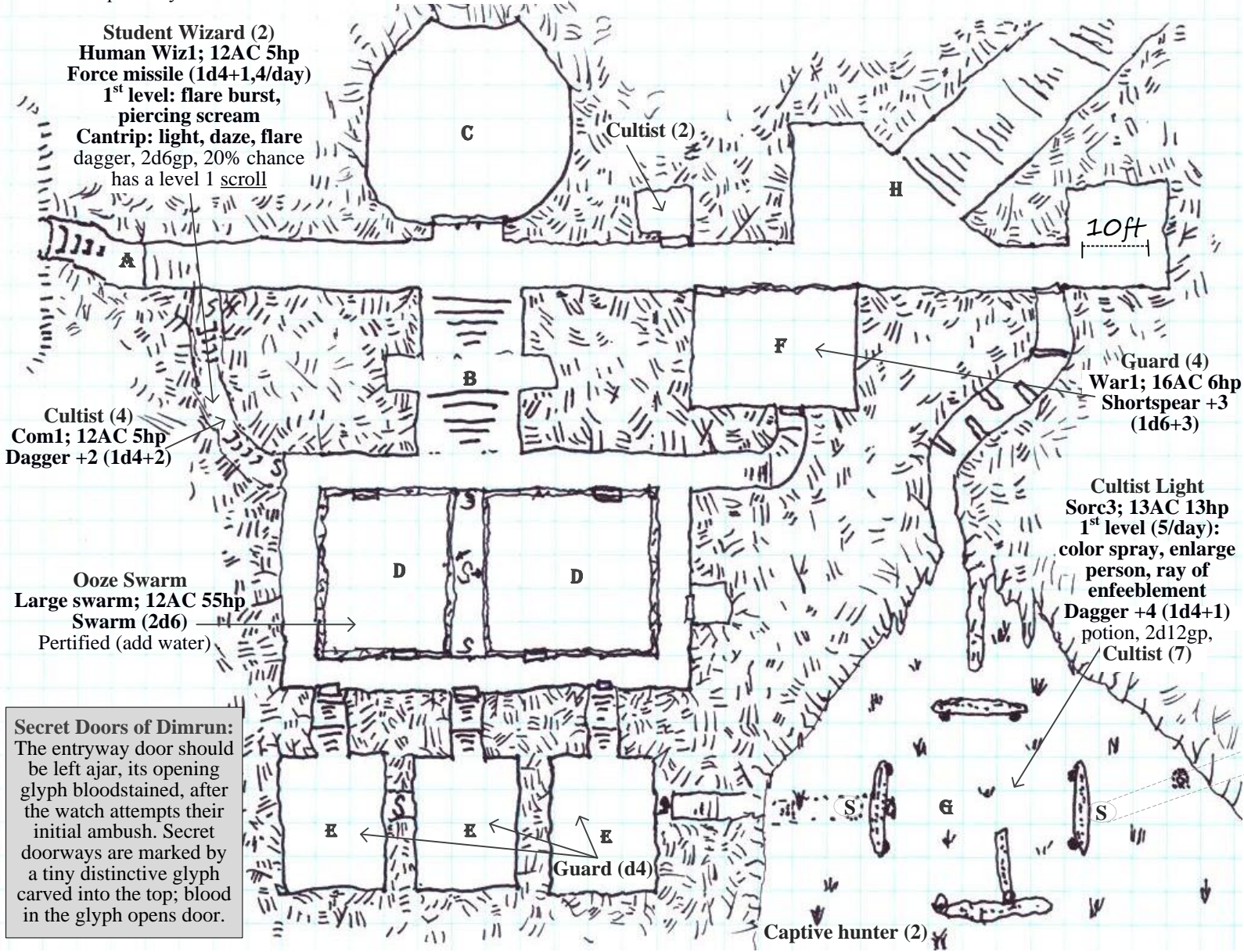
UPPER DIMRUN

Castellan Rankin's plans, and his sanity, have begun to unravel. Thwarted and psychically scarred from his run-in with Harbinger, he finds himself drawn to Dimrun once more. This time, he pushes deeper into the lower ruins; past the rubble and down into a massive cavern where a chasm yawns; its whispers drive men mad. His men take losses from the oozes and darker denizens of the low vaults, but he eventually makes it all the way down to the low cavern. He prepares now to summon the fallen spirit who makes Dimrun home, although he fears what it may take. So now he dithers, ready to summon The Fallen...he'll start the ritual, but weather he flees or fights depends upon his previous success.

In the silence that falls among the crags, the narrow cave mouth seems to whisper. The Cairn Builders' ancient complex in this tiny peninsula; awake again thanks to Castellan Rankin's ambition. Dimrun seems to watch you.

