

Wolves of Steadwick



PATHFINDER
COMPATIBLE

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THE WOLVES OF STEADWICK

PREPARATION

As this module is a mystery/horror, it requires a bit different preparation and DM style than most adventures. The Pathfinder Second Edition Core Rulebook and Pathfinder Second Edition Bestiary are needed for occasional information.

THE STORY:

Things in the beginning of the story commonly tie to things in the end. It isn't necessary to memorize the entire module (as that would be insane), but having a general knowledge of what to expect and how each piece fits into the overall story is important.

HOW DMING HORROR IS DIFFERENT

Depending on the type of campaign you want to run, you will need to change the style of storytelling you use. Fortunately, much of the narrative weight is pulled by the expectations of the party. A line of dialogue in the context of a comedy, while unchanged, will be read very differently in a horror setting. As the DM, you have to convey the tone of the story in descriptions, interactions, and subtext.

THINGS TO INCLUDE:

Ordinary Beginnings: If everything is doom and gloom from the onset, the horror won't be as impactful. The transition from normal to horrible is part of what makes it powerful. That's why the prologue and ride to the island have only minor events that allow the world to appear normal at first.

The Unknown: Mystery and horror tend to go very well together, because both play into this. If the enemy can be given a name or a face, it can be made physical and physical problems can be dealt with. And, as a general rule, people are far better at scaring themselves than anyone else.

Powerlessness: As a major departure from most role-playing games, horror strips the power from the party, placing them on the back foot at all times. In a normal role-playing setting, horrible *events* are described commonly. The difference is, the party feels that they have the power to make a difference and stop it. Usually by good old-fashioned "hit it until it stops moving". If combat is the normal, viable answer, it's probably not horror.

Tension: Overall tension should be ramped up over time as a story continues. There are rises and dips naturally in this, with rises for actual scares and dips for temporary relief or escape from a situation. Don't try to make everything tense all the time, as this will be emotionally exhausting and players will quickly check out.

Violence?: The descriptions of violence may be increased or decreased to fit your specific party, their preferences, and what types of horror they can appropriately participate in.

Injuries: Injuries can provide tension to fights without death. A list of expanded injuries is found on page 43.

Expectations: Let the party know this will be a horror/mystery adventure. It will let them play along better and (hopefully) take better notes.

Isolation: Not only is this important for setting a tone, but it's important for expectations. If you are alone, it's all up to you. If there's a whole world of people who may come to solve the problem, the tension is diminished. Particularly when playing a game and your life isn't at stake.

WHAT TO AVOID:

Boredom: You can't be bored and scared at the same time. If the party is beginning to lose focus, bring them back. This can be with a random event or a helpful NPC to move the story along.

Frustration: This can be a big problem when running a horror campaign. Players are not used to being powerless. In mystery stories, you have to forge your own path. Most players are unaccustomed to not knowing what to do. If the party doesn't know where to go or is confused for too long, this can also lead to frustration. Giving clues is the best way to mitigate this.

PC Death (usually): A horror setting should be merciless and tense. Unfortunately, when a player dies, it's best practice to put them back in the story as quickly as possible. This keeps all players engaged. The problem is, the setting is isolated (as described above) which means to get a player back into the game, they are pulled from a limitless supply of faceless beings they suddenly inhabit. Only let a player death occur if there is no other logical conclusion or it's at the end of the story. If it's at the end, they can join just afterward and the tension is preserved.

Metagaming: In a general sense, this means using out-of-game knowledge. It isn't always bad, but if players know what rules you're following (like the avoiding PC death above) and begin to lean into that for their own benefit, that's bad. In that instance, it may be best to change the rules on them so they have to think of this as a real world rather than a game to exploit. That's one of the reasons it says (usually) after PC death.

ADVENTURE STATISTICS

A few general things to keep in mind:

Players: 3-5

Level: 4-6 at onset.

Duration: 12+ hours

Alterations: If players are breezing through combat without losing any life or resources, make it a bit more challenging. Conversely, if they're at death's door at all times, scaling back combat may be a good idea.

More players: Put a few more monsters or HP in each encounter and the story can stay the same.

Less players: Removing a monster or two from encounters is a good start, but some combats may need to have stats reduced.

New players: Should be fine in this adventure, though combat may need to be eased somewhat.

New DMs: Due to its open-ended approach to exploration, problem solving, and interactions, this is a complex adventure and may not be the easiest for new DMs.

ADVENTURE SUMMARY

It has been months since anyone has heard from the Isle of Steadwick. A few rumors have begun to circulate that the island is haunted. A former resident of the island sends out the call for adventurers who are willing to go to the island and discover what is happening. The PCs are hired on for the job. Their employer provides them with transportation on an abandoned trade route. The boat drops them off on the island with a promise of returning in two weeks.

As they investigate the island and find a great deal of problems. Deaths, fires, and sickness all run rampant. No one knows who or what is causing these disturbances. A variety of paths can be taken to uncover the mysteries of the island. Whether or not the party can untangle the web of lies and solve the problem is entirely up to them.

ABOUT THIS ADVENTURE

This adventure is written for Pathfinder Second Edition. A version for Pathfinder Roleplaying Game and Dungeons & Dragons 5th edition are available at drivethrurpg.com.

USING THIS ADVENTURE

This is a moderate length story that can be the launching point for a campaign, a stand-alone adventure, or inserted into an already existing campaign to flesh out the world and add more variety for players and world building. Details as to the city can be filled in with an already existing port town in your campaign, or the following block “**city information**” can be used.

If being used as the starting point for a campaign, you have the option to begin in Part 2, the Journey to Steadwick if you desire.

INTRODUCTION

Unless otherwise dictated by your campaign, it is late autumn. Small alterations may be needed on occasion if the season is different.

In a city this size, the only thing that spreads faster than illness is rumors. The island of Steadwick, only a week Westward by boat, hasn't sent their shipments of wine that normally come this time of year. It didn't take long to notice that no one from the island had been here in months.

There are several posters around town from a merchant named Hadrick Mooreson, advertising free fare for a trip to the island as well as paid commission for information. The contact information on the poster leads the party to a stately mansion on the rich side of town.

CITY INFORMATION

This setting is made to be easy to insert into a city that is already in your campaign, but if the adventure is used as a starting point or a single adventure, the following statistics may be used:

Town name: Loxbury

Ruler: Count Brisbane

Population: 31,440

Major exports: Spices, fish, copper, and culture (primarily theater and literature)

Major imports: Wine, furs, and textiles

Notable features: Major veins of copper were discovered in the area only fifteen years ago, causing a massive boom in population and fortune seekers. Early adopters of the area have seen their wealth grow exponentially because of this.

PART 1: NEGOTIATIONS

You enter an extravagant parlor filled with large portraits, small glass sculptures, and unbelievably soft chairs. The air is warm and inviting. As you come in, a group of people is leaving muttering angrily about being dismissed. By the look of them, they're either house guards or cheap adventurers.

After a quick moment of waiting, the party is called into the next room. It has several large windows with expensive drapery letting in a beautiful view of the waters. A cultivated tree is coiled around each of the four marbled pillars in the room. Behind a heavy oak table, a middle-aged man in well-made but plain clothing is sitting and writing on a piece of paper. Three guards are standing at attention nearby.

HADRICK MOORESON

Hadrick Mooreson is a successful merchant and very charismatic. He's made his fortune in the shipping industry and comes from Steadwick. He introduces himself and goes over his dilemma with the PCs.

“It's been fifteen years since I left Steadwick and started my trading company. Three months ago was the last contact I received from my home – a full two months longer than normal.

I need your help and I'm willing to pay for it. Someone has to go to the island, find out what's wrong, and help my sister. In two days, one of my ships will pass by the area and take you there free of charge. You can get a ride back from the locals or wait for two weeks for my ship to return. If you encounter danger in helping her, I'll double the rate. I just need to make sure she is alright.”

When the party agrees to go find out what's wrong with Steadwick and help his sister, Hadrick will answer any questions the party has. He's open about the expedition and isn't trying to hide anything.

INFORMATION HADRICK WILL PROVIDE

- His sister's name is Mesa Mooreson. She works as an artist in the city of Steadwick.
- The town's population fluctuates over the seasons. It's in the lower season now, so it's around 300.
- His sailors are very experienced and should be able to cut the travel time down to five or six days.
- There have been reports of bad weather conditions in the area, but no other threats.
- Hadrick is good friends with the mayor and will write the party a letter of introduction. It should give them free access to the inn as long as they're there.
- The island itself is about 8 miles north/south and 5 miles east/west. The city is its only real notable feature.

There are a few things that Hadrick doesn't tell the party because he doesn't deem it important for them to know. He will answer questions about it if the PCs bring it up.

- He will send them rather than the others because he knows of their previous adventures (if applicable. Otherwise, he prides himself on being a good investor and feels that they are the right group).
- He hasn't checked on his sister with magic because divination doesn't seem to work.
- Hadrick and his sister got a small inheritance from his father, who died on the island of illness. He used this to start his trading company.

USING YOUR PAST

If the party has completed quests or deeds in the past, he will cite these, offering a slightly increased amount to this group since they seem to know what they're doing.

If the PCs are willing to help, he will make them an offer (see 4-9 below). The party may attempt to haggle.

REWARD

Deception, Intimidate, or Diplomacy check Offer

3 or less	1,000 sp, 255 gp and 2 yellow pearls (20 gp each)
4-9 (standard offer)	1,220 sp, 270 gp, and 2 yellow pearls (20 gp each)
10 - 16	1,775 sp, 300 gp, and 2 yellow pearls (20 gp each)
17 - 21	1,775 sp, 315 gp, 2 yellow pearls (20 gp each), and a case of fine wine (15 gp)
22+	1,775 sp, 315 gp, 2 yellow pearls (20 gp each), a case of fine wine (15 gp), and a returning arrow.

He also reminds the party that the coin will be doubled if danger is involved. After the party accepts, he wishes them luck and gives them directions to the dock as well as the ship, *The Grippli's Gamble*.

PART 2: THE JOURNEY TO STEADWICK

The docks are a confusing muddle of activity, but with the directions from Hadrick, the group quickly find their ship, *"The Grippli's Gamble"*

The water gently rocks this huge boat from side to side. A thin frog-man protrudes as the figurehead on the bow of the ship, brandishing a curved wooden knife. The wrapped-up sail cloth from both masts sways gently in the wind. Walking up the unsteady gangplank, you are greeted by a large man with an even larger smile. Behind him, a crew of several dozen men work.

Captain Vanti is tall with knotted muscles, a stylish coat, and a missing pinky from his left hand. Whenever asked about it, he'll make up a new story of how he lost it. He invites the group to get their things into the cabins below and they'll be ready to sail as soon as they are.

He gives a small tour of his ship, going over the deck, the cabins, the galley, and the hold full of trading goods (Copper, salt, and some fish in this case). The ship is crewed by 40 people and it's 76' long, which Captain Vanti seems to be inordinately proud of. After the tour and the party gives their leave, the ship sets off. This delivery is headed to a prosperous trader to the south named Daliah.

TRAVELING

The next several days will be spent aboard the ship. Winds are favorable and the full journey is just over five days. PCs can choose to spend their time in a variety of ways for the first four days (see events for day five below).

GAMBLING

The sailors aboard the boat are fond of a particular game. They toss in 1 gold and roll 1d12, covering it with a hand before anyone can see it. The oldest of the group chooses one of the other participants and guesses their number. The chosen participant reveals their roll. If the number is equal, the guesser wins the pot. If it's not, they toss in an additional gold and they're out. The game continues until the pot is won or a re-roll has to take place. An additional gold is anted up and the process repeats, starting with the youngest guessing. You cannot guess your own die. If the PCs cheat and the sailors notice, they won't call them out on it, but they will not play any additional rounds with them.

FISHING

Survival check. DC 15 will get a fish. A DC 20 check will get a rare fish that one of the crew members will pay 4 gp for (can be haggled up to 6).

TALKING

Dyran Bones is a talkative member of the crew. He's been on this rig for about a year. He'll talk with the PCs about most anything and is interested in adventure.

SAILING

This doesn't do much for making the journey any faster, but the sailors appreciate the help (if they succeed at a DC 15 Lore: Sailing). They respect the PC more for helping. One sailor tells the PCs they are given strict orders from Hadrick to not cause the party any trouble.

LEARNING

The PCs watch and learn from the sailors, going over various knots and protocols for sailing. This will provide 1 trained rank in Profession: Sailor, as well as a +2 on day 5 of the journey for all saves and checks aboard the ship.

CRAFTING

There is a cabin below that is equipped with various crafting implements. It doesn't have a furnace or fire of any kind, but other tools are available if someone wishes to craft anything.

WRESTLING

A large crew member named Dero (nicknamed "board") is particularly boisterous and tries to challenge party members to wrestling contests in the evening. He will challenge the largest first. If someone accepts, the available crew is gathered to observe the sport. The terms of the wrestling are: If Dero can pin the party member within one minute, he wins. If the PC can pin him or escape pinning for one minute, they win. No outside interference is allowed. A 20' diameter area is set up for this. Treat as combat using the grappling rules in the Pathfinder Second Edition Core Rulebook. Pinning is successfully established if someone wins two grapples in a row. He has a +9 to CMB for grapple and a 19 CMD against grappling. PCs can bet up to 15 gp on their party member, doubling it if they win.

OTHER

Other activities are at the DM's discretion.

DAY FIVE

On the morning of the fifth day, the sky begins to darken and clouds come up from the south (the direction they're traveling). They are asked to get below deck for safety or help the sailors.



IF THE PCs GO BELOW DECK

The boat rocks violently back and forth as a storm hits. It lasts for 30 minutes, and every 10 minutes the PCs must make a DC 15 Reflex save. Failure means the PC is knocked prone, but no major injury occurs. If the PC rolls a save of 10 or less, they suffer 1d6 bludgeoning damage as they are slammed into the sides of the ship. In doing so, they suffer a minor injury (see table on page 43)

INJURIES IN D&D

In D&D, most injuries are treated as just a reduction in hit points. In order to better fit in with the horror theme, it is suggested that you use the expanded injury table in the appendix (page 43).

IF THE PARTY STAYS ABOVE DECK

When the party does not go below deck, ropes are tied around their waist, connected to the main mast with 120' of slack. They are then tasked with securing life-lines to sailors.

Any member running across the deck must make a DC 15 Reflex save or Acrobatics check. Failure means they make no progress. Failure to reach 10 on this check means they fall overboard. This should not be deadly, as the PCs are moving are tied down with lifelines. If they reach a sailor, it is a DC 10 Survival check to tie a rope around them.

Over the course of the storm, d4 sailors are swept overboard. This number should be reduced by 1 for each successful lifeline provided by the PCs. If the PCs went below deck, the full d4 crew members are lost.

At the end of the storm, the boat lurches to the side, sliding all non-bolted down objects from one side of the cabin to the other. The helmsman had to turn very suddenly to avoid the island. Sailors are cursing about the light house, which is not lit. The crew manage to pull into the dock which has no other boats anchored. The captain tells the party that it is unusual to see no boats there, but he suspects that they are out to sea at the moment and hopefully were not caught in the storm.

PART 3: ARRIVAL AT THE ISLAND

Wind from the island brings you the beginning of winter's chill. Under the cloudy sky, you can see short mountains and rolling plains break apart the forests of Steadwick Island. The trees don't look like their leaves have begun to change colors yet, but it can't be more than a few weeks off.

Just before noon, the party is dropped off at the island and told that the ship will return in two weeks. The captain is eager to get going and checks that the party does not need anything before he departs. The party is given a choice. Investigate the light house, or go down the road to town?

If the party chooses to go to town, go to "The road to Steadwick" on page 8.

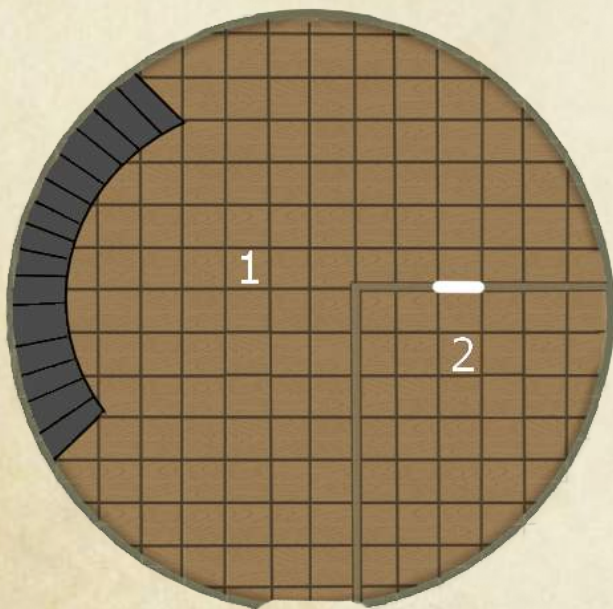
THE LIGHTHOUSE

A light house with peeling white paint sits atop a hill overlooking the sea. You can't make out the glass on the top floor from here, but it clearly isn't lit.



The road to the light house is well paved and traveled, but quiet. As they approach, the group sees the broken door to the light house some twenty feet away from the building. They can feel the sea-spray coming from the water as it strikes the rocks.

FIRST FLOOR MAP



1. LIGHTHOUSE FIRST FLOOR MAIN ROOM

A cold wind blows through the door and out the broken window to the north. A few smashed chairs are littered about the room and a large dining table sits near the broken window. Sturdy steps on the western wall lead upward to the next floor.

GATHER CLUES

There are a few clues hidden about the first floor of the lighthouse. All PCs may make a Perception check.

Perception check	Clues
10 or less	Nothing
11-14	Broken windows
15-17	Broken chairs
18+	Door bar

Broken window:

The broken shards of glass are scattered about the inside of the room. A quick glance shows there are no pieces outside. Something broke in from out there. The window is wide and tall - large enough to see a swath of the sea. It's seven feet off the ground.

Broken chairs:

The broken chairs about the room look like they've been crushed and flung against the walls. Even though it looks like blunt force broke most of the wood, many have multiple gouges cut into them a few inches apart.

Door bar:

A massive piece of wood lays underneath the stairs. A quick glance shows that it fits in the slots to either side of the entryway, barring entrance. The brackets to either side of the door are unbroken.

