

A Bad Day at Creshman's Cove



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

5E
Comptible

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A BAD DAY AT CRESHMAN'S COVE

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A BAD DAY AT CRESHMAN'S COVE



Ah, Creshman's Cove! Positioned upon the banks of the expansive cerulean sea along the busy trade routes, the sprawling town has gained quite the reputation for a relaxing stay upon the coastal caravan road. It is a place where provisions can be resupplied and a comfortable bed can be had for a reasonable price. Lately, the town has barricaded the entrance from the trade way with signs reading 'Danger' and 'Move along!'. What's happened at Creshman's Cove?!

ADVENTURE BACKGROUND

Creshman's Cove was founded be a retired adventurer named Eli Creshman about 60 years ago. Located on an inlet, the serene piece of land was ideal for smaller ships to stop in and provide trade from further west. In addition, the town was built within a 2-hour ride from the main trade route, which provides a steady supply of merchants traveling through. With both land and sea traders coming to the Cove, the town grew rather quickly. The caravans provided an easy way for shops to resupply their wares while the sea trade allowed an assortment of rarer items to be purchased within the town's wooden walls. Creshman seemingly had found a perfect spot to build a settlement – so why had there not been one built before?

Eli was unaware of the reason for the land being undeveloped. About 130 years prior to the founding of Creshman's Cove, there existed a Necromancer named Kolvoth Zither who had a tower built upon the very patch of earth that the Cove now occupies. Zither was a cruel woman who used her power over the dead to consistently raid caravans that would pass by and terrorize the local farmers that had taken up residence nearby. Many times foolish adventurers were hired to dispatch the foul villain only to be added to her ever-growing ranks of the dead.

Eventually, Zither was defeated but not before her tower began to collapse; trapping the fateful heroes that had achieved her demise. For years, the area was avoided. Like all things, though, time has a way of erasing the horrible things of the world. Over the passing decades, the evil deeds of Kolvoth were forgotten. Grass grew over the remnants of the tower. Wildlife returned to the area. It was if the land herself wanted the memory of what had happened there wiped from her very face.

When Eli went looking to find a place to settle down, the rumors and tales of the evil Necromancer had long since faded into the past. He found the site to be refreshing and quite peaceful. With the treasure he had acquired over his years of travel and exploration, the retired man founded Creshman's Cove with no knowledge of what ruins he was building upon.

Everything was fine for decades until a recent and particularly potent spring storm washed away a small chunk of soil revealing a stone beacon with old dark magic and eventually caused the dead from the Cove's graveyard to rise and stalk the citizens. Now the road that takes weary travelers to Creshman's Cove has been blocked with large wooden signs warning of danger. Many families have moved away. At a loss, Mayor Gareth Hyune has dispatched messengers to many nearby cities and towns, hoping to find a group of adventurers to come and deal with this issue so that his town can thrive once again.

ADVENTURE SUMMARY

After the players meet the crier sent to their location with this urgent request for aid, they will head to the town to see what can be done.

Through knowledge skills, charisma checks and good roleplay, they will uncover the old stories of Kolvoth Zither and her tower. They will delve into the remains of it and disrupt the power source that is allowing the pillar to continue to animate the Cove's dead.

By encountering traps, creatures and more than a few skeletons, their will engage and destroy the power source, returning Creshman's Cove to the peaceful town it once was and earning the respect of traders and townsfolk alike.

INTRODUCTION

This adventure begins as the PCs overhear an earnest plea for aid being shouted by a crier of no more than 14 years of age. He looks terribly tired and spies the PCs through the marketplace; running towards them and prostrating before the group. He begs the PCs to accompany him to the small town of Creshman's Cove. It's located just a days' ride from their location, along the major trade routes that connect the nearest major countries.

True to his word, the large town is not more than a day's ride. The PCs encounter several wooden signposts that read: "Warning! Do not approach for fear of death!" Or, "Hazard Ahead! Bypass Creshman's Cove!". Disregarding the reports of danger, the PCs make it to town, where an older, blustery human male in his late forties greets them in town square.

The man's name is Garrett Hyune – the mayor of Creshman's Cove. He is a little portly, but clean shaven and a bald head. Although he attempts to put his best foot forward to the PCs, it is obvious that he is sleep deprived and more than a little on edge.

Garrett Hyune's Introduction

"Greetings, adventurers! Greetings! Welcome to Creshman's Cove. My name is Mayor Garrett Hyune and I beseech you – help our community. Help us and we will gladly compensate you for your time and effort to the tune of 400 gold coins each. Our town has been... overrun it seems by some sort of dark and ancient magic."

What was once a thriving trading town has been decimated! Something has happened here. It is causing those that have passed away and are buried in the local cemetery to stir and come to life once more! Our residents cower in fear. Many of the townfolk have simply relocated to other areas for fear of becoming killed and raised once more. Our community is dying. Help us figure out what is wrong and destroy whatever it is. We beg of you!"