Upper Dimrun Key:

- A. Entryway**-This discrete entrance has glyphs etched all around it; it looks rough until descending 15ft in. Once players pass the **secret passage** (assuming not found) **4 cultists** and **2 student wizards** file out to attack the party from the rear. Ruckus summons **guards** from **F** after 2 rounds.
- B. Stairway** -Kaleidoscopic glyphs at the stair's midpoint cause any sentient being passing them to flee Dimrun in terror for 1d6 rounds. Effect ends when past the midpoint. Glyphs are bloodstained; a person who splashes blood on both sides is immune to the effect.
- C. Fresco Chamber** -Ornate double-doors made of brass, worth 2000gp if they can be removed and transported. Locked with glyphs that can be opened with either the **Glyph Key** or arterial spray from a human sacrifice. Signs indicate the latter method was used recently (spray pattern shows kneeling sacrifices' throats slit). Within, carved frescos depict five Old Men cultists summoning something in a circle, it bonding with a man in the middle of the circle, and the man, cloaked in the summoned thing's shadow, striding through waves of dark creatures, setting them on fire. It also shows a vast ooze engulfing the merged man, with the shadow of the summoned thing recoiling (The Fallen is sensitive to acid).
- D. Commissary and Storage** -Supplies and gear piled in rooms, right room has a trapped chest with 4 **treasures** inside. In the left room is a massive cage with a **swarm of petrified oozes** within. Within the secret passage between the two rooms are **two scared guards**; they regret their life choices and want out. They give information but have bad morale if the party attempts to bring them along.
- E. Sleeping Chambers** -Formerly used by the Old Men as dorms, each room has **1d4** sleeping night **guards** within. Rightmost door leads to **G**.
- F. Guard Post** -**Four** off-duty **guardsmen** are here playing dice; 57gp in bets on the table in the corner of the room.
- G. Secret Henge** -Entry from the main hall is through two doors with broken locks; the hallway then curves and the four slabs inflict blindness and deafness upon anyone within ten feet. Bumps and curses will likely alert the **seven cultists** and their leader, **Light**, who guard a captive pair of dwarf hunters in the middle of the henge. The dwarves stumbled onto the little slot valley from above. At winter solstice, stars align to illuminate the secret tunnel down to the lower level (**S**), which can also be found if the party searches for it, a slight divot shows where the tunnel has been damaged. A secret path leads down into this tiny valley, winding through the cliffs; difficult to find without intelligence from captive cultists or guards. 200ft south of the henge at the other end of the little valley a small herd of mountain goats graze.
- H. Stair Down** -The top area here is pitted with acid burns and the worked stone is chipped; some massive fight took place here. Two massive barrels of oil are placed here with lines set up to send the oil pouring down the stairs if tripped; flint and steel are likewise set up to set the oil on fire. The trap is easy to disarm from above but the lines at the stairs' bottom are difficult to see and have numerous failsafes.



Lower Dimrun Key:

I. Lower Entry-This room is rubble-strewn, acid-marred. Three dead bodies with pitted gear look to have been looted, they shift slightly. If bodies neared, an **umber ooze** emerges and attacks.

J. Shattered Hallway -A magical darkness covers this hall, as the spell.

K. Lower Tunnel -This tunnel has a 5' ceiling, an **umber ooze** in rubble.

L. Scarred Passage -At the central nexus **three men-at-arms** guard; their captain was eaten by the giant umber ooze, so they are shaky.

Double doors down to the ritual chamber require Glyph Key or a human sacrifice.

M. Deserter Room -Holed up in this room, which is also under the effect of darkness, are several scared deserters, hiding.

N. Ooze Lair -**Giant UMBER Ooze** lairs here, within it is the stone glyph key. If it splits, it can later recombine.

O. Secret Sideway -he cairn valley secret passage leads to this simple room; the stone door is locked, key lost, but can be forced open easily. Once outside the door, in the tunnel there is a trapdoor down to (K).