2. BEDROOM

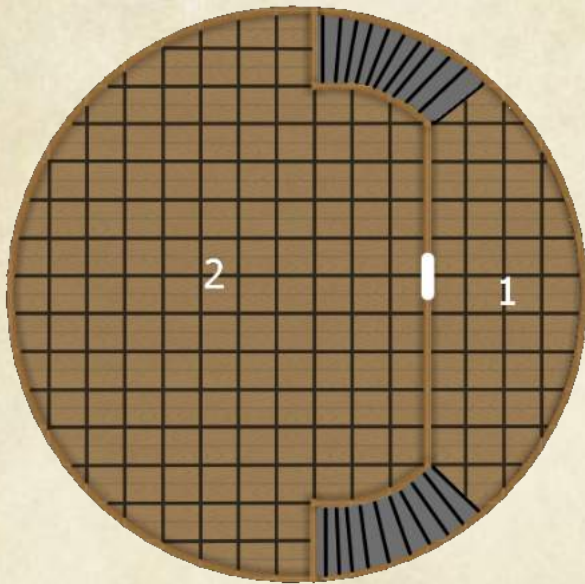
On bent hinges, a door conceals half a room. A smashed bed is inside as well as a dresser and shards from a mirror. A small nest of sticks and leaves covers the southwest wall. Reddish brown stains are scattered about the room, some of them thick. The air in here bears a sickly-sweet smell of rot.

As the party enters the room, something scurries about in the nest. A DC 16 Survival check tells you that the stains are blood from about two weeks ago and the nest belongs to rats. Disturbing the nest will cause them to attack. The party can look in the dresser and find the following:

- 12 gold pieces
- A low-quality dagger
- A set of bone dice
- Two sets of peasant clothing

See "Rat Swarm" in the Pathfinder Second Edition Bestiary for its stats.

SECOND FLOOR MAP



1. SECOND FLOOR LANDING

With the exception of a few disturbed areas from rats, this level has a thin layer of dust on the ground. Small particles float in the air, kicked up by your footfalls.

There is little of relevance in this area. If the PCs make a Perception check DC 13, they will find small blood stains under the dust leading upward to the next floor. The door to the west is closed, but unlocked.

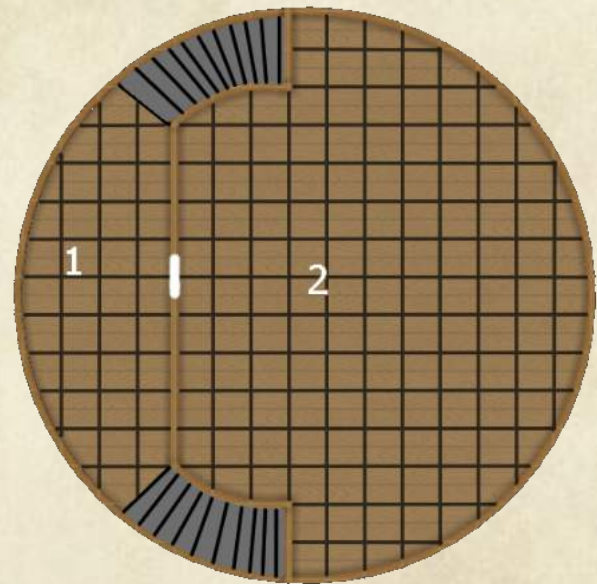
2. STORAGE ROOM

You are immediately assailed by the smell of lamp oil. As the door opens, it reveals that dozens of glass jars have been broken, leaving a mess of oily dust and glass shards.

The slick floor is full of broken glass and dangerous, requiring a Reflex save DC 11 to move across safely. If a character fails, they suffer 1 damage and a bleeding wound (see #8 minor injury table on page 43).

For characters in the room, they can make a Survival check. The group is able to salvage pints of oil from the room equal to their Survival check -10.

THIRD FLOOR MAP



1. THIRD FLOOR LANDING

Just like the floor below, a thin layer of dust is on this level. The silence is oppressive here, seeming to muffle sounds of the distant outside.

If the PCs found the trail of blood below, they can easily find it here, though it is growing fainter as it moves upward. The footprints deviate into the door on the right, and come out with a faint green tinge.

The door to their east is stuck tight, requiring a DC 13 Strength check to open.

2. ART GALLERY

This room is a maelstrom of color. Paints have been spilled and splattered all over the walls. Rivulets every color of the rainbow run down from the walls in sporadic clusters. Artwork litters the floor as well. Many have been shredded and others simply knocked over.

This floor is an art studio. It seems that the caretaker of the light house had little to do for long stretches of time.

The party notices that there is a single painting near a corner that has been untouched. This is unusual, as in every direction around it, there is debris from ruined pieces of art.

The picture itself depicts a large cliff with a waterfall. Sitting atop the cliff is a single tree. A pool collects at the base of the cliff. The painting itself can sell for 8 gp.

There are other things the PCs can find in this room. All PCs may make a Perception check.

Perception check	Clues
9 or less	Nothing
10-18	Signatures
19+	Bloody footprints

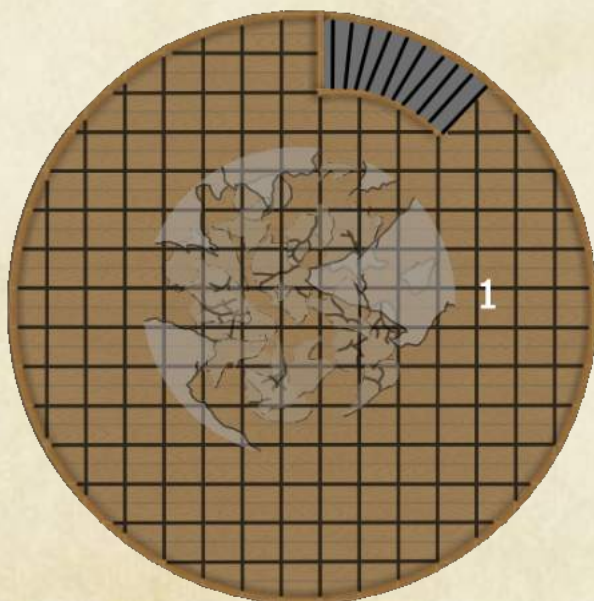
Signatures

Each of the broken pieces of art bears the same tiny signature down in the corner, "Derek Winters".

Bloody footprints

The bloody footprints took a detour in here and moved all about the room. Paint begins to drip from the tracks as it moved about the room and destroyed the art. The largest collection of blood and paint however stands in front of the remaining picture. Whatever it was, it stood here for at least a minute as it dripped.

FOURTH FLOOR MAP



1. FOURTH FLOOR LAMP ROOM

You feel your feet grind against tiny shards as you go up the last few steps into the fourth floor. The massive glass structure in the center of the light house has been shattered.

The glass in this room is sharp, but easily visible and does not require checks to avoid. In a small cupboard at the north end behind the stairs, there are several sets of flint and steel as well as a few yards of wick.

Perception DC 15 will reveal that small flecks of paint are on some of the broken bits of the light house glass.

With nothing else to collect or see, the lighthouse has been fully explored.

THE ROAD TO STEADWICK

The road passes over several hills in a winding path to the southwest. Off in the distance, the party can see a tall, skinny structure on a hilltop. Half an hour of walking later, they approach the base of a watchtower.

WATCHTOWER

Near the road is a watchtower, almost 20 feet tall. It is a simple wooden construction with a ladder reaching up to the top. Thin railing surrounds the elevated 5' platform. A quiver hangs from one of the railing and a few arrows are sticking out the top. A man standing in the tower begins to hail you.

NPCs ON THE ISLAND

The Island of Steadwick has many inhabitants. For ease of interaction, they are listed in the following format:

Base Stats and actions: Many NPCs will not have base stats or actions. Those that do are more likely to get into combat during the story. If an NPC without stats gets into combat, consider them a 1 HD commoner.

Personality: An insight into how the person acts.

Profession: What they do for work.

Information: Pertinent information to the party. If a Diplomacy DC is listed, that is the check the party must make to get this information out of them. If more than one DC is listed, the NPC is willing to divulge all DCs met. Intimidation checks may be used as well.

Lies: The NPCs may lie. Perception checks (DC 24 unless otherwise listed) will let the players know something is wrong, but will not provide exactly which statement was false. Generally, the NPCs will not lead with lies and the conversation must reach it naturally.

Location: The most common places to find an NPC. They are not however bound to this/these locations.

Special: A few NPCs have this category providing special instructions for them.

The guard in the watch tower will hail the party. He asks if they have a way to get word to the port city to ask for help. Upon hearing they cannot, he is discouraged, but leads them to town regardless. He can answer that the Mesa Mooreson is well, but scared, like everyone else.

He won't answer many questions of the party, claiming that the mayor is far better able to answer questions than he. If the party pushes, he will elude to several gruesome deaths that have taken place over the past three months. Over the next hour, Master Bogar leads the party to the mansion atop the hill.

MASTER BOGAR

NG Medium humanoid

Perception +9

Languages Common

Skills Intimidate +9, Perception +9

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+1	+1	-1

Armor Class 15; Fort +6, Ref +1, Will +2

HP 34 Immunities Fear effects

Speed 30ft.

Melee longsword +6 (Versatile P) Damage 1d8 +2 Slashing

Ranged longbow +4 (Range 100 ft., deadly 1d10, volley 30 ft.) Damage 1d8 Piercing

Mentor An ally within 5' of Master Bogar gain +4 on melee weapon Strikes.

Master Bogar is an unusually short man. Dozens of tattoos cover him from head to toe. He has studded leather armor and a sword with a well-worn handle across his shoulder.

Personality: Gruff and aloof, but means well.

Profession: Guard

Information: Master Bogar has seen the monster on two occasions. His view was somewhat impaired by the night and mist on both occasions. Whether the monster comes because of the mist or causes it, he doesn't know. Mist is common this time of year.

Lies: None

Location: Watchtower and roaming town.

Special: If Master Bogar is given the antidote to the sickness going around town (see apothecary side quest page 13), he will join the party to fight the monster if asked so long as the party presents him with evidence.



PART 4: THE CITY OF STEADWICK

TRAVELING AND TIME OF DAY

Because of the 2-week time limit and the extreme danger of being outside during the night, the time of day should be kept track of. Much of this is up to DM discretion, but page 20 discussed time as it relates to travel on the island.

The city of Steadwick is at the base of a small cliff with farmland spanning out to the south and east. As you move into town, you see people looking at you. They are shocked to see you. It is obvious that most are scared. Even a cursory glance shows you that several of the buildings have been collapsed or burned.

After a climb up a few turns in the road, you are standing on a hill overlooking the town. Off in the distance, you can make out a graveyard to the south and a lumber mill in the trees to the west. The mayor's home is big for this city, but not extravagant.

A maid opens the door. She gives a deep bow and leads the party to the study, which has the mayor behind a desk. He is reading a book about horticulture. He gets to his feet and asks who they are. Master Bogar will introduce them. If the party shows the letter from Hadrick or convince him they're here to help, the mayor will answer any questions they have regarding the town.

"Sickness, disappearances, a fire, and almost nightly monster attacks. That's what we've been dealing with - death and horror from every side. I'm glad you came. In another few months, there would have been no one to find."

Vincent Reynolds (Mayor)

The mayor looks like he's been in administration his whole life. His hands are smooth and uncalloused. His skin is pale, but it goes well with his short, tightly controlled blonde hair.

Personality: Twitchy and unsure, the mayor wants this problem solved as soon as possible.

Profession: Mayor

Information: There have been many attacks from a monster of late. It began a bit over two months ago and has been on and off since. It always comes with the mists at night, which are common this time of year. Wolves are commonly heard during its attacks.

They can't leave town at night - most people out of the town at night are killed and pieces of them are found days later.

Their boats and most of their sailors are missing. They will sometimes leave to go to other islands, so they aren't sure if they're dead. Oswin Palmer is the only sailor still in town.

As a bit of history, the townsfolk are extremely untrusting of magic. A long time ago there was a warlock here. The town banded together to slay him.

The monster's attacks seem to be targeted. They always hit old families that have been in town for decades with one exception - the lumberjack Brom Hazel.

Almost everyone in the village is sick right now and they don't know why. They've got the apothecary looking into it, but it isn't as important as the monster attacks (See page 44 for details on the illness).

Lies: Vincent secretly worships Gozreh rather than Sarenrae, the patron god of this city (Perception DC 17). He goes to worship when the maid can't find him.

Location: Mayor's mansion

Special: The mayor gives the PCs free reign to move about town and the island to look for clues and try to figure out and stop what's going on. In addition, they are free to stay at the inn so long as they're in Steadwick.

The mayor gives party Alphonse, a 14-year-old shepherd as a guide. The boy knows his way around town.

If the group mentions the coffin they found in the fishing hole, (page 25) he will explain that it's the warlock they killed many years ago. A weapon was used to kill him and prevent his return, which is still in the coffin. The dagger must stay in the body every new moon, or the warlock will rise.

Alphonse Larson

A thin boy with a massive smile. He wears well-kept clothing and has dark black hair that won't stay in place.

Personality: Headstrong, curious, and helpful

Profession: Shepherd

Information: He can direct the party though town and nearby areas (lumber mill, graveyard, and hound master's hut).

Lies: none

Location: Mayor's mansion

Special: Alphonse will fight with the party if he is with them during combat. He will ignore the party's requests that he not fight. They party may send him away and pick him up from the mayor's mansion or inn where his father works at any time if they choose (and he is still alive).

ALPHONSE LARSON

CG Medium humanoid

Perception -2

Languages Common

Skills Survival +1

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	-1	-2	+1

Armor Class 12; **Fort** +0, **Ref** +2, **Will** -2
HP 2

Speed 30ft.

Ranged sling +2 (Propulsive) **Damage** 1d4
Bludgeoning

INVESTIGATION ON THE ISLAND

At this point, the party is free to move around town and investigate as they wish. There are many points of interest on the map to visit and people to question. The group can freely move between parts 4 (The City of Steadwick), 5 (The Island of Steadwick), pieces of part 6 (Revelations), Timed Events, and the index (largely for random encounters and injuries).

Use the maps of the city (page 11) and map of the island (page 19) to keep track of the party's position and nearby events, as well as timed events (page 40).

SUNRISE AND SUNSET

Sunrise is at 7:00 and sunset is 6:00. If the party is outside of town at these times, there is chance that the monster will find them (timed events, page 40)

FINDING AN NPC

If you have need of an NPC or location, they are sorted into "in town" and "out of town". Locations are all listed in the index, as well as NPCs by trade and by name.

MAKING AN NPC

There are charts to help you make NPCs that fit in the with the townsfolk in the appendix (page 44).



1	Mayor's House	12	Burned Home
2	Two Willows (Inn)	13	Jack Hayden's Home
3	Apothecary Shop	14	Oaks Family Home
4	Mesa Mooreson's Home	15	Oswin Palmer's Home
5	Butcher Shop	16	Aaron Palmer's Home
6	White Well	17	Chapel
7	Blacksmith's Forge	18	Arrowsworth Family Home
8	Dorian Clive's Home	19	Fuller Crawford's Home
9	Eastgate Family Home	20	Brock Walpole's Home
10	Town Square	21	Bowyer
11	Elly Flax's Home	22	Joshua Verr's Home

1. MAYOR'S HOUSE

This manor is large, but not much more so than other homes here. The place is well-cared for and there's a hut on the side. Probably belonging to a butler or someone who works on the grounds.

See page 9 for the mayor.

2. THE TWO WILLOWS (INN)

A large hearth heats and provides cheer to a very large common room. This place gets a lot of visitors during the spring months and this building reflects that. Inviting tables and well-maintained furniture are spread around the room, allowing groups to sit close enough to feel together but far enough for conversations to be kept private. A door separates the kitchen from the main area. A man in a clean apron is washing a mug behind the counter.

THE INN AND COMMON KNOWLEDGE

The inn always has a few patrons. Use the NPC creation table if the rooms feel a bit empty (see appendix table page 44)

Any of the NPCs in town may be found in the inn on occasion. If the party can't find a clue they need to move forward, consider putting that NPC in the inn at the same time as the party.

Common knowledge There are a few facts known by most all of the people in town.

- There have been several deaths attributed to this monster over the past few months.
- Many townsfolk are missing, presumed dead. (This includes the two fishermen, a trader, the light house operator, and Michael Lock.)
- One house burned down recently.
- If you're out of town after dark, you'll probably die. It's similar to the in-town murders, but sometimes no pieces are left behind. They're probably taken by wild animals.

RUMORS

The townsfolk have had a great deal of time to circulate many rumors. Some are true, some are false. If the party chooses to listen, secretly roll a few rumors they may encounter per day.

1. (F) The monster summons the mist to attack with it.
2. (F) The watchtower collapsed last night. No one knows why.
3. (F) There is a river to the southwest that reverses its flow every few days.
4. (F) The butcher saw Alera kissing Orion.
5. (F) A vampire to blame for the deaths.
6. (F) Fishing Hole has gold at the bottom.
7. (F) The church has a talisman to protect you, but he won't share.
8. (F) A hag is to blame for the deaths.
9. (F) The Northwest cliff is collapsing.
10. (F) The mayor is adding a wing to his house.
11. (F) Elly the maid hates the mayor.
12. (F) Cryptcap can be used to heal cuts.
13. (T?) Werewolf to blame for the deaths.
14. (T) The Warlock had a child who is still on the island.
15. (T) Robert Wheel seen covered in blood.
16. (T) Wolves have been much more active lately.
17. (T) First sickness showed up 5 months ago.
18. (T) Michael Lock's body has not been found.
19. (T) The apothecary is running out of materials.
20. (T) At Brock Walpole's place, no human pieces were found. Usually there's a few bits left over.

The innkeeper greets the party warmly, inviting them to take a seat wherever they like and asks their orders. If the party tell them of the mayor's bargain with them for free lodging during their stay, he will accept and show them to a large 20x20 room in the back. If they want a second room however, they'll have to pay for that (1 sp/week). They will be provided with one free meal a day, courtesy of their cook, Alera.

Graves Larson (Innkeeper)

A handsome man with curly black hair. His smile is infectious and he appears interested in any conversation, no matter how banal.

Personality: Very charismatic and likable. He will occasionally interject a witty comment, but allows the speaker to control the flow of conversation at their pace.

Profession: Innkeeper

Information: He avoids most of the rumors in town. He is from one of the town's older families and has lived here his whole life. He can provide very general information on most town members as well as those already slain or missing.

Lies: He has been secretly romantically involved with Myra Stone, a woman on the outskirts of town, for the last two years. She is married and he is a widower. (Perception DC 18)

Location: Inn

Alera Snow

A motherly build hides the great strength in this woman's frame. She smells like a campfire and seasonings. Her brow hair ends in a braid, a small pearl peeking out of the bottom.

Personality: She's quick with a smile, but quicker with a back-hand. She likes people, but doesn't take guff from anyone.

Profession: Cook

Information: The pearl she wears is a gift from her late husband.

She was with Shen the bowyer, Aaron the engineer, and Orion the apothecary in the inn on the night of the first attack. She saw Shen shoot the monster, but it didn't leave a scratch and the shaft shattered. Shen has been distant since his son's death. It was very misty that night, but she thinks she saw the monster carrying away something large (Diplomacy DC 12).