After their encounter with the Mayor, the PCs will no doubt begin their investigation as to what might plague the town of Creshman's Cove. Here are some possibilities:

Knowledge Local or *Intelligence (Investigation)*, DC 12

It seems that the space that Creshman's Cove was built upon sat free of any structure for decades. No one really knows why, but a general feeling of uneasiness was felt for years before the town was constructed.

Knowledge Local or *Intelligence (Investigation)*, DC 15

Decades ago, there was some sort of evil Necromancer that was rumored to have a tower around this area.

Perform or *Charisma (Performance)*, DC 13

There was a song that mentions something about "a vile woman cloaked in death, who lay in wait, to steal your breath. Nearby the tide, nearby the road. Her servants will snatch more than your gold."

Knowledge History or *Intelligence (History)*, DC 15

About two centuries ago or so, a Necromancer's Tower sat somewhere close to where Creshman's Cove now exists. Some say that her tower collapsing was intentional; others dispute the records, stating that the destruction was accidental due to adventurers who went to remove the blight from the land.

Eventually, the PCs will discover that the tower of Kolvoth Zither, which existed around two centuries prior was located a mere stone's throw from the outskirts of Creshman's Cove. No doubt, there is something that exists within those ruins that is providing the necromantic power that is raising the dead within the town's cemetery. The knowledge can be acquired by any one of the skill checks listed above, or by stopping by the local tavern – The Frothy Mug. Full description of the Frothy Mug and its owner Willit Daerr are located in the Appendix I.

A BAD DAY AT CRESHMARN'S COVE

ABOUT ZITHER

If the adventurers want to know more information about Kolvoth Zither and the area, they can make a Knowledge (History), Knowledge (Local), Diplomacy or *Intelligence (History)*, *Intelligence(Investigation)* skill check.

DC 10: Kolvoth Zither was the local scourge in the area. She conducted experiments that raised the dead and used them to harass and attack anyone foolish enough to come close.

DC 15: She was also part of a larger network of Necromancers called the Black Barrow. The secret organization communicated through spells shared notes on the art of reanimating the dead.

DC 20: She hired the best stonemasons in the area to build her tower under threat of killing their families with the dead corpses of the masons themselves. While it may have collapsed on the surface, there is likely at least a floor or two built underground that could have withstood the collapse.

THE RUINS OF KOLVOOTH

ZITHER'S TOWER

As you approach the patch of earth rumored to have once housed the terrible tower of Kolvoth Zither, it is hard to imagine that something man-made had existed here. Grass and foliage cover the ground, providing plenty of grazing material for the local sheep and goats that troll the area. A cool ocean breeze ruffles your hair. The cloudless sky provides a perfect backdrop to what looks to be a serene location. To your left, a doe-eyed goat abruptly pauses from his grazing, its ears pulled back in a pensive motion. He bounds away quickly as the earth erupts nearby you. An ankheg bursts forth attempting to grab one of you and pull you under for a quick meal.

After the fight with the ankheg, the PCs should make a perception check. Anything above a DC 12 will catch their attention. The ankheg's burrowing seems to have uncovered a portion of an entryway. Its construction shows master artisan techniques. This is the entrance to the remnants of Kolvoth's tower!

RUINS STANDARD FEATURES

Unless noted otherwise, a few things remain constant throughout the Necromancer's tower ruins.

- **Bad air:** The tower has been sealed off for a very long time. Every time the PC's open a new door they must make a Fort or *Con* save DC 12 or take 1d4 (1d6 for CR 5, 1d8 for CR7) points of nonlethal damage from the toxic fumes.
- **Locked tight:** Each door is locked and requires a simple disable device or *Dex (Sleight of Hand)* (DC11) or a STR check DC 14 to bust it open.
- **Skeletons Everywhere!** Since Kolvoth was a Necromancer, there are human remains littered in each room of the tower ruins. This means there is a 1 in 6 chance that there will be an additional 1 to 3 skeletons in an encounter room.
- **Well lit:** Even though it is an old and forgotten tower, the place still needed lighting when it was built. There is an ambient pale white glow that seems to emanate from the building itself, providing the PCs with some amount of light to see by.

LEVEL ONE OF THE TOWER RUINS

A1: The entrance

The ankheg must have been using some of the still intact pathways to travel through. As you walk over the rubble and debris of the ankheg's last few meals you come across a stout wooden door. It looks aged, but still seems to bar your way forward with surprising strength.

Inspection of the Door reveals no outward markings – just a doorknob with a locking mechanism built in.

A2: Stairwell

The musty, acrid stench of ages long past hit your nose; causing you to reflexively gag in response. Inside this room it looks to be a stairwell. The stairs leading up have worn and crumbled away, leaving only a few of them to suggest that there was once more to this tower. There are however steps leading down further into darkness. There are two doors – one located in the western wall, the other on the southern – very close to where you are now standing.

This room was likely just a way for the stairwell to continue unhindered but away from areas where Kolvoth's experiments might have been able to escape. There is nothing of value located here.

A3: The Morgue

The door gives way to a slick stone covered room. Large wooden tables line either side. Two humanoids long since deceased and decayed lie on two of the tables. The room's floor seems to slope very slightly to the center where you find a brass coated drain. Old wooden buckets sit near the doorway in which you stand. The room itself gives off an almost ghostly glow – allowing you to see somewhat in the gloom. There is a door to the southwest and a door to the south.