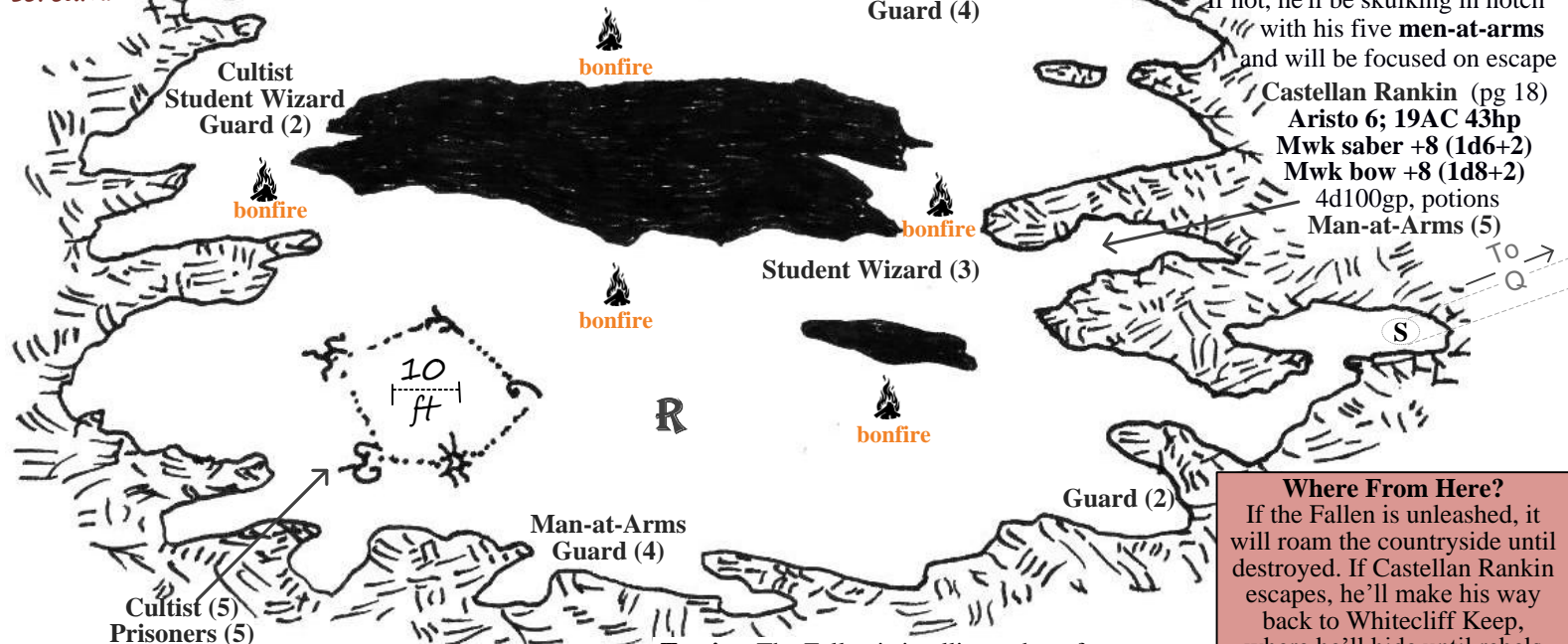
P. Counter-Ritual Room -Barricade protects a deeply suspicious cultist, **Knell** (use Remembrance's statblock). She is evil but doesn't want to unearth the Fallen. She'll perform a counter-ritual that weakens the Fallen when summoned (halves its hitpoints, disables spellcasting) if given a human sacrifice. She'll aid the party in battle if paid but won't risk her life. Remembrance is with her if he escaped the Whitecliff dungeon.

Q. Secret Tunnel Access -A secret trapdoor leads down to the side notch in the ritual chamber. The ceiling exit is 35' above floor there.

As the five massive stone glyphs fill with blood, they begin to glow red. The stone in the middle seems to melt as a rattling screech echoes through the cavern. A pale grey creature made of sinuous loops rises from the stone. It shudders, and eyes along its every surface blink open. It unfurls six white wings with a thunderclap and gives another metallic scream.

R. Ritual Chamber -This vast chamber is chilly enough for breath to fog; wind from the whispering chasm in the center sets bonfires flickering. Once the party is sighted, **five cultists** attempt to sacrifice bound captives over each glyph. If thwarted, they are willing to sacrifice themselves. Assuming the five sacrifices take place, read the flavor text and the **Fallen** is summoned up from the floor; the chamber immediately begins to ice over. If Rankin has his immortality and the Shaman's Wardstone, he'll be in the middle of the circle and be joined with the Fallen, and direct it (targeting the cultists, then the party exclusively). If not, he'll be skulking in notch with his five **men-at-arms** and will be focused on escape.

Castellan Rankin (pg 18)
Aristo 6; 19AC 43hp
Mwk saber +8 (1d6+2)
Mwk bow +8 (1d8+2)
 4d100gp, potions
Man-at-Arms (5)



Where From Here?

If the Fallen is unleashed, it will roam the countryside until destroyed. If Castellan Rankin escapes, he'll make his way back to Whitecliff Keep, where he'll hide until rebels drive him out, or if enraged, he may assault Turten's Cot. The players may prefer a pitched battle, or a tense assassination to end things. They may even want the keep for themselves...