Lies: None

Location: Inn

3. APOTHECARY SHOP

Acrid smells assail you as you step through the door. A bubbling cauldron of herbs sits unattended and a man in a dark red hood sifts through some carefully labeled bottles. He is sitting and has a splint around one leg.

Orion is the apothecary and he is willing to sell various herbs to the party. He has a task for the party to complete (see "Special" below).

Orion Cald

Orion Cald is a tall, well-muscled man who wears a thick cloak with a dark red hood. Underneath the hood, his brown eyes match his unkempt hair. A thick, glistening burn covers the left half of his face.

Personality: Orion is a quiet individual who avoids conversation. The only discussions he enjoys involve his profession.

Profession: Apothecary

Information: On the night of the first killings, he was in the inn with Alera the cook, Shen the bowyer, and Aaron the engineer.

He smelled cryptcap, a mushroom found on graves and some areas of the forest (Diplomacy DC 14).

Lies: Orion claims that he didn't know Reed Arrowsworth, the first victim. They were childhood friends. He wants to disassociate himself with Reed's cruelty.

Location: Apothecary shop or inn

Special: After some discussion, Orion asks the party to go and get crimson bittercress roots from the druid under the waterfall to the northwest. Her herbs may be able to help with the sickness going around. Orion has a broken leg and can't go. He will give the party 50 gold and asks that they use it get as much as they can.

When the party returns with the bittercress, he can make several doses. The party can request that he give it to certain individuals (or animals) to help them in their quest. The medicine will remove the illness after a night's sleep. Orion can make four doses a day when he gets the ingredients.



GOODS FOR SALE

Goods	Cost	Effect
Blackthistle Poultrice	15gp	A very powerful ingested painkiller. User does not know hit points and will go unconscious at -5 hp.
Dream Blossom	20gp	Inhaled powder. +5 on Perception checks for 10 minutes. After this time, -5 on all Perception checks for 6 hours.
Cryptcap Juice	30gp	An orange contact poison that can be applied to weapons. It deals 1d4 poison damage/round for 2 rounds (DC 14 Fortitude save negates).
Wolfpaw Seeds	35gp	Ingested plant. Ignore fatigue up to the point of exhaustion for 24 hours. If this plant is used more than once within 2 weeks, the user suffers 5d6 poison damage and 2d6 wisdom damage (immediate damage only. DC 22 Fortitude save negates).

4. MESA MOORESON'S HOME

This large house opens into a sitting room with a woman staring into a goblet of wine. Sculptures surround the area, each with the same signature carved in the bottom. It's her initials.

Mesa notices and welcomes the party into her home. She offers them a place to stay if they don't have it. She has a great deal of room, but no one to share it with. Her brother provides her with money and she can focus on her art. She is willing to sell the PCs some art if they wish (30 gold asking price, but worth 40).

She is glad her brother is doing well and cared enough to send someone looking for her.

Mesa Mooreson

A middle-aged woman with thin, slender hands. She always seems to be wearing a red satin night gown regardless of the time of day.

Personality: Wistful and absent minded. She's been looking for someone to talk to for a while and will try to get them to stay. She is looking for a romantic partner as well.

Profession: Artist

Information: She saw the monster run by from her window. A hulking form around 8 feet tall with thick fur.

Lies: None

Location: Mesa Mooreson's home

5. BUTCHER SHOP

This building is immaculately clean inside despite the messiness of the work. Behind a thick oak counter, several prime cuts of meat are hanging from hooks on the ceiling. The butcher is behind the counter, salting a cut of venison with precision born from years of practice.

The butcher is willing to sell the party prime cuts of meat for 4 silver each.

Robert Wheel

Slightly overweight man with a scar over his right eye. It's milky white and clearly blind.

Personality: Enjoys talking but not listening. Willing to give out hunting stories in response to any question.

Profession: Butcher and hunter

Information: He recently lost his apprentice Dale, who went to work at the lumber mill full time after Brock was killed. He complains about having to take the blood outside of town to dump himself now. Several years ago, he caught Dale dumping the animal blood in the well. Robert beat him within an inch of his life for doing that.

Lies: None

Location: Butcher shop or town square market

6. WHITE WELL

White stones stand out sharply against the other colors in the city. They lead down into a well with clear water. A bucket attached to a pulley sits next to the well. From the age of the cut stone, it's been here as long as the city has.

This is a place where many townsfolk gather. Rumors can be traded here and several NPCs make daily trips to this area.

Over the course of the year, the depth of water in the well can go up or down significantly, nearly reaching the bottom at 80'. It's going down now, but it's still near the top.

If the party goes in the water (which isn't taken well by the townsfolk if they notice), they can make a Perception check inside. If they can go very deep (50' down), and they make a 16+ Perception check, they will find that a small part of the well near the bottom has been carved out (If the party is looking because of the tools they found in the sunken ship, the DC is decreased to 6).

If they reach inside roll 1d20. This check can be made repeatedly.

REACHING IN THE HOLE Roll Effect

1-6 The PC cuts their hand on something inside. Suffer 1 damage (secretly roll a Fortitude save DC 17 to avoid contracting Steadwick fever (See page 44).

7- The PC gets hold of something but when they grasp 12 it, it crumbles in their grasp.

13+ Whatever is in there, they get a hold of it. It nearly falls apart as they grab it, but they pull it out of the hole. They are holding a bloated, drowned rat. The water nearby takes on the faintest red and brown tinge as they hold it.

This is what has been causing the illness in town. If the party clears out the well, the sickness will eventually disappear.

7. BLACKSMITH'S FORGE

The sound of ringing iron greets you as you approach and a wave of heat passes by as you enter. A strong man looks up, putting his hammer down as you enter.

The blacksmith will gladly sell mundane weapons and tools to the party. If he doesn't have it in stock, he can generally make it in a day or two. If they provide materials, he'll make it for half price.

Franklyn Meek

The blacksmith is a very strong looking man and always covered in some sort of soot. His hands have thick calluses that attest to his years of work at a forge.

Personality: Trusting and open

Profession: Blacksmith

Information: He provides all the builders with their materials. All of them buy or rent their tools from him.

Lies: None

Location: Smithy

Special: If the party brings him a set of tools, he can look in his logs and tell them who borrowed those tools and when.



8. DORIAN CLIVE'S HOME

This home has collapsed. Attempts have been made to remove some of the blood, but it lingers in a few difficult to reach areas. A single snapped pillar lays in the center of the wreckage, surrounded by a broken roof and a few walls that couldn't take the strain. Even in the standing walls, there are cracks and holes, further attesting to a brutal fate.

The players may make a Perception check to search the area.

Perception check	Clues
11 or less	Nothing
12-14	No objects
15+	Dismembered foot

No objects:

In wreckage like this, you would expect to find something there. Junk or broken things at least. There is nothing like that here.

Dismembered foot:

Under a beam of the roof, there's what remains of a foot. It's become discolored and has an odor once you uncover it.

9. EASTGATE FAMILY HOME

This large home is empty. Broken furniture litters the area and some remnants of blood remain, as if those in charge of cleaning it finally lost the heart to do so completely. All four rooms have damage and blood.

The house has four main rooms: The living room, the kitchen/dining room, and two bedrooms. Perception checks may be made to find clues.

Perception check	Clues
7 or less	Nothing
8-11	No objects
12+	Family

No objects:

This home is intact, but extremely empty. There are a few pieces of furniture, but not even as much of that as you'd imagine.

Family:

From the layout of the house and the occasional intended marks on the wall, you surmise that there was a family of five living here. Judging by the amount of blood, none survived.

10. TOWN SQUARE

This area is a lively in town with people milling about, roaming from stall to stall. Several merchants have things for sale, but mostly food. In the midst of these, one merchant seems to have a few interesting items for sale.

The town square is where most of the trade goes on in town. As such, it is a very good place to pick up rumors. There is one stall particularly of note: Misty's Curiosities. It sells a few magic items.

Misty Broll

Misty is a middle-aged woman with unusually dexterous fingers and a sharp eye. Her red hair falls across her broad shoulders. She lets it be known that she will sell information as well as items.

Personality: Misty is always looking for a deal and will match her tone and mannerisms to match the one she is speaking with.

Profession: Merchant

Information: She accepts 10 gp per piece of information.

- There's a mansion far to the south in the deep woods. She can't be sure exactly where, but it's where she found the axe she's selling.
- Joshua Verr leaves town pretty commonly. She hasn't been able to find where he's going.
- When she was younger, children used to go out in the woods to the northwest. Something happened and they aren't allowed to go there anymore. The villagers sometimes talk about a warlock who had a daughter. She's on the island, but not allowed in town.
- Cryptcap, the mushroom, grows proportionally to its access to a dead body. The closer to the surface, the more grows. In the open air, it will only last for a few years, but even shallow graves can extend it to a bit over twenty years. (if the party has this information going into the graveyard, they don't need to investigate for an hour to figure out the pattern.)

Lies: None.

Location: Town Square

GOODS FOR SALE

Goods	Cost	Effect
Salve of Slipperiness	14gp	Two in stock.
Potion of Water Breathing	15gp	Five in stock.
Eversharp Axe	150gp	A magic axe that deals +1 additional damage on hit. It ignores the hardness of wood and cannot become dull.

11. ELLY FLAX'S HOME

The interior of this home is disgusting. Partially eaten food and dirty clothes litter the area.

Elly is rarely home during daylight hours, but she gets back just before night each evening.

Elly Flax

A woman in her early 20's, Elly wears as fine of clothing as she can. She's full-bodied and not afraid to flaunt it.

Personality: Confident and voluptuous

Profession: Maid

Information: She hates to come home and clean after a day full of cleaning. The mayor will sometimes disappear in the house and she can't find him.

She knows many of the rumors going about town and will repeat them all as if they're completely true. She's noticed that a few of her things, like her ornate hand mirror, have gone missing.

Lies: None on purpose.

Location: Mayor's mansion (usually) or her home.

12. BURNED HOME

Scorched, blackened wood lays in a disorganized mound in front of you. A breeze kicks up a few ashes from the scene, testifying to how recent the blaze was.

Most people around town can tell you that Michael Locke lived here. Lore: Carpentry or similar check DC 15 will reveal that there are no burned remnants other than the building itself, suggesting that it was taken out before the fire.

13. JACK HAYDEN'S HOME

This home is nothing but rubble and a few outer walls. The debris is collected around the middle of the home around its central support, broken in the middle.

Despite searching the area, there is nothing to find.

14. OAKS FAMILY HOME

From the rubble, a single shaft stands upward, snapped in half. Parts of the home are scattered about, reaching as far as several dozen feet away.

The party may make a Perception check to find clues.

Perception check	Clues
7 or less	Nothing
8-16	No objects
17+	Tuft of fur

No objects:

Everything has been removed from this home, either before or after it collapsed.

Tuft of fur:

In the remains of the center column, there is a silvery tuft of fur wedged between the grains of wood.

15. OSWIN PALMER'S HOME

The door opens on a small house with minimal decor. Fishing equipment lines the eastern wall, you can see its owner slumped over in a chair with a bottle of wine.

Oswin Palmer has been drinking quite a bit since the rest of the sailors disappeared.

Oswin Palmer

A man with a large, red nose and balding. He growls more often than speaks.

Personality: Angry and depressed

Profession: Sailor (navigator)

Information: He thinks the sailors went off without him because he was drinking on the job (this is false, but he does not think it is a lie).

Lies: None on purpose.

Location: His home or the inn exclusively.

Special: If the party bring him a piece of the ship from the beach (see page 36 "Small Clue"), he can tell them where the ships are sunk.

16. AARON PALMER'S HOUSE

The inside of this house is a beautifully orchestrated mess. Piles of pages with drawings and sketches fill tables and all horizontal nearby surfaces. Somewhere in the mess, you find Aaron the engineer going through a stack of papers.

Aaron is the engineer in charge of the layout of the town as well as the construction of several larger buildings, particularly the lumber mill. He's been working to help his brother Oswin make a faster boat design.

Aaron Palmer

A short man with a large, nose. His brown hair is beginning to thin on the back of his head.

Personality: Scatterbrained, and overly descriptive

Profession: Engineer

Information: His brother is depressed because he thinks the sailors left him. Aaron doesn't think so, but has no evidence to prove it. He claims his brother is the best navigator around, able to predict the complex currents around here. He thinks if someone searched the coast for a mile or two around the docks, they may find some evidence if the ships sank during the storms.

Lies: None.

Location: His home or moving about town and making sketches of planned buildings.

Special: If the party asks about the collapsed buildings, he will tell them that the ones that have broken are of an older design he hasn't used. They did however look different, so if someone were to collapse them like that, they'd need knowledge of the old homes themselves as well as an understanding of buildings or construction.

17. CHAPEL

A massive, bronze bell sits atop this chapel. It has a stained-glass window of an angelic figure with a sun rising behind her. The door is wide enough to allow three people abreast to enter.

Inside, rows of pews face forward to a pulpit. No one is standing behind it at the moment, but a priestess is moving about, talking to some of the visitors.

Sister Farrah

A somewhat homely woman in a yellow and red robe, she gives a wan smile.

Personality: Caring - she listens to others and tries to help whenever she can.

Profession: Priestess

Information: She's been running this chapel for nearly ten years now. She's not a strong cleric, but lately her healing has been especially weak.

A few people try to hide out here during the night. She sat on the steeple one of the nights and saw the outline of the monster running through town. It was a hulking frame that looked almost human. She thinks there were multiple packs of wolves roaming about as well.

Lies: None

Location: Chapel

Special: Sister Farrah is a 3rd level cleric and will not begrudge the spellcasting if she thinks it will help the town. She herself is terrible at fighting. Her healing is 1/2 normal effectiveness and she cannot remove diseases until the haunted glade is cleansed.

18. ARROWSWORTH FAMILY HOUSE

This large family home has been scrubbed clean and no longer shows signs of the mutilation that took place here. It is prodigiously empty in the main room and one of the three adjoining rooms. Of the other two rooms, one looks lived-in but minimalistic and the last seems to house carpentry projects.

This is the first house that was attacked. No one is in this home except the occasional night when Shen Arrowsworth comes back. He usually sleeps in his shop these days.

19. FULLER CRAWFORD'S HOME

This house does not show much sign of being lived in. The walls hold no nicks or scratches from accidents or extended use. Wood planks, stones, and chains are stacked neatly by the house as well as a few tools.

Fuller Crawford is most commonly here, but that isn't saying much. He's one of the main builders in town. He spends most of his time working on projects and homes.

Fuller Crawford

A short man with a crooked nose and a few scars on his face and hands. He gives out smiles easily, but isn't one for conversation about anything other than buildings.

Fuller Crawford (Brigham Clive)

Personality: Doesn't want to talk, but can answer questions about structures and building.

Profession:

 Builder

Information: He moved in about a year ago to help with building. The work has been good, so he stayed.

Lies: Almost everything he says. He's the monster that attacks in the mist. He was born on this island as Brigham Clive (brother to Dorian Clive, the second killed). Reed thought he killed Brigham, but he was found by Malnix (the warlock who used to live here). When the warlock found the dying boy, he decided to test experimental magics on him. Brigham fled the island after Malnix was killed and came back to exact revenge on those who tormented him. Using his trade, he cases his targets beforehand and will bring their home down if he can. None of this can be detected with a Perception check.

Location: His home or working on buildings around town.

Special: If Fuller believes that the party is onto him, he will skip town and stay in the monster's cave (page 34). He will avoid most conflict with the party unless he is caught with enough evidence (see page 36). In most instances, he will flee.

20. BROCK WALPOLE'S HOME

This home is in shambles, but still standing. Its main support column is splattered with excessive amounts of blood. The area has a sickly, sweet smell.

The building is a mess and no one has cleaned it.

Perception check	Clues
3 or less	Nothing
4-10	No objects
11-13	Too much blood
14 - 16 (or 0)	Strangely sweet smell*
17+	Similar home design**

No objects:

This home has been picked clean of objects, including the furniture.

Too much blood:

As adventurer's, the group is fairly accustomed to blood. This place has far too much for a single person. Either a family was killed here, or something is off. (If the party asks most anyone in town, the villagers can tell them that Brock lived alone.)

Strangely sweet smell:

The house has a strangely sweet smell they can't put their finger on.

*If a party member has access to the scent trait or can speak with an animal that has it, the required Perception check is 0. They learn that it is pig blood, not human.

Similar home design:

This design looks like many of the others that the monster has attacked. Unlike all the others, this one has not been collapsed.

**This check can only be made if they've seen at least one other home that has been collapsed via the center beam.

21. BOWYER

This room is divided into two pieces, a 10' section ending in the counter, and 30' beyond that with equipment for crafting bows and arrows. Bird feathers are kept organized by color and length in the back as well as dozens of carving tools. Two bows are hanging to either side of the counter, each exquisitely carved. A thin, very old man is standing behind the counter, staring off into the distance.

Shen is a very experienced bowyer and can make bows and arrows faster than anyone else within a thousand miles.

Shen Arrowsworth

An old man with white hair and brown eyes, he always seems to be looking in the distance. When speaking, he is quiet and withdrawn.

Personality: Shen always seems to be distracted. He tries to care about conversations, but will lapse back into silence.

Profession:

 Bowyer

Information: His son was the first killed. He saw the monster carrying off his bloody corpse in the mist. Shen shot at it, trying to slay the beast, but the shaft broke on contact and the beast was unfazed.

Something always was off about his boy, Reed. Reed always seemed to be feigning care for others. When he didn't think anyone was watching, he would be cruel for no discernable reason, particularly when he was younger (Diplomacy DC 18).

Lies: None

Location: Bowyer shop (rarely if ever at home)

Special: Shen is too old to fight, but if the party requests he makes a bow or arrows for them in order to slay the beast, he'll do so for free if they bring him the materials. He can be done with a set of 20 arrows in two hours or a bow in three.



JOSHUA VERR

CN Medium humanoid

Perception +6

Languages Common

Skills Diplomacy + 8, Sleight of Hand +11, Stealth +11

STR	DEX	CON	INT	WIS	CHA
+0	+4	+1	+2	-2	+1

Armor Class 14; Fort +2, Ref +8, Will -1

HP 23

Speed 30ft.

Melee dagger +7 (Agile, finesse, thrown 10ft., versatile S) Damage 1d4 Piercing

Sneak Attack +2d6 damage against flat-footed targets .

22. JOSHUA VERR'S HOME

This large home is covered in valuables. It seems that parts have been dedicated to different types of objects. You can see a corner dedicated to paintings, another to fine dishes, and another to books. Somehow, it all flows together and looks good.

Joshua is moving about the house, fussing over the decorations.

Joshua Verr

A man in his late middle-ages, Joshua always seems to be touching something or someone. He speaks softly, and his eyes always wander.

Personality: Outgoing and quick-witted

Profession: Retired merchant (and thief)

Information: Joshua shares only common knowledge, claiming he rarely gets out of town. He's talkative, but will not hand out relevant information.