This area is the morgue – where Necromancer Zither would have her minions bring those recently dead for examination and preparation. It would be here that she would remove most of the organs that might rupture or cause further damage to a skeleton once raised. The buckets were to rinse the blood from the floor – where it would flow down the drain. The door to the southwest is trapped. DC 20 to detect, DC 18 to disable. (Firetrap – 1d6 fire damage).

A4: Flesh Eating Beetle Room

The door gives way with a groan, showing you another room. Large stone jars with fluted lids line either side. All six jars look to be lidded and sit in silence.

The jars contain hundreds of flesh eating beetles used by Kolvoth to remove the remnants of flesh from skeletons before reanimating them. The jars will radiate a faint preservation magic if checked. The magic keeps the beetles dormant but not dead, allowing for multiple uses of the beetles over time. If the jars are opened, all the jars will release the beetles within. The beetles have the swarm subtype and are explained at the end of this adventure. Inside the jars, if inspected after the beetles have been destroyed, the PCs will find a 200 gp ring, and a 150 gold piece necklace; likely collected by accident from a previous victim.

A5: Alchemical Room

A chemical tingle tickles your nostrils as you open another locked door within the tower. The ethereal light reveals an alchemical laboratory that had once been in use. Judging from the broken glass and fractured vials, you surmise that the damage took place when the tower above crumbled and fell centuries ago. Still, there might be a few useful things that can be found within. Doors leaving this room are located on the northwest and southwest sides, not including the door from where you arrived.

Although the destruction of the tower happened centuries ago, the alchemical lab has somehow managed to stay relatively intact. If PCs search the area with a DC 15 perception check, they will find 200 gp in still usable components and two potions of cure light wounds.

A6: Assembly Room

Once more, you waft up hundred-year-old dust and decay as you open the door. The room has a series of large meat hooks dangling from the ceiling. 5 skeletons, complete and restored stand at the ready around the edges of the room while a dozen more appear to be in various stages of construction as they hang from the hooks. A table in the back corner has stacks of femurs, ulnas and others wait to be attached to the half-finished creations suspended above. The only two doors that appear in this room are the one you just entered from and a door to the northeast.

A BAD DAY AT CRESHMAN'S COVE

The room is indeed stacked with both half and fully formed skeletons that Kolvoth was working on animating. Three of the finished skeletons are animated thanks to the pulsing necromantic beacon that began to work again and they will attack the PCs. The stat blocks are in the back of this module as well as templates to add for higher level CRs for higher-level characters. A room sweep (Perception DC 14) yields a small saddlebag style pouch that contains a scroll of Hide from Undead, and a scroll of Divine Favor.

A7: Spare Tools Room

An assortment of what look to be meat cutting tools, as well as some surgical tools are put away neatly on shelves that have impressively withstood the test of time. Bandages, jars and other accoutrements fill the spaces making for a decently stockpiled storeroom. Doors are located to the north, the northeast and the south.

It's a spare tools and equipment storage room. The PCs can make a perception check DC 16 and find enough materials to make a healer's kit with two uses. There's nothing else of relative value in this room.

A8: Discarded Coffins

It is tough to force this door open due to the amount of debris that has fallen against it. As you struggle, the door finally gives way with a loud earthy scrape along the floor. Inside you see about a dozen coffins. All look to have been bashed or broken open with bludgeoning tools, no doubt the skeletal servants that the necromancer employed to do her unholy will. Exits appear to be north and northwest.

The room contains 13 coffins in total. A few of them bear markings of a religious funeral (feel free to make up the deity names if it will entice any players) while others appear to be nothing more than simple wooden boxes built with unskilled hands. Three more skeletons have animated here and will attack the PCs once they get close. Because there is so much junk in here, the room is treated to be difficult terrain. Once vanquished, the PCs can look for anything of value. DC 15 will allow the group to locate a silver cloak pin with 50 gp, 50 gp in gold buttons and a wand of cure light wounds (12 charges left).

A9: Empty Room

The door to this area lends itself easy to your weight, opening up without complaint. This room seems to be empty. Perhaps it was once used for supplies or other various things. However, now it stands empty and unused. A door is to the north and one is to the south (where you entered.)

This is an empty room and serves no purpose to the PCs.

A10: Room of Discarded Possessions

As you open this door, the light continues to follow you from room to room, as if sensing a living presence. The door opens to show you a room laden with items that Kolvoth seemed to have no use for. Old caravan crates are stacked in one corner, the label of the Gilded Griffon still plainly scorched upon the sides. Clothing that once belonged to the servants of the necromancer is piled in another – their owners no longer needing it. Long since dried out fruits and vegetables adorn a table; the skin now taugh and hollow. A door is located to the north and to the south.