Fallen of Dimrun:

Huge Outsider; 20AC 150hp DR5/iron or acid

4-6 Spiked Wings: +10 (1d12, 10ft reach)

Fire gaze: +7 touch (4d6 fire, 50ft range)

2nd Level Spells (at will): Create Pit, Flame Sphere

1st Level Spells (at will): Infernal Healing, Heat Metal

Tactics: The Fallen is intelligent, but after millennia entombed conscious in stone it is also completely mad. Unless directed by a master, it will immediately strive for nothing but pure destruction, killing whatever living being is nearest to it. Its wings let it jump up to 30ft but do not allow it to fly; knocking it into the chasm will defeat it.

LOWER DIMRUN

Man-at-Arms (3)
Fighter 3; 18AC 23hp
Sword +6 (1d8+3)
Crossbow +4 (1d8)
 dagger, 4d12gp, steel shield

Umbur Ooze
Medium ooze; 5AC 42hp
Slam +4 (1d6+3, 1d4 acid)
 Immune acid, piercing
 Slashing causes split:
 makes two with 1/2hp

Umbur Ooze (1)

Umbur Ooze (1)

Cultist (2)
Guard (2)

Giant UMBER Ooze
Large ooze; 4AC 78hp
Slam +7 (1d6+3, 1d4 acid)
 Immune acid, piercing
 Slashing causes split:
 makes two medium at 1/2hp

Student Wizard (2)
Guard (4)

Student Wizard (3)

Man-at-Arms
Guard (4)

Guard (2)

CHARACTER NAME: Camillus PLAYER: _____

CLASS: Inquisitor LEVEL: 1 RACE: Mankind ALIGN: NG

STRENGTH: 16 (+3) CONSTITUTION: 12 (+1)

INTELLIGENCE: 10 (0) DEXTERITY: 14 (+2)

WISDOM: 14 (+2) CHARISMA: 8 (-1)

HIT POINTS: 10 WOUNDS: _____ SAVE: 3/2/4

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Relentless Footing Orison(Guide,Read/DetectMagic,Daze) Spell (Cure Light Wounds, Command) Intimidate+5,Heal+7,SenseMotive+7 Spellcraft+5,Perception+7,Survival+7		ENCUMBRANCE

Initial Goal: Find confirmation the castellan is unearthing Cairns.
Camillus has seen the madness and blasphemy that follows whenever a fool tampers with the Cairn Builders' secrets, and there is a scent of that around the castellan. The guards were unmoved by his accusations of heresy, however...

CHARACTER NAME: Bori Starseye PLAYER: _____

CLASS: Wizard LEVEL: 1 RACE: Half-elf ALIGN: LN

STRENGTH: 8 (-1) CONSTITUTION: 10 (0)

INTELLIGENCE: 18 (0) DEXTERITY: 14 (+2)

WISDOM: 10 (0) CHARISMA: 10 (0)

HIT POINTS: 10 WOUNDS: _____ SAVE: 0/2/2

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Cantrip: (Light, Read Magic, Detect Magic, Acid Splash) Spell: (Snowball, Mage Armor Grease, Vanish) Knowledge (History, Arcana, Local) +9 Spellcraft+9,Perception+9, UMD +4		ENCUMBRANCE

Initial Goal: Leave with proof the castellan is using an illicit wizard.
Bori Starseye knows well the destruction sown in the wake of Truants; wizards without sanction or restraint, untrained by the Collegium. Rumors of the castellan selling scrolls caught the auditors' eye, and Bori is their hand. Unfortunately the castellan was less than properly cowed by this warrant...

CHARACTER NAME: Gregor PLAYER: _____

CLASS: Brawler LEVEL: 1 RACE: Mankind ALIGN: LG

STRENGTH: 18 (+4) CONSTITUTION: 14 (+2)

INTELLIGENCE: 8 (-1) DEXTERITY: 12 (+1)

WISDOM: 10 (0) CHARISMA: 10 (0)

HIT POINTS: 13 WOUNDS: _____ SAVE: 4/3/0

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Improved Unarmed Strike (1d6) Martial Flexibility Climb+9, Swim+9, Perception+5		ENCUMBRANCE

Initial Goal: Find your sister and get her out of here.
Gregor Erns is a simple man, just a farmer perhaps over-fond of using his fists. But when Castellan Rankin stole his sister away two days ago, he headed off directly to the Whitecliff Keep. He knocked out two of the castellan's bully-boys before being subdued, but maybe the direct approach of challenging the castellan to a duel wasn't best...