Lies: While he claims to rarely leave his house, he has been making common excursions to the cave in the dense woods to the Southwest of town. He has a cave full of junk there. He's very meticulous and can remember where all the objects came from. He's the one who's been going to the houses of the slain and taking their things (Perception DC 16).

Location: Joshua Verr's Home or the thief cave

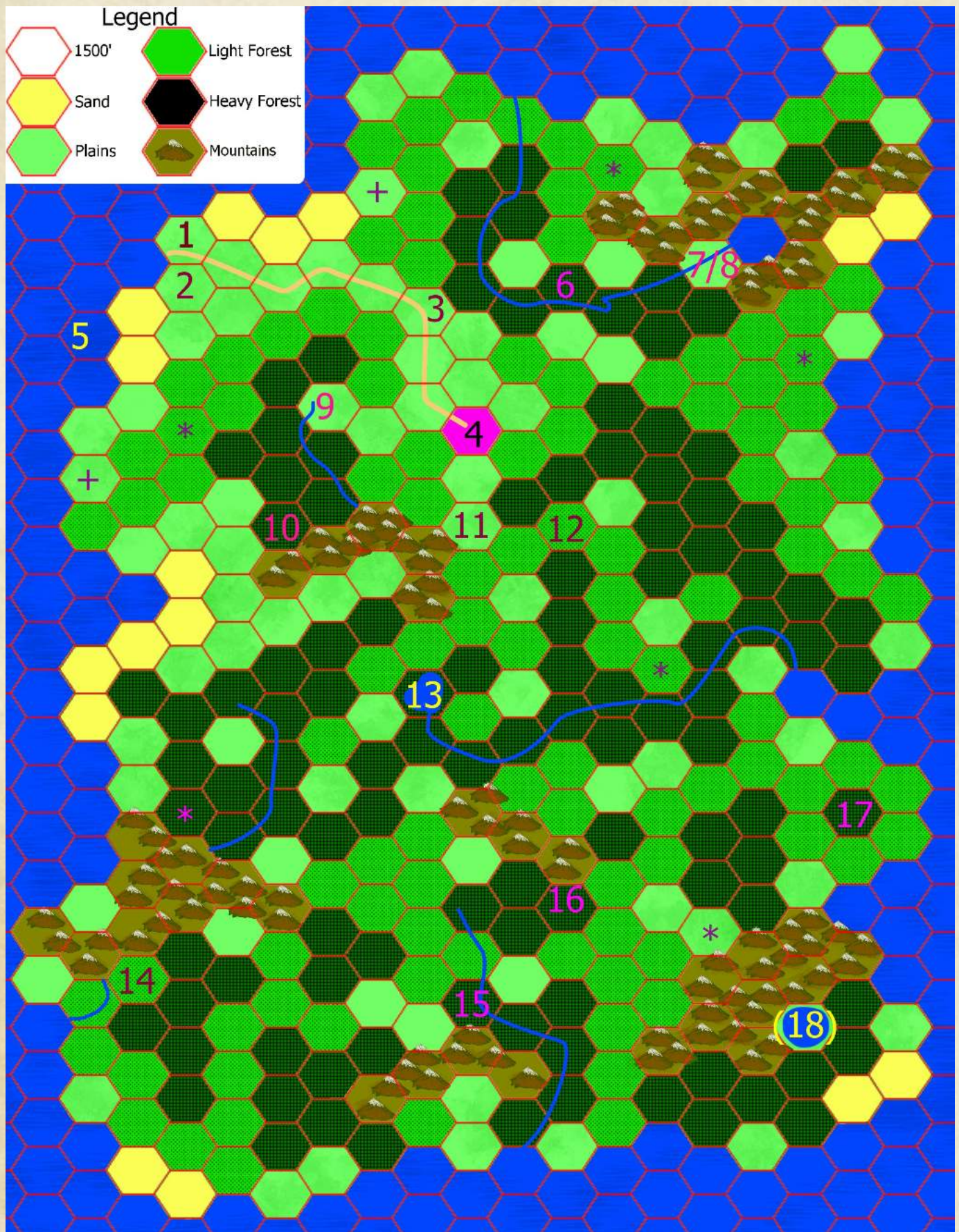
Special: If caught in the middle of a crime or evidence is provided, he willingly works with the party to give back the objects he stole as well as give them information on the unknown objects in the cave. He knows what he took and from where, despite the incredible amount he has stolen.

FARMLAND AND OTHER HOUSES

The City of Steadwick expands somewhat beyond this map's borders, but none hold relevance to the current adventure. Most farms that are not devoted to growing crops to feed the village are used for grapes to make the wine Steadwick is known for.



THE ISLAND OF STEADWICK



MAP KEY

Number	Place	Number	Place
1	Docks	11	Steadwick Graveyard
2	Lighthouse	12	Hound Master's Hut
3	Watchtower	13	Fishing Hole
4	City of Steadwick	14	Survivor's cave
5	Sunken Ships	15	Malnix' Mansion
6	Unmarked Graves	16	Monster's Cave
7	Waterfall and Druid Den	17	Haunted Glade
8	Tree of Names	(18)	Seer's Pond (optional)
9	Lumber Mill	*	Wolf Dens
10	Thief's Cave	+	Small Clues

PART 5: THE ISLAND OF STEADWICK

TRAVEL ON THE ISLAND

Each hex of the map is 1500' and average travel time is 3 miles/hour without encumbrance. The DM may estimate the time traveled, or use the system below.

TRAVEL SPEED

Hex type	Minutes to cross	Injury chance/hex
Road	8	0%
Plains	9	1%
Sand	10	1%
Light Forest	10	3%
Heavy Forest	15	5%
Mountain	20	7%

ADDITIONAL CONSIDERATIONS

Modifiers	Minute modifier	Injury chance modifier
Slow pace	+2	-10%
Every 10' above 30'	-2	+0%
Fast pace	-2	+2%
Sprinting	1/2	+10%
Light leg injury	x1.5	+5%
Heavy leg injury	x2	+10%

A Survival check DC 23 may be made when an injury roll occurs to avoid it. Injuries can be either 1d6 damage or a light injury from the table in the appendix at the DM's discretion.

1. DOCKS

Three short piers stick out from the island northwest. No ships are in sight. The waves roll slowly back and forth, lapping against the shoreline.

The docks are empty. There is no sign of foul play or struggle here. The wood stakes that boats are tied to are unharmed. The boats were untied when they left.

2. LIGHTHOUSE

See page 6.

3. WATCHTOWER

See page 8.

4. CITY OF STEADWICK

See page 11.

5. SUNKEN SHIPS (UNDERWATER)

Over a drop-off and a hundred feet down, you can just make out the stern of a ship. As you travel closer, there are two smaller ships near it. The cool waters cast eerie refractions of light across the decks, seeming to give them life.

There are three ships scuttled next to the island. One looks like it is made to carry goods while the other two are fishing vessels. The party may investigate any of them.

FISHING VESSELS

The two fishing vessels lie next to one another. In the center where the fishers normally sit, boulders are tied down with frayed rope. Almost identical holes are in the bottom of either ship, allowing water to overtake them.

The party can investigate these ships, but they find nothing other than what they've already seen.

SAILING SHIP

This ship is fifty feet long and has a single mast. The cloth waves about in the flowing waters. Some sort of seaweed has already begun to grow on the deck of the ship. There's a single way down below deck.

Below deck is a place of nightmares. You see a ghastly rusty chain wrapped around the ankles of three sailors - two men and one woman. Their bodies are bloated and their hair waves lazily in the invisible currents of the ocean.

The base of the ship is ripped apart, exposing the bilge. A dozen boulders at least three feet tall line the bilge near a hole leading to the sea. This hole was cut with a tool.

If the party wishes to search the ship further, they disturb the unusual seaweed growing on the ship. When disturbed, it will attack.

BARBED KELP CREATURE 5

N Huge plant

Perception +7; low-light vision

Languages None

Skills None

STR **DEX** **CON** **INT** **WIS** **CHA**

+4 +0 +3 -5 -2 -4

Armor Class 16; **Fort** +9, **Ref** +3, **Will** +1

Hit Points 67 **Immunities** fear effects, paralyzed, sleep

Speed 0ft.

Grapple vines +11 (reach 10 ft.), **Damage** 1d6 +4 bludgeoning on success. Increases to 2d6 +4 on critical success. The Barbed Kelp has 3 vines it can use to Grapple, but cannot grab a single target more than once.

After the barbed kelp is dealt with, the party can attempt Perception checks to gather clues from the sunken ship.

Perception check	Clues
4 or less	Nothing
5-13	Wounds
14-16	Tools
17+	Lockbox

Wounds:

Each of the floating corpses has a head wound in roughly the same place. It is likely they were caught unawares and knocked out, then left to drown.

Tools:

After some searching, you locate the tools that were used to cut open the bottom of the deck. They have rusted, which makes the white chalk and dust on them clear as day. Wedged between a few teeth of the saw, there are fragments of white stone.

Lockbox:

This lockbox has rusted, but the initials IY are on the cover. It has 350 sp and a spyglass inside. DC 20 Thievery to pick the lock.

FIGHTING UNDERWATER

Most weapons and attacks are far less effective underwater. Rules for this are in the "Aquatic Combat" section of chapter 9 in the Pathfinder Second Edition Core Rulebook.

See the "Grapple" section in chapter 4 of the Pathfinder Second Edition Core Rulebook.



6. UNMARKED GRAVES

Spotted orange mushrooms litter this small area. While the ambient sounds of the forest can be heard in the distance, this area seems unnaturally still.

Survival DC 14 will find bones underneath the largest collection of mushrooms. It is in a very shallow grave, with an identical empty depression next to it.

These are the bones of Nicolas Quincy, though the party likely does not know that yet.

7. WATERFALL AND DRUID'S DEN

A large pool lays at the bottom of a flowing waterfall. Mist sprays outward from the bottom on a rocky surface. Verdant plants circle the pool, providing some cover to the shallow, lazy waters. On the tip of the cliff some eighty feet up, you can see there is a tree peeking over the cliff edge.



A Perception of 20 will reveal the passageway behind the waterfall leading to the druid's cavern (DC increases to 27 in mist or at night). If the party was told of this place by Orion, reduce the DC to 10.

7.1 DRUID'S DEN

Sounds of rushing water reverberate through this small tunnel, quickly terminating in an open area with a wooden hut. A muddle of confusing smells permeates the area. As you get closer to the hut, the sound of grinding rocks can be heard from inside.

Erika is inside, grinding plants into a paste.

Erika Fenwyl

A woman in her mid-50's, Erika has long blonde hair with several greys. She carries herself well and doesn't look quite her age. She has one green eye and one blue eye.

Personality: Erika is not a trusting person. She'll engage in conversation, but prefer to dance around subjects.

Profession: Druid and herbalist

Information: Years ago, children used to go up to cross the slick rocks on the cliff to carve their name on the tree. One day, two children fell to their deaths. The area has been off limits ever since. Most people here hate magic because of an old warlock that used to live in a big mansion to the south. The town still avoids it, thinking it's haunted.

The people in town think two children fell off the waterfall and that's why it's off limits now. Only one child that fell the day and he didn't die from it. Erika saved him. Both went missing after that (Diplomacy DC 15).

If asked why she isn't allowed in town, she'll just say "family affair".

Lies: The werewolf has been to see her a few times. On threat of her life, she agreed to not interfere with the wolves.

She is the daughter of Malnix the warlock, which she keeps secret.

Location: Druid's cavern

Special: She can give the party 40 gold's worth of bittercress for Orion's request.

If the party asks her to come to Malnix' mansion in the south, she will agree if the party knows she is his daughter (possibly because of the eyes they share).

ERIKA FENWYL

LN Medium humanoid

Perception +12

Languages Common, Druidic

Skills Diplomacy + 7, Perception +11, Stealth +7

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+1	+4	+2

Armor Class 13; Fort +2, Ref +3, Will +8
HP 29

Speed 30ft.

Melee staff +3 (Two-hand d8) Damage 1d8

Spellcasting Erika is a fifth-level druid for the purposes of spellcasting.

8. TREE OF NAMES

There are two ways to get up to the tree. There is a long, winding trail that takes half an hour, or the cliff can be scaled. It has hand holds, but Athletics checks must be made. Three checks of DC 14 must be made to scale the cliff (at 20' each check). If the climber fails by 5 or more, they fall the full distance they have climbed. When the PCs reach the top, there is an upward slope leading to the top of the 80' waterfall.

A tree sits in the middle of a scant patch of dirt, separated by a rapid river some forty feet across. Even from this distance, you can see carvings on the tree. Wet, mossy rocks jut upward from the cliff at irregular intervals, creating a path. The water itself leading to the tree is choppy and dangerous, due to a second waterfall above. The swift waters threaten to take any swimmers over the edge. Taking either route to the tree would be dangerous.

ROCKS TO TREE

Slippery rocks lead to a small patch of land. A tree grows out of the sparse dirt. Faint white -brown markings are visible from the edge of the river. A second, smaller waterfall is just twenty feet removed, making the waters here rapid.

Acrobatics check Result

8 or less	Your feet slip off of the rocks and you are dragged down. You suffer 7d6 falling damage (slightly reduced for water)
9-14	Slow progress. Make a second check. A 6-8 now succeeds.
15+	You successfully cross the rocks.

SWIMMING TO TREE

Attempts to swim are difficult due to the waterfall above as well as below, creating terrible rapids. Water is 7' deep.

Athletics check Result

8 or less	You are pulled by the current between rocks and dragged down off the cliff. You suffer 7d6 falling damage (slightly reduced for water)
9-10	The current pulls you into a rock and sucks you under. Your foot is now stuck and you can't reach the surface (DC 15 Acrobatics or Athletics to free yourself. Treat as 7-8 when unstuck).
11-13	You swim about halfway before the current pushes you into a rock. You may climb on the rock and continue your journey. Further attempts to swim from here will pull you off the cliff.
14+	Pushing against the current, you swim to the tree safely.

THE TREE

As you inspect the tree more closely, it has dozens of initials carved into it. Starting near the end, many of the names have been scratched out with a deep, uneven gouge.

These are the names that the monster is using to determine who to kill next. A Nature check DC 10 or Survival DC 18 reveals that the crossing out has been done in the last month or two.

READING THE CHART

Names with an X have been crossed out at the start of the adventure. Increase the number of crossed out names as the monster kills them (go in descending order from left to right). The full names are listed for the DM's convenience. Only the initials are to be given to the players.

Some of the names (Those before Reed, JP, MP, ZB, and MM) are nameless NPCs. AD, BD, and IY are the drowned sailors/fishermen.

More names crossed out As the adventure progresses, more names should be crossed off of the list. If the players return here, the tree has been updated with new kills.

LIST OF INITIALS

Crossed out?	Name	Crossed out?	Name
-	HF (Hallven Frost)	-	ML (Michael Locke)
-	RZ (Reese Zeal)	X	LE (Leon Eastgate)
-	LK (Linda Keet)	X	HO (Harry Oaks)
-	BI (Branborne Ix)	-	JP (John Price)
-	JT (Jalham Taylor)	-	MP (Morgan Price)
-	WP (Whit Porter)	-	OP (Oswin Palmer)
X	RA (Reed Arrowsworth)	-	GL (Graves Larson)
X	IY (Ivan Yell)	-	ZB (Zoe Brinks)
X	AD (Alexander Dale)	-	OC (Orion Cald)
X	BD (Betha Dale)	-	NQ (Nicolas Quincy)
X	DW (Derek Winters)	-	JD (Jax Davis)
X	DC (Dorian Clive)	-	MM (Mesa Mooreson)
X	JH (Jack Hayden)	-	LL (Lee Luca)

All of the people below Reed were there on the same day. If asked about it, they'll be reluctant to talk about it, but Diplomacy DC 15 can get them to tell the story:

They were a group of kids going to put their names on this tree, because that was a rite of passage among the youth. You had to cross the rocks to do it.

Reed went first and the boy who went after him fell off and died in the water. Quincy went missing that day and it's assumed he fell after the rest of the group had left. Neither body was ever recovered.

9. LUMBER MILL

A large wooden structure rests next to the river. A watermill creeks slowly as the water passes. Inside, there are several saws, axes, and vices to hold and chop wood. Tracks with small rollers sit still, waiting for a log to push down into the main cutting area.

A Perception DC 15 will reveal there is some blood near the tracks at the center of the mill. Neither Slade nor Dale can give a reason why, but they say it's common for injuries to show up on the job.

If the party digs in that area, they find the body of Brock Walpole. It's new enough to tell that the wounds were caused by an axe, save for the smashed skull. He has been hacked into several pieces to make it easier to fit in the small area.

Slade Wakefield

Slade is a large, boisterous man with flecks of grey in his red beard. He's got many scars all over his face and hands.

Personality: A loud man who tends to dismiss others who he doesn't see as physically strong.

Profession: Lumberjack

Information: He had Dale on for part time, but when Brock was killed, he took him on full time, taking him away from the butcher. Slade appreciates the lad's immense strength, not his work ethic.

Lies: None

Location: Lumber mill

**DALE LEIGH -
CREATURE 2**

CE Medium Humanoid

Perception +2

Languages Common

Skills Lore: Woodsman +4

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	-1	-2

Armor Class 14, touch 12, flat-footed 12

Hit Points 22 (3d10 + 6)

Fortitude +5, **Reflex** +3, **Will** +0

Speed 30 ft.

Melee great axe +8 (Sweep) **Damage** 1d12 + 4 slashing

Home Terrain If Dale Leigh is in the lumber mill, he gains +2 to hit and AC.

Dale Leigh

A young man, just under 20 years old. He is muscled beyond reason and enjoys towering over others.

Personality: Self-serving and calculated - a strong, but lazy young man.

Profession: Lumberjack

Information: When chopping trees a week ago, he saw a clearing with dozens of cryptcap to the northwest. Far to the south beyond the first set of mountains and near the second, he found an old mansion.

Lies: Dale Leigh killed Brock Walpole and used the pig's blood he had to take from the butcher's shop to pretend that the monster got him. He never liked Brock and didn't want to work with the butcher anymore, thinking he could get away with far less effort here. If he is confronted with evidence, he will attack.

Location: Lumber mill

10. THIEF'S CAVE

(entrance)

The air in here is still. You can feel the cool breeze blow from the cave toward you in a very faint, steady stream.

(inside)

Hundreds of random items are stacked in this cave, creating a towering mound of junk. Much of it looks broken and worthless, but a few pieces inside may have some value. It is almost impossible to tell what originally belonged to who.

A Survival check DC 18 can be used to track who has been taking items. If the party has access to Molly (the dog), they do not need to make a check. They follow the trail to Joshua Verr's house. (When tracked and confronted, he will confess).