This room is where Kolvoth stored the belongings of her victims that she had no use for. Clothes of the now dead, any merchant stores that she simply did not care for and items that did not suit her purpose all ended up in this room. The PCs can bar the doors and get a full night's rest here if they so choose, as there is enough random junk. If they search for useful things, they will find the following. DC 18: 2 hooded lanterns, 6 vials of lamp oil, 4 50 ft lengths of silk rope, 2 vials of acid, 8 peasants' outfits, 12 traveler's outfits, 3 mugs, an iron pot and 4 sunrods. There is no money in this room.

A11: Empty Room

The door to this area lends itself easy to your weight, opening up without complaint. This room seems to be empty. Perhaps it was once used for supplies or other various things. However, now it stands empty and unused. A door is to the south (where you entered.)

This is an empty room and serves no purpose to the PCs.

LEVEL TWO OF THE TOWER RUINS

B1: Stairwell

The stairwell leads you further down into the bowels of what is left of this old tower. You feel the temperature begin to drop further as you descend. Moss begins to grow on the damp stone walls and in places, water has begun to collect in small fetid pools. You see that the stairwell continues to descend downwards, however you also spy a door to the south on the small landing.

This is just a stairwell and has no impact on the PCs.

B2: Kitchen

The door is a little tight to open, likely given to the dampness this far below ground. It opens up to a small kitchen area. A fire pit complete with chimney is located to your right. A large wooden table, now swollen and misshapen, due to the length of time it has been sitting in this dampness dominates the center of the room. Spices once hung from the ceiling are now nothing more than a puffy collection of mold spores. A few empty meat hooks hang from the ceiling to the south. A door lies to the south and one to the southwest.

The PCs will find nothing of value here. Just an old forgotten kitchen. There are items such as an old rusted cleaver, an iron pot missing its bottom due to the rust and foul ingredients that have been exposed to the rot for too long to be of any use. The door to the southwest is trapped. DC 20 to detect, DC 16 to disable (needle trap – 1d2 Con damage, Fort or Con save DC 14 to negate).

B3: Larder

This room looks to have once been a larder. Now, it is nothing more than a half rotted small closet. The only door is to the west (the one you came in from).

This room has no impact on the PCs

B4: Bathing Pool

(This room requires a Strength check of DC 15 to get through the door as water has swelled the door too tight to open normally.)

After finally forcing your way through the door, you nearly splash headfirst into what looks to be an inky black pool. You see the outline of steps that have been carved out, allowing you to easily enter the water if you so choose.

The air in here is much cleaner than anywhere else and is almost refreshing. You see the rotted remains of cloth below a stone peg on the wall, suggesting that this might have been a bathing pool once. Doors lead north and west of this room.

The bathing pool, if searched for anything of value will have the following results. DC 18, amid the detritus of what was left of the bathing robes are two gold rings, worth 250 gp each.

B5: Anatomical Research Room

You open the door to find a nightmarish sight before your eyes. Preserved humanoid bodies stand motionless against the walls of this room. They have been skinned and flayed open with large pitons, exposing their viscera within. Notes in chalk accompany each body – outlining where various vital organs exist, and other scientific notes. Although long dead, you know that these were once people that laughed, lived, and loved. Now they are nothing more than medical reminders left here by a deranged necromancer. Skeletons matching each of the humanoids stand by their fleshy counterpart. They too have notes regarding the location of specific bones and how they interact with each other. Two doors are located on the northeast, one to the south and another to the north.

Kolvoth studied anatomy here. It was with this knowledge that she was able to instruct her dead minions to kill with precision. Anyone spending more than an hour here examining her handiwork will receive a +1 bonus in Heal as her subjects encompass Humans, Dwarves, Elves and Halflings. The skeletal counterparts have become mobile however and will attack the PCs should they attempt to enter room B6 for any reason. Otherwise, they are motionless.

B6: Library

The room smells of old books as you open the door. The scent is not unpleasant and even quite welcoming considering the scents you have been forced to endure. The light gives a dim illumination to the small collection of books that are shelved in small cases that sit neatly against the walls. A single chair, a bronzed skeleton and a table are the only other furnishings that exist in this room. A door is located to the southeast (the one you came from) and to the south.

The library contains medical books mostly written in old common. A Linguistics or *Intelligence* check DC 15 is needed to understand what is written within.

A BAD DAY AT CRESHMAN'S COVE

If the PCs attempt to take them to sell, they weigh about 12 pounds each and are 18 inch by 12 inches by 4 inches. There are 9 of them and will likely fetch about 50 gp each on the standard market. The door to the south is trapped. DC 20 to detect, DC 18 to disable. (Fire trap – 1d6 fire damage).

B7: Gallery

This abnormally large room looks to be the personal macabre gallery of Kolvoth Zither. Six skeletons stand posed upon stone markers. Each one is engraved with various markings, adding a haunting beauty to such a grisly sight. One stands as if ready to play the violin. Another stands in a riposte pattern, rapier at the ready. One looks to openly weep in a full ball gown. The skeletal remains of a Halfling is posed catching a large ball. One is posed to be on the lookout for something while the last one is playing some sort of dice game. On the opposite side of the displays, small benches are arranged so that the artist could look upon her handiwork as long as she liked. Three doors are to the north; one is to the south.