CHARACTER NAME: Sandra PLAYER: _____

CLASS: Rogue LEVEL: 1 RACE: Mankind ALIGN: CN

STRENGTH: 12 (+1) CONSTITUTION: 10 (0)

INTELLIGENCE: 11 (0) DEXTERITY: 18 (+4)

WISDOM: 10 (0) CHARISMA: 12 (+1)

HIT POINTS: 9 WOUNDS: _____ SAVE: 0/6/0

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Weapon Finesse Sneak Attack +1d6 Acrobatics+9,Bluff+6,Climb+6, Disguise+6,Disable Device+10, Escapist+9, Perception+5,Stealth+9		ENCUMBRANCE

Initial Goal: Rob at least 1500gp from the keep and escape.
Sandra isn't some great hero, but she always does try to rob from the rich and the hated. She won't be leading any revolts, but maybe in her small way she has helped the little guy by making an overlord here or there miss troop payments. Castllan Rankin was a perfect target, it was sheer bad luck that he also had that clever trap outside the keep...

CHARACTER NAME: Lissee PLAYER: _____

CLASS: Alchemist LEVEL: 1 RACE: Halfling ALIGN: LE

STRENGTH: 10 (0) CONSTITUTION: 12 (+1)

INTELLIGENCE: 16 (+3) DEXTERITY: 14 (+2)

WISDOM: 8 (-1) CHARISMA: 13 (+1)

HIT POINTS: 10 WOUNDS: _____ SAVE: 3/5/-1

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Throw Anything Extracts: Cure Light Wounds, Firebelly Appraise+7,Heal+3,Craft(Potion)+7, Knowledge(arcana,nature)+7, Perception+3,Slight of Hand+6, Spellcraft+7,UseMagicDevice+5		ENCUMBRANCE

Initial Goal: Figure out what's being hidden from the boss and split.
Lissee knows that scum Castellan Rankin is double-dealing with the Syndicate, only question is how and with what. There's gotta be a some proof in here that the bosses can hold over his head. Sadly, he also co-opted her contact, the rat...

CHARACTER NAME: Adali PLAYER: _____

CLASS: Skald LEVEL: 1 RACE: Mankind ALIGN: CG

STRENGTH: 14 (+2) CONSTITUTION: 12 (+1)

INTELLIGENCE: 10 (0) DEXTERITY: 14 (+2)

WISDOM: 8 (-1) CHARISMA: 16 (+3)

HIT POINTS: 10 WOUNDS: _____ SAVE: 3/2/2

ARMOR: _____ OFF-HAND: _____ WEAPON: _____

SKILLS, SPELLS	EQUIPMENT	GOLD/LOOT
Raging Song Cantrip (GhostSound,Resist,Flare,Spark) Spell (Silent Image, Sleep) Bluff+7, Diplomacy+7, Climb+6 Handle Animal+7, Knowledge(all)+1		ENCUMBRANCE

Initial Goal: Make guards mistrust each other and flee.
Adali had written one of the better songs of her life, mocking the castellan and his entire family line. The song had the entire tavern roaring. Alas, the castellan's sergeant didn't seem to find the whole thing nearly as funny...

Story NPCs

CASTELLAN CHARL RANKIN

CR 5XP 1,200

Human [Aristocrat](#) 6

LE Medium [humanoid](#) (human)

Init +4; Senses [Perception](#) +6

DEFENSE

AC 19, [touch](#) 12, [flat-footed](#) 17 (+6 [armor](#) +1 shield +2 DEX)

hp 45 (6d8+18)

Fort +6, Ref +4, Will +6

OFFENSE

Speed 20 ft.

Melee mwk saber +8 (1d6+2/119-20)

Ranged mwk [composite longbow](#) +8 (1d8+2/×3)

TACTICS

During Combat Rankin fights behind his troops from horseback, avoiding direct combat if possible unless he feels the fight is easily winnable.

STATISTICS

Str 14, Dex 14, Con 15, Int 12, Wis 8, Cha 12

Base Atk +4; CMB +6; CMD 18

Feats [Iron Will](#), [Toughness](#), Improved Initiative, Great Fortitude

Skills [Diplomacy](#)+10, [Intimidate](#)+6, [Knowledge](#) (nobility, arcana)+6, [Perception](#)+7, [Ride](#)+8, [Sense Motive](#)+5, Survival+5

Languages Common, Dwarven

Combat Gear [potion](#) of [cure light wounds](#), [potion of cure moderate wounds](#); **Other Gear** masterwork breastplate, masterwork [composite longbow](#) (+2 [Str](#)) with 20 arrows, masterwork [saber](#), masterwork buckler, courtier's outfit, bit and bridle, [light horse](#) (combat trained), military saddle, saddlebags, [studded leather](#) barding, 1,121 gp

JUNI, GHOST DANCER OF THALROCK CR3XP 800

Female dwarven spirit dancer 5

NG Medium [humanoid](#) (dwarf)

Init +1; [Perception](#) +6

DEFENSE

AC 18, [touch](#) 11, [flat-footed](#) 17 (+5 [armor](#), +1 shield, +1 [Dex](#))

hp 32 (5d8+10)

Fort +10, Ref +3, Will +9

OFFENSE

Speed 30 ft.