IMPORTANT ITEMS IN THE CAVE

- Items from all of the collapsed houses
- Brock Walpole's hairbrush
- Clothing and dagger from Michael Locke (burned house)
- Reed Arrowsworth's bedding

11. STEADWICK GRAVEYARD

Headstones are scattered about this area. Curling vines conceal the wording on older graves, growing in tangles across the field. On nearly half of the grave mounds, spotted orange mushrooms grow. A large shack is on the southwest of the graveyard. A lone figure wanders about, slowly cleaning off the oldest of the graves.

RANDOM PEASANT NAMES

Grave names can be rolled randomly based on the charts in appendix page 44.

The graveyard dates back nearly two-hundred years to the founding of Steadwick.

If the party spends time looking into the grave stones and mushrooms, a Perception DC 16 (and an hour) will reveal that with a handful of exceptions, the orange mushrooms grow on graves that are 3-60 years old. Six graves do not fit this pattern (there aren't any clues as to why without asking the undertaker).

Tables and lists both work within a note.

1. Liam Stone (Lost in the woods 51 years ago)
2. Emma Ottersworth (Lost in the woods 38 years ago)
3. Mia Lang (Died in a fire and very little recovered 27 years ago)
4. Dorian Clive (Body lost in woods at waterfall 20 years ago)
5. Nicolas Quincy (Body lost in woods at waterfall 20 years ago)
6. Noah Snow (Lost at sea 8 years ago)

The man moving about the grounds is the undertaker. He lives in the shack next to the graveyard.

Aston Strong (undertaker)

An old man with white, sparse hair and a permanent curve in his back from years of bending down, the grave keeper avoids eye contact whenever possible.

Personality: Keeps to himself, but answers questions. Most of the town avoids him because of his profession.

Profession: Undertaker/gravedigger

Information: He doesn't talk much at all, but if the party brings up a name, he can tell them a bit about the person who died. The orange spotted mushroom is cryptcap. It grows on corpses and graves, helping to decompose them. Those that don't have the mushroom are either too old, too young, or not buried there because the body is missing.

Lies: None

Location: Graveyard

12. HOUND MASTER'S HUT

The smell of dog is overpowering. Several empty kennels are. A too-skinny dog roams the room. It looks up at you and wines. A grizzled man looks around the corner.

The hound master, despite his looks, is a very friendly man and hunting enthusiast.

He is willing to let the party use his best tracking hound, Molly, if they can get them some medicine from the apothecary. (This is the same medicine the apothecary will send the party for).

Reem Brownroot

A grizzled old man with a dozen scars going across his face and arms. One eye is slightly glassy and has a deep gouge on either side of it.

Personality: Open and friendly. He doesn't keep track of much of the goings on in town, preferring to just visit and drink.

Profession: Hound-master and hunter

Information: His dogs fell ill about the same time as everyone else. They haven't been able to track for a while due to this.

Lies: None

Location: Hound Master's hut or Inn.

Molly (the dog) will provide invaluable assistance though most of the island if the party does not have access to an animal with scent. She can be used to locate the following people/places if the party has access to the required scents. She cannot find the monster (when he transforms, his scent changes entirely and he does so in bodies of water). She cannot find the sailors either, as it has been far too long.

MOLLY SCENTS

Using	Can find
Michael Locke's clothes	Survivor's cave (#14)
Brock Walpole's hairbrush	Brock Walpole's corpse (#9)
Brock Walpole's house	Butcher (pig's blood came from here)
Brock Walpole's corpse	Thief's cave (#10)
Thief's Cave	Joshua Verr (#22 in town)
Reed Arrowsworth's bedding	monster's cave (#16)

Several other uses can be had for Molly if the party can think of them.

13. FISHING HOLE

A breeze sends a wave across the glassy surface of the water, breaking the illusion of a mirror. Light chirps of insects nearby break the otherwise silence of this area.

A DC 16 Perception reveals a small paddle boat with fishing gear. Fish are plentiful in the pond and a Survival check DC 8 will catch a fish.

If the party wishes to investigate under the water, it is too deep and large to do so without magical intervention. During cloudless days, Perception 17 will reveal a glint at the bottom of the pond a bit off from the center (24 feet deep). This is the corner of a coffin with minor magic to prevent rusting and keep water out. It weighs 550 pounds.

If the party can get the casket out, it is bound with chains and three locks (DC 23 Thievery each). It looks like there was something painted on the outside of the casket, but the enchantment did not prevent the water from washing it away.

COFFIN IN THE FISHING HOLE

Air is sucked inward to the casket as the cover comes off. A moment later, a pungent smell hits you like a wall. Inside, is the decaying corpse of a man. Sections of skin have worn away, leading to a patchwork quilt of flesh and exposed tendons. Lead sheets separate the head, chest, arms, and legs. A glimmer of metal comes from his chest.

The coffin separated with lead dividers into six areas, each with part of a body (head, 2 arms, 2 legs, and torso). The smell of rotting hits just after it is opened. In the withering chest cavity, you can see a silvery glint.

If someone reaches inside, the bones snap under the pressure and they retrieve a dagger.

Fang of Steadwick (Unique)



This dagger is made of pure silver. The weapon's magic only activates if someone's given name is carved into the dagger. One side is already taken up with the name "Malnix Fenwyl" in elven.

When this weapon Strikes a target that it bears a name of, it counts as a +3 dagger and deals 3d8 base damage rather than 1d4. In addition, it permanently stops any supernatural regeneration the target may possess (this does not include spells).

If the mayor sees the dagger, he will be beside himself. He begs the party to put it back before the night of the next new moon. If the dagger is not returned there by then, Malnix will rise despite the elaborate steps taken to prevent this. He is a far worse problem than their current monster (The night of the new moon is the tenth day of the party's visit). If Malnix rises, he won't confront the party or anyone else here. He will simply be on his way to wreak havoc elsewhere for the moment.

The PCs may use the dagger and put it back anytime, so long as Malnix does not rise.

14. SURVIVOR'S CAVE

Survivor cave (entrance)

The horrendous smell of refuse washes over you from the mouth of this small cave. From inside, you can hear ragged breathing and occasional mutters.

Survivor cave (proper)

Pushing on, the ragged breathing suddenly stops with a quick gasp. You hear weak scrambling from ahead. As you pass into the cave, you can see a thin, sickly man trying to hide behind a pile of household junk and small pieces of furniture. The horrific stench is caused by refuse littering the other side of the cave, surrounding a cart. He cowers behind the items until the party is well into his view.

This is Michael Locke, the owner of the burned house. He has been staying inside for almost a month, convinced if he leaves the cave more than a few feet, the wolf will get his scent and he'll be killed. Poor nutrition and living conditions have nearly killed him without the monster's help.

Michael Locke

A gaunt man with deep bags and sunken eyes. His arms twitch at all times. He is confused and barely alive.

Personality: He is a very smart man (when intelligible), but not particularly wise. Acts like a conspiracy theorist.

Profession: Farmer

Information: If brought back to health, he can tell the group why he was in the cave. He noticed the pattern of names on the tree and ran before it could get to him. He will tell the party about the names in the tree and what happened that day. He offers to help solve problems the party may not understand (see "special").

Lies: None

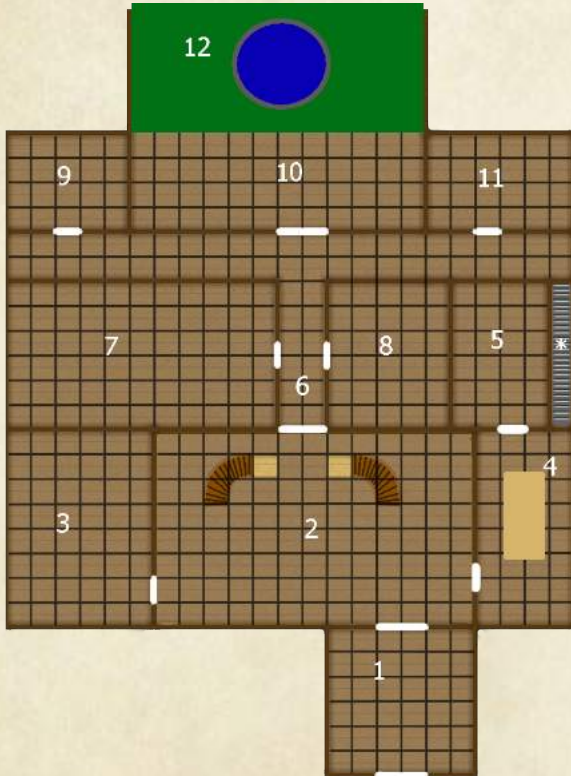
Location: Survivor's cave. He will stay in the inn if the party brings him back.

Special: When healed, he can help give them clues to the next part of the story if they're stuck. He can do this one time. The monster will not come for him now, because his scent is gone (unless the party advertises the fact that they've found him. Then the monster will come for him the next misty night).

15. MALNIX' MANSION FIRST FLOOR

The elements have not been kind to this once magnificent house. The smell of rotten wood reaches you from here and you can see multiple holes in both the walls and ceiling. You get a slimy feeling by just looking at the structure

This mansion once belonged to Malnix, the warlock the town killed for his various atrocities.



1. ENTRYWAY

Broken chairs and a rotten smell are all that greet you in this room. There is a door hanging by a single hinge ahead, partially revealing a grand room behind.

If detect evil is used anywhere in this mansion, it radiates some evil.

2. GRAND HALL

Moldy drapery covers a window to the south, letting in sparse light to this room. Two identical staircases lead up to a second-floor landing with rails going around the circumference of this room. There is a broken, exquisite painting with mold growing on the edges and moths swarming about high on the south wall. There are doors to the east, west, and north.

(Painting)

There is a very handsome man with jet black hair. The face area of the painting is miraculously untouched. One blue eye and one green eye look directly at you. He is smiling, cradling his arms like he is holding a baby. That part of the painting has been ripped to shreds.

After the party has gone through at least two of the three exits, the painting changes.

(New Painting)

A decaying, bloated, dripping, naked man standings in the painting. A dagger protrudes from his chest, which he is cradling like a newborn. Only the blue and green eyes of the face remain untouched. The ghastly visage of a smile remains in what little flesh he has left. Water slowly drips from the painting and there are rotten fish on the ground directly below the painting.

The painting will revert to its original picture the next time it is looked at.

3. SITTING ROOM

This room is filled with molding furniture and smashed tables. A single rocking chair is still intact. It goes back and forth, though they can see nothing on the other side of the chair.

If the party forcibly stops the rocking chair, it will stop until they leave the room.

4. DINING ROOM

As your light enters this room, you can see a grand dining table set with a magnificent feast. Fresh fruits, sweet deserts, and breads cover the table. A succulent turkey is in the center of the spread. You can hear a buzzing in this room, but not find the source.

If a PC eats any of the food other than the turkey, they suffer 3d6 poison damage and are at -4 on Will saves for the next hour.

If a PC eats the turkey, they see a vision of a circle with two diagonal lines going from the upper right to lower left.

A Perception check may be made. If it is daylight, a DC 19 check will note light from a covered window to fall on the table. The sunlight reveals the food to be moldy, rotten, and definitely poisonous. If the group moves the turkey to be in the sunlight, it becomes transparent, but does not look rotten.

The room will reset itself if disturbed when everyone leaves.

5. KITCHEN

Ashes are still in the fireplace and a covered stew pot sits over it. An oven is bolted closed. The cookware is scattered about the floor.

The pot over the fireplace is empty. If they investigate the room or unbolt the oven, it falls open. Scratches line the inner walls of the oven.

6. HALLWAY

The floorboards creak in this hallway. You can see two closed doors to either side and one straight ahead. There is a T junction just in front of the door ahead.

(Junction)

The hallway moves to both sides and shows two more rooms - one left and one right. It looks like the doors have been broken off of both.

7. LIBRARY

Books line this room from wall to wall with shelves along the middle. The spines have worn and decayed to the point where none are legible. A steady drip comes from the ceiling in several places.

Unless a natural 20 is rolled for Perception, this room holds nothing for the party without instructions.

WITH INSTRUCTIONS FROM MALNIX' NOTE

It is unclear which book he is referring to at this point at a glance, but a Perception DC 18 will locate it.

If the DC is not made, all of the books in the library can be tested, which takes 1d100 minutes.

When the proper book is pulled twice, a small section of wall falls down, revealing a thin carving behind. It is of two arrows going upward with a flame between them.

8. STUDY

A desk sits with an overturned chair. It looks like paintings once adorned these walls, but they've been ripped down and shredded beyond recognition.

There is a locked desk in here. A Thievery DC 27 can be made to pick it, or the key (in floor 2 room 6) can be used. It contains a note.

"It seems that I've underestimated the resolve of the townsfolk. They plan to use the legendary dagger that Steadwick used to slay the nameless troll and claim this island against me. I don't know if my magic can protect me against it, but I doubt.

"I need to start making preparations for the worst. I've put wards around my daughter to protect her as she grows. I know I'm to blame for how she would be treated by the village, but no matter how much I think I should, I still can't feel remorse for my actions.

"Feeling love for something after my bond is strange and I wish to explore it more. If I can kill the villagers, I should have ample time to dissect the sensation."

9. GUEST BEDROOM 1

An empty room with a broken bed, the air in the room feels still.

10. GARDEN VIEWING AREA

There are several chairs that point toward the large, spacious window with several panes missing. Outside, there is a garden with a fountain. The fountain's waters do not move and orange mushrooms have taken over the area.

11. GUEST BEDROOM 2

There is a bed stripped of its bedding. A ripped, red sheet sits to the side of the bed.

As the party investigates this room, one of them feels a drop from above. The ceiling is red and wet. Another drop of blood falls from above onto a ripped sheet.

12. GARDEN

This area is accessible from the outside, through the viewing window, or climbing down from the second-floor balcony.

Orange mushrooms are spread across the area, growing in abundance from the well-watered grass. There are blackened plants spreading from the eastern wall. The water in the fountain is a murky grey. A statue of a woman with an overturned water pitcher is above the still waters.

If the group digs around the mushrooms, they will find bones from people killed long ago.

A Perception check can be made to search the area.

Perception check	Clues
7 or less (or statue specifically touched)	Attacked
8-13	Nothing
14+	Salvation leaf and way up

Attacked:

The statue comes to life, striking twice at the one touching it before they have a chance to react. Treat as a wood golem from the Pathfinder Second Edition Bestiary. Initiative rolled as normal after initial attacks.

Salvation leaf and a way up:

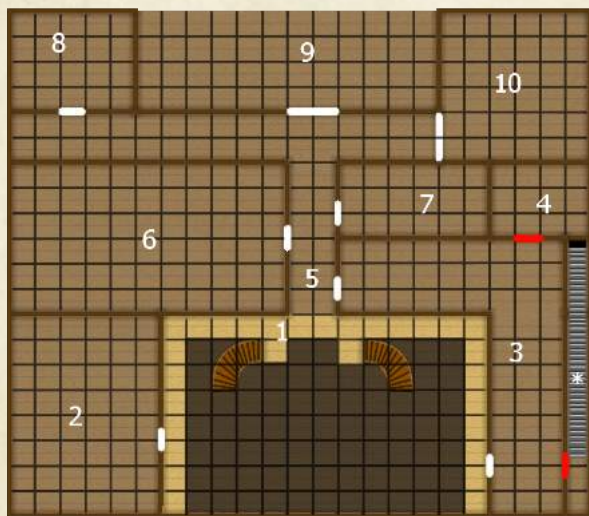
The party stumbles upon a rare healing herb. They can harvest it with a Survival check DC 16. If successful, it provides two doses. These can be applied to eliminate a light injury and heal the target 2d8 hp + Medicine check.

If the characters wish, they can climb up to the floor above from here (floor 2 # 9).

*

This area is a secret staircase attaching the second floor to the basement. It cannot be entered from the main floor.

MALNIX' MANSION SECOND FLOOR



1. SECOND FLOOR LANDING

A small walkway with railing goes around the north, east, and west perimeters of this area. The guard rails are rotten beyond use, crumbling at the slightest touch. You are level with the painting you saw to the south on the original floor. There is a hallway immediately exiting the landing to the north as well as doors to the east and west.

2. MUSIC ROOM

A stand with some sheet music rests in a corner with a violin sitting on a chair nearby. This room is oddly untouched.

If a PC attempts to remove the violin from this room, it becomes burning hot (treat as the heat metal spell in the Pathfinder Second Edition Core Rulebook).

When the party leaves this room and goes into another, violin music begins to come from here. It is audible to varying degrees through the whole house. A Performance check DC 11 will reveal that the C key is used extremely often in quarter notes.

If the party returns to check this room, the first one to come into the doorway is struck by an invisible wave of force. The PC must make a Strength check DC 20. If they fail, they are flung backward 20' right through the rotten railing. They suffer 2d6 damage from the push, 1d6 from the fall, and they suffer a minor injury. This event occurs only once and the music stops as soon as the PC is pushed. If they fail by 10 or more, they suffer an additional 1d6 damage and a major injury instead of a minor one.

When the room is investigated afterward, the music sheet is different. A single note (C) is repeated in quarter notes over and over again (a note underneath 5 horizontal bars).

3. ARCANE STUDY

Smashed glass litters the floor of this room. Colors blend with one another near the greatest collection of glass. Tables are overturned and papers scattered about.

This room can be investigated for clues

Perception check Clues

6 or less	Nothing
7-16	Strange carvings on the southeast wall
17+	Secret door to the north

Strange Carvings:

There are four strange carvings here. In order from left to right, there is:

- A circle
- Five horizontal lines close to one another (music bars)
- A small carving of fire
- A single blank line

As a magic user of any type puts a hand on the wall, they can feel their magic flowing into it, leaving a trace of sparkling color (color differs based on magic type, to be determined by the DM).

Clues about the mansion tell the party what to do here. The order doesn't matter, but the one to make the marks must have magic. Writing on the symbols consumes one spell slot of the highest level for the day (one slot will allow you to draw on all four). If no spell slots are available, the signs cannot be made. Warlocks are the exception and can do this as many times as they wish. After one minute, the color fades and the symbols must be used again.

CORRECT SYMBOLS

The circle should have two diagonal lines from the upper right to lower left (turkey in the dining room).

The horizontal lines should have a quarter note drawn beneath them on middle C (like the music sheet in the music room).

Arrows should be drawn to either side of the fire (hidden carving in the library).

The name "Elly" should be written on the blank line. (Name card from the daughter's room)

If the party is unable to figure out any of these (or don't have a spellcaster) they can go to the druid Erika Fenwyl for assistance (and a magic user for drawing). She will reluctantly agree to come.

Secret door to the north:

You find a tiny switch near an overturned table that opens the northern wall on the eastern side.

4. ALTAR ROOM

The secret door slides down, revealing an untouched room. It has an altar with a life-sized carving of a wolf and a small wooden bowl at the bottom, stained red.