The gallery is actually a trap set by Zither to help defend her should someone break in while she is sleeping. They remain motionless and silent unless the PCs attempt to get into Kolvoth's bedchamber (B8). As soon as the door handle is touched, all spring to life and attempt to kill the intruders.

B8: Private Bed Chamber

The door gives way to a private bedchamber. It's been ages since it has seen use, and time has not been kind to it. Ragged sheets lie torn about, once likely a nest for rats at some point, now nothing more than shreds of material. The wood looks to have been gnawed upon extensively. No doubt another victim of rat infestation. Rank pools of murky water, about ankle deep, cover the majority of the floor. Much of the floor itself has turned to a gooey mush of leather, wood, paper and cloth. A desk on the eastern wall seems to have avoided most of the damages and remains the only piece of salvageable furniture in the room. Two doors exit south.

The PCs can search around here. DC 16, they will find a small iron strongbox, rusted with age. A Strength Check DC 13 will pop it open and reveal 400 gold pieces, an amethyst ring (30 gp), a pair of pearl earrings (100 gp) and a scroll of Ray of Enfeeblement.

LEVEL THREE OF THE TOWER RUINS

C1: Stairwell

The stairwell leads your further down into the bowels of what is left of this old tower. You feel the temperature begin to drop further as you descend. Moss has ceased growing, only to be replaced by an odd greenish fungus. The stairwell finally ends, evening out to a worked earthen floor. A single door to the south offers the only egress.

This is just a stairwell and has no impact on the PCs

C2: Communications Chamber

This is a massive room. A series of pedestals reach a little over 5 feet high and cresting each one is a finely crafted stone bowl. A damaged arcane circle stands to one side. A large crack pierces its sigils likely from the collapse of the tower itself. Sheaves of scrolls look to have once lined an entire wall. Only their locations remain, the items having long since disappeared. Two doors are located to the south – one on each end of the long room.

This was a room where Kolvoth communicated with the other members of the Black Barrow. The stone bowls can be identified with a Knowledge (Arcana) or *Intelligence (Arcana)* check DC 13 to see that they were used as scrying pools. A DC 18 check of Knowledge (Arcana) or *Intelligence (Arcana)* can see that there was a working summoning circle here at one time, however it no longer works at all. The PCs can search for useful items. Perception DC 15: The PCs locate a small stack of thin black candles. When lit it smells vaguely of human flesh.

C3: Temple to Urgathoa

You open the door to find a large and opulent temple to what looks to be a God or Goddess. A large stone banquet table is located in one corner draped with a black cloth and laden with what was once an extravagant feast long ago. A bas relief sculpture of a fly with a skull-shaped marking upon its back dominates the southernmost wall. In addition, the center of the whole temple, three skeletons look to have been locked in combat at once point. They rise as soon as you enter and close for combat.

This is Kolvoth's temple to her patron deity – Urgathoa. A Knowledge (Religion) or *Ingelligence (Religion)* with a DC 12 is needed to recognize the goddess Urgathoa. It was here that the adventurers of long ago found her

and closed to dispatch her and her evil ways.

Unfortunately, an earthquake occurred mid-combat, locking all of them in the temple. The heroes were ultimately successful but died due to starvation and dehydration. They have since been animated by the pillar above and seek to carry out Kolvoth Zither's last command – kill.

Once the PCs kill the skeletal champions, they need to locate and destroy the beacon's energy source. Perception with a DC 15 is needed to accomplish this task. The source is the frail swirling skull marking is actually trapped souls that have finally been able to continue the necromancer's last command due to the exposing of the pillar above. The bas relief sculpture is made of glass and only needs to take 5 hp of damage before shattering. This will allow the tortured souls to escape and end the raising of the dead. Any currently animated skeletons will immediately drop lifelessly to the ground, as magic no longer powers their movement.

A BAD DAY AT CRESHMAN'S COVE

EPILOGUE

With the destruction of the power source, the PCs once again return to Creshman's Cove and its paranoid mayor Gareth Hyune.

Gareth looks red faced and flustered as he spies you approaching through the main road, wringing his hands and pacing. Once he catches sight of you, he begins to jog quickly to your location, an expression of relief and gratitude clearly seen.

"At last! I had thought the worst! My guardsmen tell me that the rising of the dead is over. Tell me, is it true?"

(Once the PCs answer he will continue)

"Gozreh be praised! Come with me to my home. I'll see that you are paid properly for the great work you have done!"

EPILOGUE 2

(Only read this if you are planning to utilize the whole 12-month campaign as a series)

"Master, you asked to be informed if anyone breached what was left of Lady Zither's stronghold. Well...someone has." The wretched hump backed toad of a man limps toward the regal figure staring out a large window. He holds up a hand, freezing his servant in his tracks.

"That will be enough Ackler. Go feed my dogs." The man waited for the door to close. "It seems we might have a new player on the board. It's time to convene the Black Barrow Society once again."

APPENDIX I:

CRESHMAN'S COVE LOCATIONS

The Frothy Mug Inn and Tavern

The tavern is as inviting as the name sounds. It is well appointed and tastefully decorated from local artisans around the Cove. The bar itself is kept clean and tidy due to the clientele's requirements. Willit often has large stables to rent out for his guests. The rooms are modest but reasonably priced (5sp per night including supper). On Fridays the Mug offers entertainment provided by the Beathell Sisters, a troubadour troupe calling Creshman's Cove home for now.