Melee shortspear +5 (1d6+2) or waraxe +7 (1d10+4)

Range atlatl +4 (1d6+2)

Special channel spirit (swift action, 25 rounds a day)

Medium Spells Prepared (CL 7th; [concentration](#) +10)

1st (2 per day)—*calm spirit*, *murderous command*, *ill omen*,

0th (at will)—*dancing lights*, [detect magic](#), *guidance*, *stabilize*, *grave words*

TACTICS

Hunter Huskar Xenophobic, quiet, careful; +10ft move speed, +3 to ranged attack rolls and damage; +2 range attack aura.

Guardian Fella Stalwart, slow, defensive; uses waraxe, +2 melee attack and damage, +1 AC; +2 AC aura

Healer Gorbin Compassionate, peaceful, chatty; has the following spells:

2nd (3 per day)—*cure moderate wounds*, *resist energy*

1st (5 per day)—*sleep*, *bless*, *cure light wounds*, *obscuring mist*

Shaman Rickur Violent, malicious, intelligent; has the following spells:

2nd (3 per day)—*sickening entanglement*, *stone call*

1st (5 per day)—*burning hands*, *bane*, *doom*, *itching curse*

TACTICS

Before Combat She is careful; always tries to flee unless her home is threatened.

During Combat She prefers to channel Hunter Huskar and boost her allies in a pitched battle, dropping often to Healer Gorbin to aid them. Guardian Fella is brought to the fore if she is forced into melee. Shaman Rickur is asked for only when area blasts are needed or for wisdom against dire magical threats.

STATISTICS

Str 14, Dex 12, Con 15, Int 11, Wis 16, Cha 12

Base Atk +3; CMB +6; CMD 17

Feats [Combat Casting](#), [Iron Will](#), Shield Proficiency

Skills [Diplomacy](#) +5, [Heal](#) +12, [Knowledge](#) (Arcana) +7, [Knowledge](#) (religion) +7, [Perception](#) +10, [Spellcraft](#) +10, [Sense Motive](#) +10

Languages Common, Dwarven

Combat Gear masterwork shortspear, [potion of cure light wounds](#), masterwork atlatl with 10 darts, masterwork waraxe, heavy hide shield; **Other Gear** 521gp opals

REMEMBRANCE

CR 5XP 1,200

Male [human](#) sorcerer 5/barbarian 1

CE Medium [humanoid](#) (human)

Init 0; [Perception](#) +6

DEFENSE

AC 14, [touch](#) 10, [flat-footed](#) 13 (+4 [armor](#), +1 natural, +1 [Dex](#) -2 rage)

hp 64 (5d6+1d12+42)

Fort +10, Ref +3, Will +9

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+3)

Sorcerer Spells Prepared (CL 7th; [concentration](#) +10)

2nd (3 per day)—[false life](#) (already cast), *life pact* (DC 17), *resist energy*

1st (5 per day)—*sleep* (DC 16), *infernal healing*, [mage armor](#) (already cast), *enlarge person*

0th (at will)—[acid splash](#) (+1), [detect magic](#), [light](#), [read magic](#)

TACTICS

Before Combat He has life-pacted five willing fellow-prisoners and casts false life and mage armor at the slightest threat.

During Combat He is permanently under the effects of *enrage*, but is able to control himself and will negotiate if his life is threatened.

STATISTICS

Str 17, Dex 12, Con 20, Int 10, Wis 8, Cha 16

Base Atk +3; CMB +6; CMD 17

Feats [Combat Casting](#), [Great Fortitude](#), [Iron Will](#), Weapon Focus (Natural)

Skills [Appraise](#) +9, [Diplomacy](#) +5, [Heal](#) +5, [Intimidate](#) +14, [Knowledge](#) (Arcana)

+9, [Knowledge](#) (history) +9, [Knowledge](#) (religion) +9, [Perception](#) +8, [Spellcraft](#) +10

Languages Common

WIZARD ZAETUS

CR 4XP 1,200

Male middle-aged [human necromancer](#) 5

NE Medium [humanoid](#) (human)

Init 0; [Perception](#) +6

DEFENSE

AC 16, [touch](#) 12, [flat-footed](#) 15 (+4 [armor](#), + deflection, +1 [Dex](#))

hp 30 (5d6+14)

Fort +5, Ref +1, Will +7

OFFENSE

Speed 30 ft.