It appears to be a shrine to an unknown entity. If offerings are made at this shrine, the PC gains +4 on attack rolls for 1 hour. If the PC making offerings is a good aligned divine caster, they instead become nauseated and lose all of their divine spell slots for the day.

If the characters break the statue, it turns into a hellhound and attacks (see Pathfinder Second Edition Bestiary).

5. HALLWAY

The planks of wood in this hallway have suffered heavy water damage. The ground is warped and feels strained underneath your feet. A small stream of water is coming from the western door.

You hear a creak come from ahead as footsteps move down the pathway to the right

6. MASTER BEDROOM

This room has been the most abused of all. Sitting water rests up to their ankles in many places and two large holes are in the ceiling. The carpets on the ground have been torn up and ripped to shreds. Its windows are shattered and the bed is smashed to pieces. A single chest is untouched at the foot of the bed.

This chest cannot be opened or moved by any means. An inscription on the top reads, "Daughter, what is your name?"

If the name "Erika" is said, the chest lock clicks and it can be opened. Inside is a note.

"I have come to a decision and time is short.

"You are safe, Erika. By now a servant should have you in that hidden cave you like three-quarters of a mile northwest of the mansion. I tried to give up this life for you, but I can't. I don't know if I don't love you enough or I'm just too weak. My past is coming to break down the door as I write this.

"If I die and stay that way, this house is yours... whatever is left of it. In the basement, you'll find what I've done to deserve what these people are about to do to me. Asking you to not hate me would be unfair, so I won't. If you can find it in your heart to forgive me, find me and pull out the dagger. We'll have a talk.

"I won't hide my sins from you. I hate to think it, but you're old enough to understand now. To get to the basement, think of your time here and your first toy. Your favorite food will never harm you, remember your music lessons.

"In the library, you'll find my favorite book. Pull on it twice to find the crest you made for me when you were young. In the basement, there is a gem in the room leading out of the remains. You'll need those to find my workshop. Put it to your eye. Don't touch."

The note cuts off there.

7. SUPPLY AND STORAGE ROOM

There are two broken brooms and several buckets in here. Something spilled out of a glass container on the floor, but the smell and liquid have long since disappeared.

8. DAUGHTER'S ROOM

There is a shimmering barrier between the hallway and this room. Ripples form on the surface as the air flows past and through it. On the other side, there is a room with a neatly made bed, a table, and a dozen dolls and stuffed animals. On a wall you can see a picture of the same handsome man kneeling behind a young girl. She is holding fire in her hands. Half of her face is obscured by the flames, but on the other half, you can see her blue eye beaming.

Unlike the rest of the house, it appears completely untouched.

Making it through the barrier is very difficult and requires a DC 23 Strength check. Failure causes 1d6 of force damage as the character is shunted backward.

Erika can pass without issue.

If someone makes it through, they find that the stuffed animals and dolls are set up around a table. In neat handwriting, there are place-cards for each. It is almost impossible to tell after this many years, but a Perception DC 25 will allow them to determine that Elly the doll has the most wear and tear. Detect magic will also reveal that the doll Elly has very faint magic.

Erika can tell them immediately. If she is with the party, she goes in the room and walks through the barrier, which disappears after she has gone through it. She picks up Elly and brushes her hair back. The doll turns its head and reaches upward to her face. Erika shuts her eyes and begins crying. She reaches forward and tears the head off the doll. Its arms slowly lower.

TOY NAMES

Doll names		Stuffed Animal names	
Albert	Farie	Wolfy (wolf)	Red (Fish)
Rowa	kiki	Jamie (wolf)	Hook (bird)
Liam	*Elly	Bug (deer)	Derpy (hydra)
Zee	Claire	Ree (dog)	Spike (unicorn)
Belle	Amy	Flick (cat)	Drag (dragon)
Emma	Sophy	Scar (ferret)	Ko (spider)
Kimmy	Sam	When (tiger)	Lum (bear)

9. BALCONY

This area overlooks the forest in a grand view. The gardens below are dark green and orange from the mushrooms save for a part next to the home on the east, where it is blackened. The guard rails here are intact, preventing a fall below.

If the characters wish, they can climb down to the floor below from here (floor 1 # 12).

10. SERVANT'S QUARTERS

You open the door on this room and stifling heat escapes. In front of you, there is a man dangling from a rope by the neck, hands bound behind his back and toward the window. His feet scrape across four other bodies on the floor. They have wounds from a dozen different weapons. Their blood pools on the floor. Despite the years that have passed, these look freshly killed.

When the party begins to search the room, the five servants on the floor ambush the party as zombies. The hanging man pulls out a short sword and cuts himself down. (See Pathfinder Second Edition Bestiary for stats on both).

If the players want to search the room afterward, they cannot find any clues to help in navigating the mansion, but they find 441 sp, 70gp, a short sword, and 20 ft. of rope.

*

This area opens when you provide the correct symbols and word in the arcane room (#4).

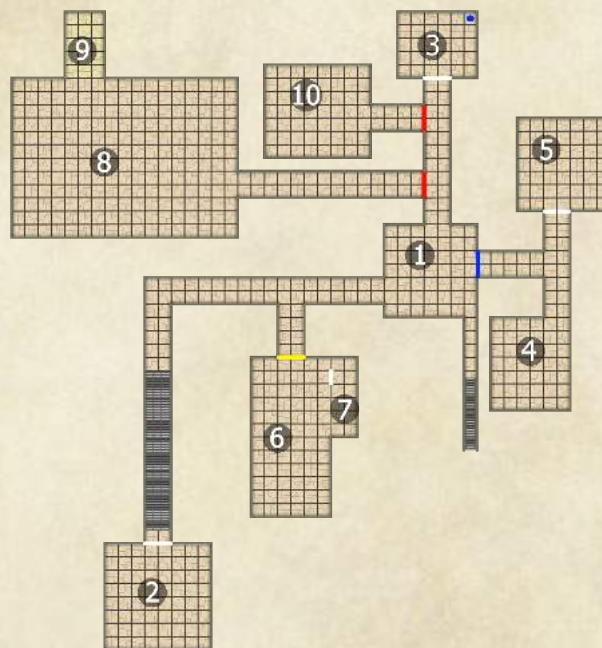
Dust falls from the wall onto you as you finish touching the signs. A cold breeze blows by and as you look in the room, you see a staircase descending into darkness below.

This staircase leads into the * on the first floor and thence into the basement.

MALNIX' MANSION BASEMENT

The stairs go farther and farther into the blackness below. You pass beyond the boundaries of the home, but the steps continue. It grows colder as you go lower and you can feel the hairs stand up on the back of your neck. The only thing penetrating the deathly silence is the echoes of your footsteps.

After more than a hundred feet of stairs, they finally terminate into a hallway of well-cut stone and a room shortly thereafter.



1. LANDING

This is a wide-open area with a passage to the west and north. To the east, a portcullis blocks off an area. The area has a thick layer of dust. You can see that the north, east, and entrance also have small holes to allow portcullises to go there.

The west passage has two different ways south. The first leads to a locked door (DC 25 Thievery check to pick) or the key from room 5. The second goes some fifty feet deeper with its stairs.

The east passage is locked by a mechanism (located in room 3). A Strength check DC 22 can lift the gate, but it will immediately fall if it is let go.

The hall north has two secret passages, both of which need the gem from room 7 to see. Perception checks will not reveal them.

The way to room 10 requires a key from room 8 (or a DC 28 Thievery device to pick).

2. TRAP ROOM

This room is empty save for a desk with a sealed envelope at the opposite end and a few unlit candles in sturdy metal candlesticks. The envelope is far thicker than most and looks stuffed with pages.

The envelope is full of papers, but they're empty.

This room's entire purpose is to be a trap. DC 21 Perception to find and a DC 18 Thievery check to disarm.

6 seconds after the envelope is picked up, the floor in the entire room falls. Those within 10' of the door get a Reflex save DC 16 to jump to safety.

All others fall 40' (for 4d6 points of damage) into a pit with 6 medium skeletons, who immediately attack (See Pathfinder Second Edition Bestiary).

3. UNDERGROUND LIBRARY

Many books line these shelves and most are well preserved. They cover a range of topics, but none are of any use at first glance.

This room can be searched for clues.

Perception check	Clues
8 or less	Nothing
9-12	Switch in northeast corner
13-16	Note
17+	Item

Switch:

Pushing this switch will remove the portcullis leading to rooms 4 and 5.

Note:

Between two of the books, there is a note.

"I've gotten word that the villagers believe I killed a child of theirs. Naturally I had to discover which one. As it turns out, they're blaming me for the death of a boy named Nicolas Quincy.

"That's not even the boy I found nearly dead in the shallow grave. It's likely the one that was buried next to him.

"Of course, the single time they decide to blame me for a disappearance is the one had nothing to do with. The irony is not lost on me."

Item:

Book of Eldritch Sight

Book (14,000 gold pieces)

This book allows a warlock access to the divination school as if it was one of his selected schools. In addition, a warlock using this book can be used to cast the spell "arcane sight" (as the sorcerer/wizard spell) once a day.

4. TEST ROOM (FAILURES)

Twisted limbs and bodies strapped to tables line the corners of this room. Grotesque abominations of stitched flesh are in the southern corner. They are inanimate and don't respond to your presence or touch. Bits of bone litter the floor as if the one in charge couldn't be bothered to clean them up.

A DC 13 Perception check will reveal a note.

"My latest experiment was a terrible failure. It is inconclusive in telling about the purity of his lycanthropy (if that's even the cause).

"I procured a werewolf with a great deal of effort and then subjected it to the same procedure as I did the boy. It did not have the effect I predicted. Normal lycanthropy seems to reject this new mutation. Initially it was very promising to see the rippling strength this union caused, but its muscles began to break down. Bones healed where none were in the first place and by the time I finally had to put it down, it barely resembled a humanoid at all. Quite disappointing."

5. TEST ROOM (CURRENT)

As you pass through the door, you pass into an immaculate room full of well catalogued notes and a few empty tables.

On a table to the southwest, there is a key. In addition to that, there is a note.

"A week ago, made an extraordinary discovery. There was a boy, nearly beaten to death, climbing out of a shallow grave. His face was bloodied and crushed beyond recognition. I've never been one to let an opportunity pass by, so I figured I'd not let him go to waste. The whispers told me he'll be very important.

"Today, the experiments have finally yielded fruit. The tests have changed his physiology almost completely and he now resembles a lycanthrope (More specifically, a werewolf)! That's a bit unusual of course... What I did doesn't resemble the normal way to transmit a curse of lycanthropy. And I doubt one of his parents was secretly a werewolf.

"The deep scarring on his face remains, particularly on his nose. He cannot smell and I doubt he will ever be able to. Further tests are needed."

6. MASS GRAVE

A gaping pit opens before you stretching from one side of the room to another. It is probably only ten feet deep, but there must be at least twenty bodies in the pit. They've all decayed and are nothing but bleached bones now. Skirting around the pit, there is a single door leading out of this room to the east.

The skeletons have been picked clean of valuables.

7. SPOILS ROOM

This room is stuffed with belongings of those found in the pit. They are sorted with disgusting efficiency with shoes on one side, clothes in the middle, and any other belongings on the right. There is a desk on the north wall that has a clear gem.

This room has the following items:

- 21 pairs of shoes
- 24 sets of commoner clothing
- 11 rings (worth a total of 52 gold)

- 43 sp and 9 gp
- Clear gem

If the gem is brought to the eye and looked through, it will reveal the hidden doors in the north hallway.

8. BESTIARY

This room is filled with all manner of cages. Some have the bones of long dead monsters, while others seemed to be empty when the room was last used. Two large cages stick out among the rest. Their bars are bent outward - broken from the inside.

A key is hanging on a hook near the entryway of the room. A Perception check DC 12 will reveal a note.

"What a confusing beast this is. For some time I thought it was just a lycanthrope, but that doesn't seem to be the case. Mundane non-silvered weapons are worthless just as I'd expect, but silver weapons don't fare well either. Magical weapons too seem somewhat ineffective. How marvelous that it seems to take both to have full effect! What's more, it regenerates. I didn't expect that.

"I'm wondering if this is a purer strain of lycanthropy that I've managed to discover, or if it's something else entirely."

9. ESCAPE TUNNEL

This area is unworked stone. It looks like something clawed its way out of the wall and on a slope upward. About twenty feet after it starts, Chiseled stone covers the tunnel. Whether it was there when the tunnel started or to seal it off, it's unclear.

The tunnel was sealed off after it was made, but it's unlikely that the PCs will be able to determine that.

10. RESEARCH ROOM

Arcane curiosities are found in every nook and cranny of this room. Every one of them looks completely useless. On the table, there is a closed, thick tome. A note lies on top of it.

The note on the tome reads thus:

"I'm now convinced this this is not a lycanthrope. It shares some similarities to be sure, but apart from the look, transformation, and silver, it doesn't fit.

"In a bizarre way, it's power seems to be linked to mine. I had to renew my locus of power on the eastern part of the island and, during that time, the beast was a fraction of its former strength.

"It empowers wolves it is nearby for too long and will lose power if those wolves are slain. It however gains strength from eating freshly killed... anything, really.

"I'm a bit disappointed in it to be honest. I raised a skeleton of the werewolf I did these same experiments on to make me feel better. At least that monster makes sense. What do I even call this beast?

"Of course the risen skeleton broke out of its cage immediately and I had to build a special compartment for it. Why is life so unfair?"

The tome, when opened, is blank. A Perception check of 18 will hear there are chains moving in the background as the book is opened. The sound continues for two rounds, even if the book is closed. Eventually, a single page has writing.

"I don't appreciate others trying to look into my work. If you see the whispers when you die, give them my regards."

-Malnix

The sound was the portcullis closing on the exit. While that was happening, a compartment opened in the ceiling. It begins to come down the hallway toward the research room with the command of "Kill the intruders."

A horrific skeleton shambles toward you. Bones jut outward at odd angles, giving the impression that it should have three legs and four arms. pieces of it grind against the floor and walls as it lopes toward you, leaving a trail of bone chips in its wake.

EXPERIMENTAL WEREWOLF SKELETON - CREATURE 6

NE Large undead

Perception +9; Darkvision

Languages Understands Common

Skills Stealth +8

STR	DEX	CON	INT	WIS	CHA
+6	+2	-	-	-1	+3

Armor Class 16; Fort +6, Ref +5, Will +6

Hit Points 75; Immunities cold; Resistances piercing weapons (5)

Bone Shards If a creature attacks the experimental werewolf skeleton in melee, it suffers 2 damage from bone shards.

Speed 30ft.

Melee claw + 11 Damage 1d6 +6 Slashing

Melee bite +9 Damage 1d8 +6 Piercing

Eviscerate If a single target is struck by two or more attacks in the same round from the Experimental Werewolf Skeleton, they suffer 1d6 additional damage.

The PCs can close it out effectively in their room, but there are no other exits. After 1 hour, the portcullis opens on the stairway, allowing an exit. Strength check DC 20 can open it, but, as the other, it will fall without constant lifting.
(This is the end of Malnix' Mansion)

16. MONSTER'S CAVE

This cave's entrance is well hidden. In general, the party cannot find it unless they are specifically combing this area to look for it. (Usually by having Molly track Reed or hints from the mansion). If they have an indication it's there, the Perception DC is 8. If they don't, it's 26.

A chill seeps outward from the mouth of this hidden cave. Straining your ears, you can barely hear a rhythmic dripping from inside. As you enter, the dripping becomes louder as it echoes from wall to wall. In the darkness, objects begin to take form. First you see a bed of leaves. Beyond that, human bones picked clean. A totem of bones, flesh, and furs beyond that radiates magic.
Further still, there is a red pool on the ground. You see a drop from above join the pool and the drip once again sounds through the cave.
(look up)
A tall body is dangling from the ceiling some ten feet off the ground by a chain that extends upward to the rocky ceiling with a piton hammered into the rock. The blood is dripping from the shoulder where a hook is piercing through his skin. As you watch, you see his one remaining hand twitch and hear a small sob. He's alive.

The totem in the cave is what prevents divination from being used on the island. It can be easily broken, at which time, the party can again use divination magic.
The man dangling from the chain is dying of blood loss, dehydration, and malnutrition. He can't talk until he's been brought down from the hook and given something to drink.

Reed Arrowsworth
A 6'3" tall man with a mix of muscle and fat, his skin appears wane and rubbery. He has a wound in his shoulder that may prove fatal if it is not healed soon.
Personality: Cold and heartless. He's scared, but does not feel remorse or guilt.
Profession: Bowyer
Information: The monster spoke to him while he was hanging by the hook. The monster is Brigham Clive. He's masquerading as someone in town.
If pushed (Diplomacy DC 11), he will go over how he knows the monster (see "special:" below).
Lies: None
Location: Monster's Cave
Special: A bit over 20 years ago, Reed and all the youth in the town at the time went out to a tree on top of a waterfall. Last year a few kids did it and the kids considered it a rite of passage.

Reed was going first, as he was the one who pushed the children to do it and considered himself their ruler. Brigham came from behind and tried to push Reed over the side of the cliff. Reed isn't sure why (He bullied the child terribly and used his dog for target practice, but Reed doesn't understand empathy or decency. He'll admit to it if they ask for possible reasons, not seeing what he did as wrong).
Reed moved out of the way just in time. Brigham caught on a rock, but it was held in place by Reed's weight. When Reed noticed, he reasoned that Brigham just tried to kill him, so he was free to return the favor. It looked like the rock just couldn't hold his weight anymore and Brigham fell off the cliff. He was pulled under by the waterfall.
As they were leaving a few hours later, Reed was staying behind with another child, Nicolas Quincy. Both were looking for Brigham's body. They found Brigham, fully healed, trying to hide in a bush.
Reed, knowing he may get in trouble for letting Brigham fall off the cliff, drew his knife. Nicolas didn't want to be a part of it and tried to talk Reed out of it. Thinking his friend may rat him out, he told Nicolas that they'd go back to town together. As Nicolas was trying to pull a frightened Brigham out of the bush, Reed struck him in the back of the head with a rock.
He pulled Brigham out by force and hit him against a tree to stun him. Reed smashed the boy's face over and over with the rock. He buried the boy and went to revive Nicolas with a story of how Brigham attacked when he wasn't looking, but found him dead as well. He buried them next to one another and reported he'd lost track of Nicolas.

If the group decides to kill Reed now, no significant events will change. If they leave him here or somewhere on the way to town, he is killed that night.
If they take him back to town, he is a dead weight and will cut their movement in half unless a party member can physically carry the 190-pound man the whole way. Carrying him back to town in one trip with one person also requires a Constitution of at least 15.
All further monster attacks in town will focus on Reed so long as he is alive. The monster will kill him in any opportunity it sees.
If darkness falls before they reach town, the monster will locate the group immediately and confront them, preferably from the mists. He demands they give Reed to him. He is willing to barter for this. His willingness depends on how long the group has been here.