Willit Daerr - Barkeep/Owner - (Human Male professional 2)

Willit is a man who has seen better days. Standing at 5'11", he stoops looking as if he is more like 5'6". He has a dusty blonde mop of hair and a swarthy complexion from living so near the sea. He claims to have been an adventurer once; however, his stories seem to have a bit more embellishment than fact, so it is more likely that he has heard his tales from other more capable adventurers. He is a nice enough fellow, with a hearty laugh and a kind heart – so long as you do not try to cheat him.

APPENDIX II:
MONSTER STAT BLOCKS

ANKHEG	CR 3
XP 800	
N Large magical beast	
Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8	
DEFENSE	
AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)	
hp 28 (3d10+12)	
Fort +6, Ref +3, Will +2	
OFFENSE	
Speed 30 ft., burrow 20 ft. Melee bite +5 (2d6+4 plus 1d4 acid and grab) Space 10 ft.; Reach 5 ft. Special Attacks spit acid	
STATISTICS	
Str 16, Dex 10, Con 17, Int 1, Wis 13, Cha 6 Base Atk +3; CMB +7 (+11 grapple); CMD 17 (25 vs. trip) Feats Skill Focus (Perception), Toughness Skills Climb +8, Perception +8	
ECOLOGY	
Environment temperate or warm plains Organization solitary, pair, or nest (3–6) Treasure incidental	
SPECIAL ABILITIES	
Spit Acid (Ex): Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.	

ANKHEG	(5E)	CR 3
XP 450		
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11		
Languages —		
DEFENSE		
Armor Class 14 (natural armor), 11 while prone		
Hit Points 39 (6d10 + 6)		
Speed 30 ft., burrow 10 ft.		
STATISTICS		
Str 17 (+3), Dex 11, Con 13 (+1), Int 1(-5), Wis 13 (+1), Cha 6 (-2)		
ACTIONS		
Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.		
Acid Spray (Recharge 6): The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.		

DESCRIPTION

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are

A BAD DAY AT CRESHMAN'S COVE

relatively porous), but is often eaten alive before its allies can rescue it.

Ankhogs burrow with their legs and mandibles, moving with unsettling speed through loose soil, sand, gravel, and the like—they cannot burrow through solid stone. Burrowing ankhogs can construct tunnels by pausing frequently to shore up the walls with a thicker, less caustic secretion from their mouths. If an ankhog chooses to make a permanent tunnel when burrowing, it moves at half speed. A typical ankhog tunnel is 10 feet tall and wide, roughly circular in cross-section, and from 60 to 150 feet long ($[1d10 + 5] \times 10$). Clusters of ankhogs often share the same territory and create intricate winding networks of tunnels under farmlands, sometimes resulting in sinkholes where too many burrow at once.

Although ankhogs resemble immense vermin, they are in fact much more intelligent than the typical arachnid and, given time and a talented trainer, can even be trained to serve as mounts or beasts of burden. The fact that even “domesticated” ankhogs are prone to squirting acid when frightened or startled makes them unsafe at best in most heavily populated regions, but for more savage races like hobgoblins, troglodytes, and particularly orcs, ankhogs make popular guardians or even pets.

Notes: To increase the CR of this encounter you can do the following:

- Add another Ankhog
- Add the “fiendish” template

SCARAB SWARM

CR 3

XP 800

N Fine vermin (swarm)

Init +0; **Senses** darkvision 60 ft.,

Perception +8

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 22 (4d8+4)

Fort +6 **Ref** +1, **Will** +1; +4 vs. disease and paralysis

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

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (clumsy)

Melee swarm (1d6 plus disease and distraction)

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

Special Attacks distraction (DC 13)

STATISTICS

Str 1, **Dex** 10, **Con** 13, **Int** -, **Wis** 11, **Cha** 2

Base Atk +3; **CMB** - ; **CMD** -

Skills Climb +8, Fly +0, Perception +4

Racial Modifiers +4 Perception

ECOLOGY

Environment warm deserts

Organization solitary, pair, or infestation (3-6)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; save Fort DC 13; onset 1d3 days; *frequency* 1 day; effect 1d3 Dex dmg and 1d3 Con dmg; *cure* 2 consecutive saves.

SCARAB SWARM (5E) CR 3

XP 700

N Medium swarm of Tiny beasts

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 13

Languages –

DEFENSE

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 20 ft., burrow 5 ft., fly 30 ft.

Damage Resistance bludgeon, pierce, slash

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

STATISTICS

Str 3 (-4), **Dex** 16 (+3), **Con** 12 (+1), **Int** 1 (-5),

Skills Perception +3, Stealth +5

ACTIONS

Bites: Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm’s space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Disease (Ex) *Filth fever*: Swarm—injury; save Fort DC 13; onset 1d3 days; *frequency* 1 day; effect 1d3 Dex dmg and 1d3 Con dmg; *cure* 2 consecutive saves.