Melee [dagger](#) +2 (1d4/19-20)

Special Attacks [channel negative energy](#) (DC 14, 6/day), grave touch (2 rounds, 6/day)

Wizard Spells Prepared (CL 5th; [concentration](#) +8)

3rd—[hold person](#) (DC 17), [vampiric touch](#), *lesser animate dead*

2nd—[acid arrow](#), [false life](#) (already cast), [ghoul touch](#) (DC 16), [see invisibility](#)

1st—[cause fear](#), *ray of enfeeblement* (DC 15), [mage armor](#) (already cast), [unseen servant](#)

0th (at will)—[acid splash](#), [detect magic](#), [light](#), [read magic](#), [touch of fatigue](#) (DC 15)

Opposition Schools: [enchantment](#), [illusion](#)

TACTICS

Before Combat He is paranoid and casts [false life](#) and [mage armor](#) if he doesn't already have them active. His current [hit points](#) include 10 points from [false life](#).

During Combat He lets his skeletons do the work for him, hanging back to attack foes from range with his spells after pulling aside his leather curtain to allow him line of sight.

STATISTICS

Str 11, Dex 12, Con 14, Int 18, Wis 11, Cha 9

Base Atk +2; CMB +2; CMD 14

Feats [Combat Casting](#), [Command Undead](#), [Great Fortitude](#), [Iron Will](#), [Scribe Scroll](#), [Spell Focus](#) (necromancy), [Toughness](#)

Skills [Appraise](#) +9, [Diplomacy](#) +5, [Heal](#) +2, [Intimidate](#) +11, [Knowledge](#) (Arcana)

+13, [Knowledge](#) (dungeoneering) +9, [Knowledge](#) (history) +14, [Knowledge](#) (planes) +13, [Knowledge](#) (religion) +7, [Linguistics](#) +7, [Perception](#) +6, [Spellcraft](#)

+11

Languages Dwarven, Common, Elven

SQ arcane bond ([ring of protection +1](#))

Combat Gear [dagger](#), [potion of cure moderate wounds](#), ring of counterspells

(contains [magic missile](#)); **Other Gear** [ring of protection +1](#) (bonded item, nonfunctional for anyone but him), [scroll](#) of [gentle repose](#), 100 gp worth of crafting supplies, 35 gp

RANDOM ENCOUNTERS

Roll	Encounter, emphasize the lawlessness of unprotected land
1	Pair of bounty hunters seeking the PCs' heads 18AC, 20hp, longsword +5 (1d8+3)/bow +4 (1d8)
2	1d4 oppertunistic bandits hassling a tinker; 14AC, 5hp, daggers +2 (1d4+1)
3	2d4 wolves with a fresh kill; 14AC, 13hp, bite +2 (1d6+1 plus trip)
4	1d4 dwarven poachers, with slain deer 16AC, 10hp, handaxe +4 (1d6+3)
5	1d3 entrepenurial mercenaries 14AC, 6hp, bow +3 (1d8)
6	Snake oil salesman (selling snake oil as potions, +5 to bluff)
7	1d4+1 AWOL guardsmen looking for a good time; 14AC, 6hp, mace +3 (1d6+3)
8	Shy prospector with gold dust bag (300gp) 13AC, 11hp, pick +2 (1d6+3), 2 mastiffs (see wolf)
9	Repentant lumberjack chased by enraged dryad 17AC, 27hp, bow +7 (1d8), <i>charm person</i>
10	Young ogre, looking for work and/or violent fun 17AC, 30hp, club +7 (2d8+7)
11	Farmer with wife and child in wagon, leaving the lands. Heirloom +1 longbow hidden in wagon
13	Awakened raven 18AC 3hp bite +1 (1d4-1). Will give information to anyone for shiny trinkets
14	1d4 scarred giant spiders; 14AC, 13hp bite +2 (1d6 plus poison DC14), fire drives them into frenzy
15	Black bear, foraging; 17AC, 32hp (2 claws +6 (1d4+3), bite +6 (1d4+3))
16	Amy, runaway concubine of the castellan, 4 months pregnant, starving, desperate, dreams of demons
17	Burned abandoned homestead/cabin with 200gp in coins hidden in the hearth
18	Old Men dolmen, glyph-etched. If a glyph is given blood, giver takes -1 CON and gains +1 INT
19	Shadow (incoporeal, touch 1d4 STR) follows PCs. Won't attack unless threatened, nor leave
20	Re-roll, but the resultant encountered party(s) are overwhelmingly friendly/helpful (unless 1)