BARTER WITH THE BEAST

Day Number	Trade
1 - 8	He will let the party go back to town unaccosted.
9 - 12	He agrees will not attack the party outside of town at night (unless they attack him).
13+	He is willing to leave the town alone and leave the island forever.

If the group refuses, he will attack (see page 38) for stats on the monster. He will break (see his stat block) a party member or two for good measure, and then flee.

17. HAUNTED GLADE

As you approach this heavy forest, you can tell something is wrong. Shadows cast by twisted trees reach farther than they should and pointed thorns grow from plants seen nowhere else on the island. No sounds come from here no matter how hard you listen. Every plant is freezing to the touch.

The haunted glade is where Malnix performed a dark rite in order to increase his power on this island. In order to do so, he kidnapped, tortured, and slowly killed a child who was visiting the island with her parents.

MOVING IN THE GLADE

The glade has grown into a maze-like structure of crammed turns and thorny ways. The canopy has grown together and blots out all sunlight. The plants quickly reform over broken areas. Sounds fade away as you move through.

An Intelligence check DC 17 is required to make it through the labyrinth. Unless the party splits up, only one person can make the check. An unsuccessful check means they wander around for half an hour, suffering 1d6 damage from the thorns and arriving back at the beginning.

If the ghostly apparition is with the party, it will move straight through the walls and wait at the center, safe in the perpetual shadows.

THE CENTER

A perfectly circular ring of trees surrounds a mound in the center of the glade. Lead chains are wrapped around broken silver bars at seven corners around the mound.

(If ghostly apparition is brought there)

The little girl's spirit, now almost fully visible in this darkness, points with twisted arm and broken finger at the mound. The mouth, dislocated and mostly removed, lets out a soft moan as it gestures.

The mound may be dug up. Under the shallow mound, they find the skeleton of a little girl. Most of the bones have been broken. If the PCs attempt to take the body outside of the glade, the trees will grow in the way to prevent them.

Last rites (regardless of the deity they represent) will free the girl's spirit and break the curse. If the girl's spirit is present, she lays down in her skeleton and no rites are needed to break the curse.

THE CURSE IS BROKEN

A loud crack resounds through the enclosure and a beam of sunlight breaks through the canopy. The cursed branches above twist and writhe, snapping and raining small branches down.

As more sunlight pours through, the lead chains turn to dust and blow away. Sunlight glitters on the once bound silver. Warmth spreads from the celestial beams. You can hear the sound of birds and the wind again.

The path outward is safe and easy now. The power granted to Malnix and, by extension, the Beast of Steadwick has been decreased.

If the expanded injury list is used, this glade can also be blamed for healing spells not immediately removing all injuries. If a character is healed to top life, injuries are now removed.

18. SEER'S POND

(This is an optional area if the party is getting frustrated or cannot figure out what to do next. The location of the seer's hut is also changeable if need be. It may disappear if the DM believes the party is becoming too reliant on it.)

A decorative pond surrounds a small hut. Stepping stones lie in the still water, leading up to the door. Warmth seems to flow from the structure.

Inside is a simple wooden table. Sitting behind it is an elderly woman.

Seer

The woman has crystals braided into her white hair. Thick purple makeup is caked around her eyes. She looks to be ancient.

Personality: She will not speak except to offer a trade or when paid. When giving hints, they will be as cryptic as possible while still being helpful.

Profession: Seer

Information: See "Special"

Lies: None

Location: Seer's Pond

Special: The seer will offer hints in exchange for payment. Hints are determined by DM, giving the party clues as to where they can go next to advance the story. E.g., if the party gave the crimson bittercress to the apothecary but can't figure out what to do next, the DM may say "As illness recedes, best friends return. Track without steps. Follow without eyes or ears."

She does not accept coin, but will take magic items. She will also take hints in exchange for essence.

Essence To determine Strength, Dexterity, Constitution, etc., roll 1d6. The seer will take 3 from the designated base stat in exchange for one hint. Stats traded this way cannot be healed by magic and must be restored through sleep.

* WOLF DENS

Dotted around the island are wolf dens. The wolves go into town when the monster calls, finding his prey for them. Despite his form, the monster has no sense of smell and needs the wolves to do it for him. Each wolf den has 1d4 +1 wolves (see Pathfinder Second Edition Bestiary) and 2 Steadwick wolves.

It is suggested to use varied terrain, obstacles, and cover to make these battles not become tedious.

STEADWICK WOLF - CREATURE 4

NE medium animal

Perception +8; low-light vision, scent

Languages None

Skills Stealth +9

STR **DEX** **CON** **INT** **WIS** **CHA**

+4 +3 +2 -4 +1 -2

Armor Class 17; **Fort** +6, **Ref** +5, **Will** +3

HP 37 -

Speed 50ft.

Melee bite + 8 **Damage** 1d6 +4 Piercing.

If this attack hits, the wolf may make a free trip attempt with + 8 on its athletics check.

Melee Hamstring +6 **Damage** 1d6 +4 Piercing.

This ability can only be used when the wolf's target is flanked or prone. If the wolf successfully deals damage to the opponent, it suffers -10 ft. movement speed and cannot sprint. This effect persists until the target is healed to maximum hp.

Pack Tactics Steadwick wolves gain +4 on an attack roll against a creature if it has an active ally is within 5 feet of itself.

For each two wolf dens cleared, the Beast of Steadwick loses 1 of its Strength bonus (If this is too much combat for your party, cut the number of dens down to 3 and lose 1 Strength bonus/den).

If all of the wolf dens on the island are cleared, the monster can no longer find his targets. He will attack the town and slay randomly.

Wolf dens do not have any loot.

+ SMALL CLUES

There are two small clues on the map. The first is directly south of the sunken ships on the shore. It is a broken piece of the prow of a ship that has washed up. Someone in town may be able to help identify it or where it came from.

The second clue is east and just north of the docks. It is a field that has many deep indentations where dozens of large rocks used to be.

PART 6: REVELATIONS

Fuller Crawford (aka Brigham Clive) will not confess to his crimes unless significant evidence is brought to light.

SIGNIFICANT PIECES OF EVIDENCE

Several pieces can be collected through the adventure.

- He was the one who had the tools that sunk the ships as well as tampered with the town's water supply.
- Michael Locke (from the Survivor's Cave) was able to determine that someone from the group who went to the tree has been committing these murders.
- Reed Arrowsworth will provide enough information that his testimony will be a significant piece of evidence.
- They learned in Malnix' notes that Brigham Clive cannot smell. If this is proven in some way, it is a large piece of evidence.
- Any other piece of important evidence specific to your group's journey through the island.

When 3 or more pieces of evidence are gathered and he is confronted, Fuller will flee. If it is made known that the party has this evidence or he suspects they're onto him, Fuller will leave and go to the Monster's Cave. He can be tracked there with a DC 17 Survival.

The party can attack him at any time, but unless they have been to Malnix' mansion, they are likely to get themselves and a lot of other people killed.

Fuller will attempt to engage the PCs in the woods outside of town to prevent others from helping.

There are items throughout the island that will help to negate many of the advantages the Beast of Steadwick possesses.

NEGATING THE BEAST'S POWER

Across the island, there are several ways to help the party deal with the overwhelming force of the monster.

- The Fang of Steadwick (dagger) will negate all his healing (and ignore his damage resistances).
- Having the bones of Nicolas Quincy (or luring him to the area of the unknown grave) will stun him for two rounds at the onset of combat.
- Breaking the curse of the Haunted Glade will reduce the beast's Strength and Dexterity by 2 and remove his terrifying howl ability.
- For every wolf den cleared out, reduce its Strength by one (or two, at the DM's discretion).
- Silver is found in several locations around the island. This can be forged into weapons by the bowyer or the blacksmith.
- If healed, Master Bogar is willing to help fight the monster.

Fuller's hands convulse and he throws his head back. A sickening snap is heard as he juts upward, his spine breaking to elongate itself. His flesh stretches and rips, revealing twisting muscles and fur that grows outward from his wounds.



THE BEAST OF STEADWICK -

CE large shape-changer
Perception +12; darkvision

Languages Common

Skills Intimidate +13, Stealth +9

STR	DEX	CON	INT	WIS	CHA
+7	+2	+3	+1	+0	+1

Armor Class 18; **Fort** +11, **Ref** +10, **Will** +4

Hit Points 114; **Immunities** non-magic non-silvered weapons, charmed, paralyzed; **Resistances** non-magic silvered weapons or magical non-silvered weapons (10)

Fast healing 10

CREATURE 7

Speed 50ft.

Melee claws +13 **Damage** 1d8 + 7 Slashing

Melee bite + 11 **Damage** 2d6 +7 Piercing

Blood Feast Any creature knocked unconscious or slain by this creature grants it 5 temporary hit points.

Terrifying Howl (1/Day). The beast will howl. All non-allied creatures within earshot must make a DC 16 Will save or be Frightened 3. Critical failure will cause the creature to flee until it is no longer Frightened.

Break If the Beast of Steadwick hits a single target with two or more attacks in one round, inflict one major wound on target.

Variable Strength Many of the Beast of Steadwick's abilities, actions, and stats may be reduced. See page 36 "Negating the Beast's Power" for details.

The Beast of Steadwick hates the inhabitants of the island far more than the adventurers, even if they did expose him. He will attack nearby townspeople (possibly to his detriment) before dealing with the PCs.

THAT'S A REALLY STRONG MONSTER!

It is important to let the party know through backstory and NPCs that this monster is not to be engaged until you are truly ready. At its base statistics, it should beat any party in its intended level range. With its weaknesses, it should be a difficult, but surmountable challenge. This in particular though may need to have its difficulty reduced for new players.

HOW TO RUN THIS ENCOUNTER

In climatic or important fights, it's rarely advisable to have an open field where both parties adhere to the "hit it until it dies" strategy. There are a number of ways to make it more exciting, believable, and memorable. Due to how open-ended this adventure is, it can't be determined where this fight will take place, how strong the monster will be, or even if the party fights it at all. There are some general guidelines to follow that will work in a myriad of situations.

SECONDARY OBJECTIVES

The monster wants to kill the town more than the party. It's entirely possible that the party will want to defend the town or at least certain members in it. This will provide a secondary dynamic to the encounter that allows more unique interactions to take place.

TERRAIN

It is very unlikely that this combat will take place in a grassy void. In nature, there should be rocks to hide behind or on top of, trees to use for height or cover, rivers to block or slow paths, or any other number of things to get an edge in a fight.

In the city, there are buildings, a well, tons of bystanders, collapses houses, uneven terrain, and some plants.

At the DM's discretion, interactions with these objects can provide bonuses or penalties on rolls, armor class, damage, hit bonus, a penalty in actions, extra bonus actions. The limit is only set by the pieces you make available and the party's ingenuity.

CHANGE OF PLANS

If the party is losing a fight, they should try something different. Monsters should do the same. If a monster is losing and it knows that, it would try something else.

THE MONSTER IS DEFEATED

With the monster slain, he falls to the ground dead in front of the heroes. At the news (and hopefully evidence), the town rejoices! All that remains is to figure out how to celebrate the monster's defeat.

PART 7: DEPARTURE, CONCLUSION, AND EPILOGUE

If the party successfully killed the monster and Malnix is still dead

The group is lauded for their deeds before they depart. A feast is thrown for them and excessive drinking is done all around.

A few of the town members get up and make speeches to the group, thanking them for their lives and for breaking the terrible curse that plagued the island.

Erika Fenwyl (the druid) sneaks into town to thank the group for their assistance. If they didn't find out she was lying to save her life, she confesses this to them.

The town thank the group for their assistance and present them with 2780 gold pieces and a cask of 40-year-old wine.

If the group returns some time later to the island, they will find that a statue has been made in their honor with their names carved into a plaque underneath it.

If the party successfully killed the monster but Malnix is alive

The group is lauded for their deeds before they depart. A feast is thrown for them and excessive drinking is done all around.

A few of the town members get up and make speeches to the group, thanking them for their lives and for breaking the terrible curse that plagued the island.

The mayor is notably absent from the festivities and it doesn't look like he's told anyone about the looming threat. Even as the party leaves the next day, he is nowhere to be seen.

The town thank the group for their assistance and present them with 410 gold pieces and a cask of 40-year-old wine.

If the party did not kill the monster but cured their sickness

The town is silent as the group boards their ship, still gripped in the dread caused by this unnatural beast. Only Orion Cald (the apothecary) is here to see off the group.

As the nights continue, they are picked off one by one. Any rhyme or reason to the beast's attacks is soon lost as a wholesale slaughter takes place.

After months of losing their people, the town fights back. They corner the monster and attempt to slay it.

That night, the few remainders of the decimated town rejoice. The beast has been slain. Of the town's nearly three-hundred population, only twenty-eight remain.

Unable to leave the island and out of people who know how to make ships, they are stuck until ships arrive next spring. More were lost during the winter. Only twenty-two people remain to tell the awful tale of the Island of Steadwick.

If the party did not kill the monster or cure the sickness

The town is silent as the group boards their ship, still gripped in the dread caused by this unnatural beast.

As the nights continue, they are picked off one by one. Any rhyme or reason to the beast's attacks is soon lost as a wholesale slaughter takes place.

In one last desperate attempt to save themselves, the town fights back.

The monster's immunity to most of their weapons proves too much and only a few townsfolk remain. Broken, they flee to the shores.

Attempts are made to make something seaworthy to escape the horrors of Steadwick island. With death on both sides, they try their luck on the uncaring waters.

No one has heard what happened people of Steadwick. Next spring, after the winter and storms have passed, people go to investigate what happened.

The town is destroyed. Fire has taken every building and wild, unnaturally strong animals roam the island.

If the party attempt to reunite Malnix with Erika

She hates him and will be opposed to this. If they try to do it anyway, she screams at her father and leaves. He is sad, but not surprised. He thanks the party and vows to leave them alone for trying to help.

If the party convince the monster to leave

No one in town is quite sure how to deal with the news. Few believe the party at all and some decry them as charlatans. After the mist next arrives and no one is killed, they begin to wonder.

Time passes and, though the group is long gone, the city begins to feel better about them.

TIMED EVENTS ON THE ISLAND.

EVENTS BY DATE

Day	Event	Day	Event
1	Thick fog tonight - Monster attacks town (night)	8	Nothing
2	Nothing	9	Runaway child (day)
3	Nothing	10	New moon (night)
4	Ghostly apparition (day)	11	Nothing
5	Nothing	12	Nothing
6	Nothing	13	Nothing
7	Nothing	14	Ship arrives (day)

MONSTER ATTACKS

When there is thick fog at night (see this and the weather table) the monster will attack.

Just before he comes into town, several packs of 4 wolves (including one Steadwick wolf, see page 36) run through the city, sniffing out the targets the beast wishes to kill. When the house is found, the wolves will begin a low howl outside the door and others will begin a different tone wherever they are. The beast will directly to his target and kill them, then leave town. Combat, people outside, and particularly adventurers will be avoided by the beast. If they catch him, he will break one (see his actions and stats on page 38) before using them as a distraction to cover his retreat. Descriptions of the beast should be kept vague when in mist, even if the party is in melee range with it.

If the PC Strike him with the Fang of Steadwick (see page 26), he will send a group of wolves into town on the nights he attacks and avoid them, even if it means he does not kill his target.

If all wolf dens are cleared out, he cannot send wolves into town and will attack randomly.

MONSTER ATTACKS OUTSIDE OF TOWN

If someone is outside of town and the monster didn't attack town tonight, there is a 50% chance they will be caught by the monster. Townsfolk will be slain immediately.

If the party is caught outside of town, the beast will not directly engage them, but his voice will come from the woods, threatening them. "This is not your fight, outsiders. Leave." He will not engage in conversation and stay outside the party's view. If the party has Alphonse Larson in their group and they take their eyes off him for even a second when the beast has found them at night, the monster rushes out of and back into the darkness, carrying a screaming Alphonse with him. If the party look back in time to see, all they find is a massive humanoid form charging off into the darkness.

GHOSTLY APPARITION

In the morning, a mute spirit appears, huddling in the shadows of the inn, pointing southeast. It takes a short time for townsfolk to notice it, but it becomes quickly known when it's found.

The apparition will stay in the shadow of the Inn, but attempts to head Southeast to reach the Haunted Glade. It can do so if a shadow is provided for it. This can be conveyed to the players by curious townsfolk walking away from the spirit and it hiding in their shadows from the sun.

She will continue to point toward the Haunted Glade regardless of its direction. If she is left without a shadow for one minute, it will disappear and reform at the inn. As the spirit grows closer to the glade, it begins to show signs of injury. A broken arm, a smashed leg, a dislocated jaw, and a gouged eye.

The spirit disappears at night and will reappear every day until it is conveyed there through shadow (even on cloudy days).

When she is brought to the Haunted Glade, she points to her grave. If the body is uncovered, she will lie in her own bones and break the haunt in the glade.

RUNAWAY CHILD

A small child (7 years old) by the name of Lawrence Smith (house unlisted in town map) will run away from home. It is a few hours before this is reported. He is not hard to track at all (Survival DC 8, automatic with scent).

At first, the child runs because he is scared of the monster. After he has run past the graveyard though, he begins to hear voices. They're telling him to come to the fishing hole. He will explain this to the party if they find him, promising the whispers told him it was super important and it would help stop the monster.

If the party searches the fishing pond now, they do not need to make a Perception check to find the coffin at the bottom.

NEW MOON

This has no effects on the game unless the Fang of Steadwick is not currently in the corpse of Malnix at midnight. If it is not, his body reassembles itself and he leaves the island (If Erika is there at the time, see page 39).

SHIP ARRIVES

The ship arrives in the early afternoon and sends a runner to town if the party isn't at the docks. They will wait for up to one day before setting out.

APPENDIX

RANDOM ENCOUNTERS

There is a 5% chance per hour traveling outside of town that a random encounter will occur. Some events cannot occur twice. If one of these is rolled multiple times, roll again.