SPECIAL ABILITIES

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

DESCRIPTION

A scarab swarm comprises thousands of scarab beetles, each filthy from its constant contact with dung and carrion. Scarab swarms subject those who get in their way to thousands of sharp bites as well as an infectious disease. These scarabs are the flesh eating kind and will devour all in their path.

Notes: To increase the CR of this encounter you can do the following:

- Increase the Swarm HD to match your CR level of the players
- Add the "fiendish" template
- Add fire or cold damage in addition to regular damage; make the die type equal to your CR

HUMAN SKELETON

CR 2

XP 450

NE Medium undead

Init +6; Senses darkvision 60 ft.,

Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 dex, +2 natural)

hp 15 (3d8)

Fort +1, Ref +1, Will +3

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10

Base Atk +3; CMB 2 ; CMD 4

Feats Improved initiative

Gear broken chain shirt, broken scimitar

ECOLOGY

Environment any

Organization any

Treasure none

SPECIAL ABILITIES

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

HUMAN SKELETON (5E)

CR 1

XP 100

Medium undead, lawful evil

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but cannot speak

DEFENSE

Armor Class 13 (armor scraps)

Hit Points 19 (3d8 + 4)

Speed 30 ft.

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

STATISTICS

Str 10, **Dex** 14 (+2), **Con** 15 (+2), **Int** 6 (-2),

Wis 8 (-1), **Cha** 5 (-3)

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5ft. , one target. Hit: 5 (1d6+2) piercing damage.

Shortbow. Ranged Weapon attack: +4 to hit, range 80/320 ft. one target. Hit: 5 (1d6+2) piercing damage.

VARIANT SKELETONS

Numerous variant skeletons exist, such as those whose bones burn with an unending fire and those who drip with gore and reassemble themselves over time.

Each of the following skeleton types modifies the base skeleton in a few key ways. Except as noted, these variations can be stacked with one another—it's possible to have a bloody burning skeletal champion.

A BAD DAY AT CRESHMAN'S COVE

Bloody Skeleton

A bloody skeleton is coated in a slick layer of blood and gore infused with negative energy. This gore allows the skeleton to reform and heal itself. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Fast Healing: A bloody skeleton has fast healing equal to 1 per 2 Hit Dice it possesses (minimum 1).

Saves: A bloody skeleton gains channel resistance +4.

Abilities: A bloody skeleton's Charisma is 14.

Special Qualities: A bloody skeleton gains the deathless special quality.

Deathless (Su): A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a bless or hallow spell, or if its remains are sprinkled with a vial of holy water.

Special Qualities: A burning skeleton gains fiery death.

Fiery Death (Su): A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A Reflex (*Dexterity*) save (DC = 10 + 1/2 the skeleton's Hit Dice + the skeleton's Cha bonus) halves this damage.

Notes: To increase the CR of this encounter you can do the following:

- Use the skeleton variants
- Give the skeletons useable weapons, instead of broken ones
- Increase the HD of the skeleton to be competitive with the CR of your players

Burning Skeleton

A burning skeleton is surrounded by an aura of flames that deals fire damage to those it strikes. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Aura: Burning skeletons possess a fiery aura.

Fiery Aura (Ex): Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Defensive Abilities: Burning skeletons lose their immunity to cold but gain immunity to fire. A burning skeleton gains vulnerability to cold damage.

Melee Attacks: A burning skeleton's melee attacks (including both those made with a natural weapon and those made with a manufactured weapon) deal an additional 1d6 points of fire damage.

Abilities: A burning skeleton's Charisma is 12.

SKELETAL CHAMPION	CR2
XP 600	
Human skeletal champion warrior 1	
NE Medium undead	
Init +5; Senses darkvision 60 ft., Perception +6	
DEFENSE	
AC 21, touch 12, flat-footed 19 (+6 armor, +1 dex, +2 natural, +2 shield)	
hp 20 (3 HD; 2d8+1d10+3)	
Fort +3, Ref +1, Will +3, channel resistance +4	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	
Speed 30 ft.	
Melee mwk longsword +7 (1d8+3/19–20)	
STATISTICS	
Str 17, Dex 13, Con -, Int 9, Wis 10, Cha 12	
Base Atk +2; CMB +5; CMD 16	
Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)	
Skills Intimidate +7, Perception +6, Stealth -1	
ECOLOGY	
Environment any	
Organization solitary, pair, or platoon (3–12)	
Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)	

SKELETAL CHAMPION (5E)	CR 2
XP 450	
Medium undead, lawful evil	
Senses darkvision 60 ft., passive Perception 12	
Languages understands all languages it knew in life but cannot speak	
DEFENSE	
Armor Class 13 (armor scraps)	
Hit Points 20 (2d8 +1d10+ 3)	
Speed 30 ft.	
Damage Vulnerabilities bludgeoning	
Damage Immunities poison	
Condition Immunities exhaustion, poisoned	
STATISTICS	
Str 15 (+2), Dex 14 (+2), Con 15 (+2), Int 9 (-1), Wis 10, Cha 10	
Skills Perception +6	
ACTIONS	
Longsword. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 8 (1d8+2) piercing damage.	
Longbow. Ranged Weapon attack: +6 to hit, range 80/320 ft. one target. Hit 8 (1d8+2) piercing damage.	