TREASURE TABLE

Roll	Item	Value	Roll	Item	Value
0	2d4 bolts of silk	20gp per	26	Finely-made silk doll	60gp
1	1d12 silver ingots	5gp per	27	Small book of droll limericks	45gp
2	1d10 dried hallucinogenic mushrooms	7gp per	28	Nose ring, golden	30gp
3	2d6 vivid powdered dyes	10gp per	29	Darkwood toy sailboat	100gp
4	4d6 sheets fine fresh vellum	4gp per	30	Phoenix down pillow (warm, soft)	300gp
5	1d12 amber chunks, polished	10gp per	31	Small cask of 50-year bourbon	250gp
6	1d4 pounds salt	25gp per	32	Delicate wire reading glasses	100gp
7	3d6 convincing fake gems (glass)	5gp per	33	Fist-size malachite slab, polished	75gp
8	1d20 archaic iron coins	2gp per	34	Beautiful petrified flower	50gp
9	1d6 books (history or fiction)	80gp per	35	Masterwork wig, dirty blond, long	65gp
10	2d8 pearls	30gp per	36	Tasteful ceramic cremation urn	125gp
11	Embroidered dress (silk)	50gp	37	Diamond necklace, long	400gp
13	Embroidered dress (satin)	70gp	38	Walrus-tusk idol (Outsider cult)	30gp
14	Gold belt buckle	25gp	39	Polished copper bracelet	20gp
15	Masterwork hollow dagger (poison)	150gp	40	Silvered turtle shell	15gp
16	Opalline necklace pendant	30gp	41	Mirror, wooden framed	35gp
17	Cosmetics (kohl) in oyster shell	80gp	42	Delicate scissors, silver	20gp
18	Perfume in crystal vial	75gp	43	Set of ivory dice	50gp
19	Spool of spider-silk thread	60gp	44	Pewter vase, gilded	150gp
20	Stuffed owlbear head	45gp	45	Tapestry, erotic subject matter	90gp
21	Masterwork Hornpipe	40gp	46	Decorative lockbox, wood	30gp
22	Fine-tuned darkwood lute	120gp	47	Chaw of tobacco, one pound	90gp
23	Polished brass abstract sculpture	55gp	48	Tea set, ceramic (floral print)	200gp
24	Thin sheet of beaten gold	200gp	49	Toad-shaped brass spittoon	100gp
25	6d6 ancient coins (hole in middle)	10gp per	50	Masterwork wooden teeth	30gp

MAGIC ITEMS

1	<i>The Dark Eye</i> : This rune-covered eyepatch grants +2 INT at the cost of permanantly blinding the eye it is placed over (-2 to ranged attacks beyond 30ft in dim light).
2	<i>The Wyrms Gizzard</i> : Stones placed within this dragon-leather pouch become +1 <i>flaming</i> sling bullets. Limit 6 stones per day. Also works on arrowheads, granting the <i>flaming</i> property.
3	<i>Unbounded Loop</i> : Chalky grey stone ring allows one use per day of either <i>spider climb</i> , <i>cheetah's sprint</i> , or <i>touch of the sea</i> on up to seven people for one minute.
4	<i>Enchanted Amber</i> : Polished and glyphed fist-sized chunk of amber grants +5 electricity resistance and if charged can be tapped as a swift action to add 1d6+level shock damage plus a DC11 <i>daze</i> effect to an attack. The amber is charged by being hit with electricity or by being rubbed with wool as a full-round action.
5	<i>Dreamer's Teacup</i> : Tea (or hot water) drunk from this rune-scribed stone cup will send the drinker to sleep; saying the name of a person allows the drinker to enter the target's dreams and talk or watch.
6	<i>Vampire's Lullaby</i> : Driving this sharp spike into the ground instantly causes complete paralysis to all living creatures within a 10ft radius, with DC20 Fortitude save do be merely <i>staggered</i> . Affects stake-driver too.

CONVERSION NOTES, 5e

Generally at the low levels seen here, Pathfinder monsters can be directly put in to 5e without things completely breaking. A rule of thumb would be to drop the Pathfinder AC by -1 per challenge rating, upping the HP by 50% at the same time; this brings combat in line with the “hit more, more hits” shift between versions. Saves should be assumed to drop at about -1 per 2 CR, with Fortitude, Will, and Reflex going to roughly Con, Wis, and Dex. Given the levels covered here, not changing the numbers at all for DCs should be perfectly fine.

Pregenerated characters would need to be changed, naturally, to account for the class structures found in 5e, but they are mainly included for example motives; those should remain valid. Alchemist ->Warlock, Brawler ->Monk, and Skald -> Bard should be fairly simple substitutions for purposes of party balance and motivations.

CONVERSION NOTES, OSR

Confident game masters versed in the old school should have little difficulty converting hit boni and AC numbers to THAC0 and descending AC; hit die totals for most of the monsters included in this adventure correspond to class levels.

Magic items can be changed as desired for power levels; book items like the *Staff of Minor Arcana* can be replaced with gold-per-level equivalent magical items, or more whimsical equivalents as desired.



Castle Lustin

Bellrock

Whitecliff
(fortified)

Turten's Cot

Snakeport

Yellen Hole

Codswotup

Barrenpine
Reach
(avoid)

Islands
(Nett owned)