DESCRIPTION

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

Notes: To increase the CR of this encounter you can do the following:

- Use the skeleton variants under Human Skeleton
- Increase the HD of the skeleton to be competitive with the CR of your players

A BAD DAY AT CRESHMAN'S COVE

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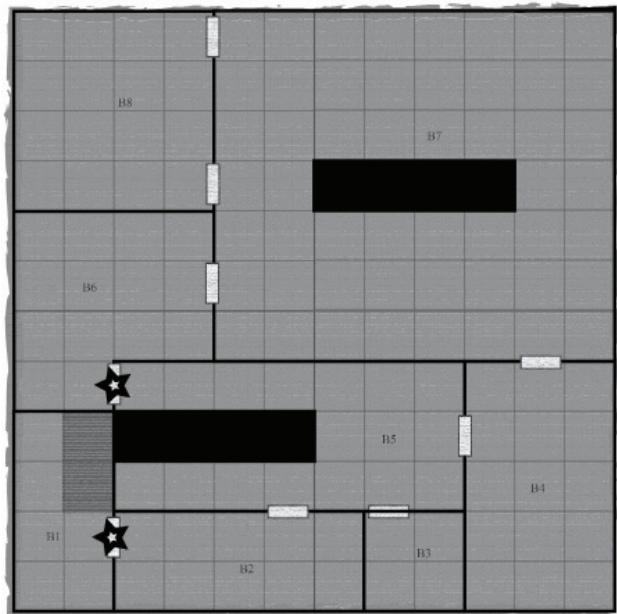
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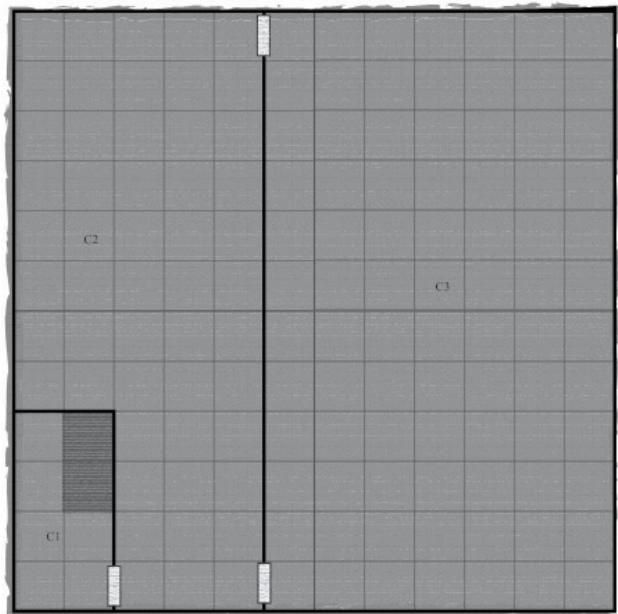
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KOLVOTH'S TOWER
LEVEL 2

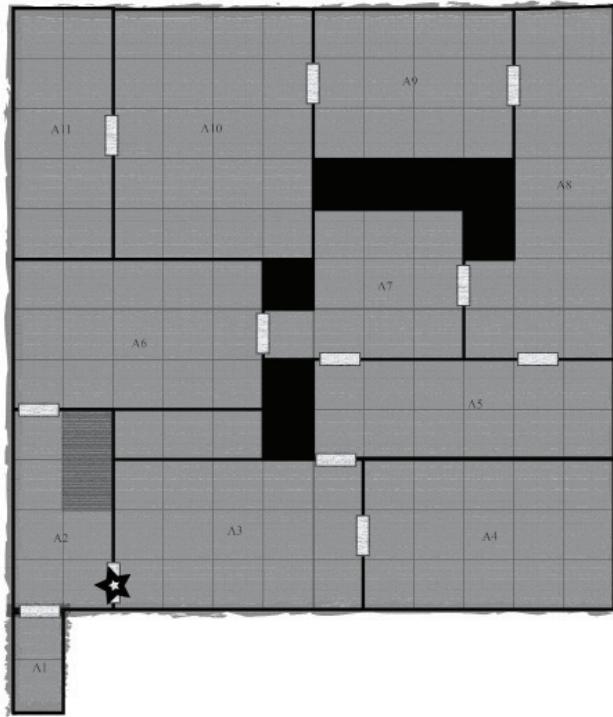


KOLVOTH'S TOWER
LEVEL 3



★ Marks the traps

KOLVOTH'S TOWER
LEVEL 1



Creshman's Cove has always been a sanctuary location amidst caravan merchants and those traveling around the coast of the sea.

Lately, the Cove has been cordoned off! Creshman's Cove has been besought by myriads of the living dead! If only the city could find a group of people willing to put an end to the unholy resurrection that has been haunting the city!

A Bad Day At Creshman's Cove is an adventure for those looking to take back the areas which are ruled by the undead. Good luck to those that sign up!