Roll	Event	Effect
1	Wolf attack	1d4 Wolves (Pathfinder Second Edition Bestiary) and 1 Steadwick wolf (page 36 of this module) attack.
2	Storm begins	Cancel other weather effects and have a storm occur.
3	Diseased plants	A large swath of plants has contracted some kind of disease. All the leaves have a powdery look to them and are wilting. A DC 14 Survival check will allow the PCs to harvest these leaves. Over the course of four days, (with a few hours' work,) this can be distilled into ten doses of poison that deal 2d4 poison damage on injury.
4	Stray sod	The group is moved from one location on the map to another (DM's choice). This will occur whenever the group enter this part of the map . Keep track of where this occurred and where it leads the group. (re-roll if this occurs more than once).
5	Sudden cliff	Hidden behind a wall of foliage is a sudden drop-off. If the group is not moving slowly on purpose, the first in marching order must make a DC 17 Reflex save or fall into a ravine (40' and 4d6 falling damage). It is not terribly wide, but there are no trails down there. If no rope is available, the character may have to climb out (Athletics check DC 14. If they fail, they fall back in the hole and suffer 1d6 damage again).
6	Whispers	Whispers come to you on the wind. The PCs should make Perception checks if they want to listen to the whispers. 15+ will not allow them to hear the words, but know the direction they are coming from. These persist for one hour and lead toward the fishing hole. If the PC gets 20+ on the Perception check, they hear what the voices are saying. Will save DC 18 to avoid madness for 1 minute. While mad, the PC acts as the confusion spell (See Pathfinder Second Edition Core Rulebook) except for the 26-50 roll. They repeat the words: "Break the chains, heart of silver, rise again." over and over.
7	Disease	One of the PCs begins to feel ill. They have contracted Steadwick Fever (see page 44).
8	Yellowjacket nest	The party steps into a yellowjacket nest. All characters suffer 1 damage/round until they move 100' away from the area or slay the bugs (20 damage with area affecting magic). 5% chance of causing injury from fleeing area.
9	Salvation leaf	The party stumbles upon a rare healing herb. They can harvest it with a Survival check DC 16. If successful, it provides two doses. These can be applied to eliminate a light injury. In addition, the target is healed 2d8 hp + Medicine check.
10	Eyes on you	One random party member feels eyes upon them. They cannot find the source. If they enter combat with the monster, a Steadwick wolf, or any undead, that monster has +4 to hit and +2 damage against that target.
11	Secret journal	In a hidden in a cache, you find a few papers. They are mostly ruined by the elements, but a few words are preserved. "Mansion... Trapped second basement... Druid has his eyes... Monster has weaknesses..." (re-roll if occurs more than once).
12	Stroke of misfortune	roll twice and combine the encounters.

RANDOM WEATHER (DAY)

Roll once a day unless otherwise instructed.

Roll Weather	Effect
1 Storm	Ranged weapons at -6 to hit. Visibility cut in half. Travel speed cut in half. Every hour of travel outdoors, Fortitude save DC 14 or become fatigued. -6 on acrobatics, athletics, and Perception checks. Torches cannot be used outdoors. Re-roll weather after 3 hours.
2 Very windy and cold	Every 4 hours of travel outdoors, Fortitude save DC 13 or become fatigued. Ranged weapons at -4 to hit beyond first range increment.
3 Windy and cold	Every 4 hours of travel outdoors, Fortitude save DC 12 or become fatigued.
4 Clear skies and cold	Every 6 hours of travel outdoors, Fortitude save DC 12 or become fatigued.
5 Clear skies and cold	Every 6 hours of travel outdoors, Fortitude save DC 12 or become fatigued.
9 Heavy rain	-4 on Acrobatics, Athletics, and Perception checks. Torches cannot be used outdoors. Every 3 hours of travel outdoors, Fortitude save DC 13 or become fatigued.
7 Light rain	-2 on Acrobatics and Athletics checks.
8 Heavy clouds	None
9 Light clouds	None
10 Clear day	None

RANDOM WEATHER (NIGHT)

Roll once per night unless otherwise instructed. (except for the first night - see timed events)

Roll Weather	Effect
1 Storm	Ranged weapons at -6 to hit. Visibility cut in half. Travel speed cut in half. Every hour of travel outdoors, Fortitude save DC 14 or become fatigued. -6 on Acrobatics, Athletics, and Perception checks. Torches cannot be used outdoors. Re-roll weather after 3 hours.
2 Thick fog	Obscures all sight, including darkvision beyond 10'. The monster will attack tonight.
3 Thick fog	Obscures all sight, including darkvision, beyond 10'. The monster will attack tonight.
4 Thick fog	Obscures all sight, including darkvision, beyond 10'. The monster will attack tonight.
5 Thick fog	Obscures all sight, including darkvision, beyond 10'. The monster will attack tonight.
6 Thin fog	Obscures all sight, including darkvision, beyond 30'.
7 Thin fog	Obscures all sight, including darkvision, beyond 30'.
8 Light rain	-2 on Acrobatics and Athletics checks.
9 Heavy rain	-4 on Acrobatics, Athletics, and Perception checks. Torches cannot be used outdoors. Every 3 hours of travel outdoors, Fortitude save DC 13 or gain become fatigued.
10 Clear night	none

MINOR INJURIES

Roll Injury	Effect	Time to heal
1 Sprained foot	-5' move speed and -2 Dex	Until stat damage removed
2 Leg bruises	Cannot use 'dash' action	24 Hours
3 Sprained knuckles	-4 on climbing	24 Hours
4 Elbow swelling	-4 on attack rolls	12 Hours
5 Bleeding wound	1 damage/minute until healed	Until Medicine check (DC 14) is made
6 Torn muscle	-2 Strength	Until stat damage removed.
7 Wind knocked out	No bonus actions or reactions.	1 Minute
8 Light concussion	-4 on all Int, Wis, or Cha related checks	1 Hour
9 Hidden injury	The next damage taken deals 5 additional damage.	1 Hour or until effect occurs
10 Awful looking injury	No penalties	1 Week

MAJOR INJURIES

Roll Injury	Effect	Time to heal
1 Broken foot	-5' move speed and 4 Dex	Until stat damage removed
2 Broken leg	Cannot use 'dash' action, -5' move speed	4* Days
3 Broken hand	Cannot make climb checks	4* Days
4 Broken arm	-6 on attack rolls and 1 damage to self on each attack using this arm	4* Days
5 Internal bleeding	1 damage/round until healed	Until Medicine check (DC 16) is made twice.
6 Ruptured muscle	-4 Strength	Until stat damage removed
7 Rib fracture	Using movement and action in the same round will cause 1 damage.	2* Days
8 Heavy concussion	-6 on all Int, Wis, or Cha related checks or saves. Will save or unconscious for 5 rounds.	1 Day
9 Hidden wound	The next damage taken in the next 24 hours deals 15 additional damage.	24 Hours or until effect occurs
10 Eye injury	-6 on Perception.	4* Days
11 Broken jaw	You cannot cast spells with verbal components	2* Days
12 Shoulder dislocation	Cannot use dislocated arm until healed	Heal to max hp or Medicine check (DC 15)
13 Torn ligament	-2 Str and -2 Dex	Until stat damage removed
14 Groin injury	Fortitude save DC 15 or stunned	3 Rounds
15 Gut wound	-2 Constitution	Until stat damage removed
16 Kidney injury	-4 on Fortitude saves	4* Days
17 Punctured lung	1 damage/minute unhealed. Begin drowning if not healed in 5 minutes.	Heal to max hp and Medicine check (DC 16)
18 Spine wound	-4 on all Fortitude, Reflex, and Will saves.	1 Day
19 Neck wound	2 damage/round until healed.	Heal to max hp or Medicine check (DC 17)
20 Heart Trauma	Fortitude save DC 18 or be brought to 0 life.	Immediate

When to Assign Injuries

"Time to heal" column details how long it takes to heal from an injury. Durations marked with a * can be healed in half the time if a healing spell is given to the injured after they reach max life. If a character suffers a critical hit or at least 50% of their max life in one attack, roll a minor injury. If they are struck while helpless or suffer 75% or more of their max life, inflict a major injury.

PEASANT NAME GENERATOR (MALE)

First syllable	Second syllable
Ald	worth
Jal	son
Ed	ven
Colt	ley
Bran	by
Coo	field
Eld	din
Hall	ham
Whit	ric
Rad	borne

PEASANT NAME GENERATOR (FEMALE)

First syllable	Second syllable
Lo	lea
Al	dia
Mis	rah
Na	vina
Lin	da
Sho	ree
Brea	say
Fio	ida
Rosh	ella
Fen	ty

COMMON LAST NAMES

Smith	Reth	Jinn	Porter
Weigh	Link	Frost	Lindov
Therr	Hall	Ingrax	Era
Loch	Ring	Lowen	Zeal
Black	Leech	Errand	Mash
Taylor	Ix	Gaunt	Enoch
Wilson	Myer	Fears	Steelash
Anderson	Bler	Keet	Winds
Simmons	Axehill	Wyrmsmouth	Vynera
Perry	pinex	Ambercrest	Corrth

ILLNESS

The illness going around town is known as Steadwick Fever, as it appeared here a few months ago. The party can contract it from investigating the well or drinking its water (15% chance a day on drinking infected water). Bear in mind illnesses cannot be healed via magic until the haunted glade is cleansed. Orion Cald will be able to provide an herbal antidote when his side quest is finished.

Steadwick fever

Fortitude save DC 17 to avoid infection. The disease will incubate for 1d3 days. When the symptoms manifest, they cause the sufferer to become fatigued as long as they are ill. In addition, they are at -4 on Fortitude, Reflex, and Will saves and checks. Once a week after a long rest, afflicted characters can make a DC 17 Fortitude save (still at -4) to recover.

SIDE-QUEST PLOT LINES.

A quick list of the side-quests on the island for completionists.

1. CHOPPING MORE THAN LOGS

A murder took place disguised as the monster (#20 in town). Finished by confronting Dale Leigh (#9 on the island).

2. SICK OF IT ALL

People are getting sick and they don't know why (mayor tells). Finished when you get Medicine to the people and find what's causing the illness (#6 in town).

3. ON THE ROCKS

Sailors are missing (mayor tells). Finished by finding them sunk in the waters (#5 on the island).

4. HAUNTED GLADE

Malnix and the monster are unusually powerful here. (Timed event on day 4). Finished by cleansing the Haunted Glade (#17 on the island).

5. KLEPTOMANIA

Items are disappearing from all over town (many places). Finished by confronting Joshua Verr.

6. THE FANG OF STEADWICK

A legendary weapon was used to kill the warlock terrorizing this island. (Timed event on day 9). Finished by getting the dagger and (probably) putting it back by the time you leave.

7. BURN THE HOUSE DOWN

One of the houses burned and the monster had nothing to do with it (#12 in town). Finished when you find Michael Locke in the Survivor's Cave (#14 on the island map).

8. FAMILY REUNION

Malnix had a daughter on the island (#15 on the island map). Finished when you find out who it is and (possibly) reunite them with less than perfect results.

9. LOST BOYS

Two boys went missing around the same time in the woods (#11 on the island map). Finished when you find the Unmarked Graves (#6 on the island map) and possibly dig up and use Nicolas' bones.

10. WOLF HUNTING

Wolves are all around the island (many places). Finished when you clear the last of the six wolf caverns.

ALTERNATE STORY PATHS

If you are running the module multiple times or if a player has prior knowledge of the adventure, a different villain and slightly altered story may be the best way to go. Below are several different options to keep the story fresh.

All of the stories will give a new identity to the monster as well as change several aspects of the story so the clues lead to the new character. Several story aspects as well as back stories will be changed.

These stories are not as tested as the original and may increase or decrease the time spent on the island. It is suggested that the DM run through the original adventure at least once before using an alternate story path.

HOW THIS IS ORGANIZED:

The new stories each have new things to establish.

New Monster: New identity of the Beast of Steadwick

Motivation and Story: Why the beast is killing people.

Special Things to Note: Unique aspects to this adventure

Important Story Differences: This is how the base story will change from the original version to this one. This has most of the important pieces for the gameplay.

New Important Evidence: This is important evidence the party can gather against the monster to accuse them.

UNIVERSAL CHANGES

- The original monster, Fuller Crawford, will become exactly as he presents himself - a newer resident to the island who builds structures.
- Brigham Clive was killed in each alternate story as well. He is completely unrelated to Fuller Crawford.
- All of the other monsters have their sense of smell and do not rely on the wolves to locate their targets. The wolves will circle the town when the beast attacks in case it needs help, but will not move through town to find targets. Subsequently, the faces of the alternative monsters are not as disfigured.
- Only one house has been collapsed and this was by accident (#14 - Oaks family home).
- None of the monsters are stunned by the remains of Nicolas Quincy.

LOCATIONS ON THE ISLAND

Most of the locations on the island can be changed. The watchtower, city, and docks should be left the same. The waterfall, tree of names, and fishing hole can be changed only if the map is altered to reflect this. All other locations can be changed at the DM's discretion.

If a location is changed, be sure to alter the dialogue or notes provided to the party to reflect these changes.

STORY PATHS AND DIFFICULTY

All of the story paths change many aspects of how the game will play out. As a consequence, the difficulty of the adventure will be affected.

LIST OF STORY PATHS FROM LEAST TO MOST DANGEROUS

These are general lists and every party is different.

1. Original Story
2. Tides of Blood (#2 alternate)
3. Sister's Love (#1 alternate)
4. With a Body to Match (#3 alternate)

LIST OF STORY PATHS FROM EASIEST TO HARDEST MYSTERY

1. With a Body to Match (#3 alternate)

This does not require the party to solve the mystery to complete the adventure.

2. Tides of Blood (#2 alternate)

This requires only two large pieces of evidence to confront the killer

3. Sister's Love (#1 alternate)

The monster is a bit more overt about her actions.

4. Original Story

ALTERNATE PATH 1: SISTER'S LOVE

New Monster: Alera Snow

Motivation and Story: Her original name was Urdith Quincy, younger sister of Nicolas Quincy. She was unable to find what happened to her brother the night he went looking for Brigham Clive. Her mother died to disease and her father committed suicide just afterward. She left the island when she reached 17 years old.

For years she searched for a way to find what happened. Finally, she found a diviner who was able to show her in exchange for years off of her life.

What drove her to kill was how many of the children hid from her what happened that day. She felt that each had betrayed her and she could have found his body decades ago. She blames her father's death on this.

She returned to the island with a new identity, getting a job as the cook in the inn. It didn't take long to find Reed, the one who killed her brother. She knew that she couldn't fulfill her lust for revenge as she was. She was alive when Malnix was killed and knew of his experiments, so she went to his mansion.

It was in a terrible state of disrepair and she eventually found her way to the basement. Pouring through Malnix' books, she was unable to understand or replicate his work. In desperation, she made an offering to the statue of a wolf in his mansion.

It made a pact with her that it would inhabit her body and grant her the power she needed. In exchange, she must eat those she killed and then share the remains with the town - particularly the brain.

Endowed with new power, she spirited Reed away to the monster's cave, a place Nicolas had found when he was a young boy. After confirming the story of what happened the night her brother disappeared, she killed Reed.

During the next misty night, she brought his body back and cooked him. He was served the next day to the inn's patrons.

Special things to note: The party cannot catch Steadwick Fever in the time allotted. Re-roll the random event if it occurs, even if they eat at the feast.

Important Story Differences:

- There have been increased disappearances for the past year. She would catch and kill people outside town, but got none of her targets. She has only a year left to live and has accelerated her plans. The missing people should be mentioned in town (14 in total).
- Alera got to the island two years ago. Many months were spent exploring the mansion and forging her bond.
- Reed is dead and no body parts are left at any attack location.
- There are no bodies in the sunken ships - only bloody stains.
- The monster will kidnap the victims, eat them, then transport them back the next time mist occurs.
- She is not a spellcaster and had to break through the ceiling of Malnix' mansion to get down the staircase.
- Unlike the original monster, she will never agree to leave peacefully. She must complete her pact to survive.
- There are more timed events. On days 3, 7, and 11, there is a feast in town hosted by the inn. Alera will use these to both dispose of the bodies and complete her pact. Graves Larson will host these feasts, but credit Alera with the idea to keep up the town's moral during these terrifying times. The feasts will be concluded before sundown for safety reasons.
- The white well is no longer tainted, but the symptoms of Steadwick Fever are coming from the accidental cannibalism. The very young and very old are beginning to show signs of dementia. Add tremors to the list of symptoms for Steadwick Fever.
- Alera will avoid combat with the party as the original monster.
- Alera killed all the dogs (but not the wolves) on the island. She knows that the scents could give her away. If the party brings an animal with scent, she will put aside her revenge for a time in order to kill the animal.
- Unlike the original monster, Alera will not leave town if she is suspected.
- Michael Locke will be able to determine that the town's food has been corrupted somehow. He also thinks he was going to be killed soon due to the tree list.

- Unless otherwise specified, the notes in Malnix' mansion are written from Alera's perspective and in her handwriting. If the party has a way to tell how old the notes are, hers are only 1 year old. New notes are listed below.

Note 1 (Found in the Study, #8 on Malnix' Mansion floor 1)

"This mansion is a confusing mess. I'm convinced the owner is haunting the place. He's spent the past few days trying to drive me out. He doesn't seem to grasp what I've gone through to get here. There's no way I can let something as minor as this stop me."

Note 2 (Found in Master Bedroom #6 on floor 2)

Unchanged. This note is in Malnix' Handwriting.

Note 3 (Found in Underground Library #3 in the basement)

"Malnix was mad and a murderer. At one time I would have condemned him for this, but in a way, I think I understand now. Sadly, that doesn't help me understand his magic or methods. If I write down my thoughts, they should help me to untangle his secrets and give me the power I need. They'll pay for their silence with their lives."

Note 4 (Found in Test Room (Failures) #4 in the basement)

"I can't figure it out. Every time I think I make some headway, I'm confounded by a thousand new questions that spring to life. I don't have time to complete the study required to understand this. I only have a few years left at most..."

"I can't understand this. But... if I were to contact something that could... Maybe I could reach my goal before my limits."

Note 5 (Found in Test Room (Current) #5 in the basement)

"He keeps referring to 'the whispers' in his notes. Is that what he made his pact with? On occasion, the notes take on a different voice as if they're written by the same hand, but a different person."

"More disturbingly, his spirit stilled. It doesn't seem to want to drive me out anymore. It's communications still come, but they are now trying to tell me something rather than drive me away."

"Painting - Water - Eyes - Daughter - Fang - New Moon - Rot - Sacrifice - Glade"

"I don't think the spirit seems to realize I have no interest in its resurrection. I'm not here for him. He was part of this island. He can die with the rest of them and stay that way."

Note 6 (Found in Bestiary #8 in the basement)

This note is unchanged and in Malnix' handwriting.

Note 7 (Found in Research Room #10 in the basement)

This note is in Malnix' handwriting, but now reads as follows:

"I'm now convinced this this is not a lycanthrope. It shares some similarities to be sure, but apart from the look, transformation, and silver, it doesn't fit."

"In a bizarre way, it's power seems to be linked to mine. I had to renew my locus of power on the eastern part of the island and, during that time, the beast was a fraction of its former strength. But if I had to guess, I'd say my bond is the cause for the monster more than I."

The monster empowers wolves it is nearby for too long and will lose power if those wolves are slain. It also gains strength from eating freshly killed... anything, really. Sadly, it has to kill and eat fresh or it dies in a month or two. Exactly forty days in this one's case.

"I'm a bit disappointed in it to be honest. I raised its skeleton to me feel better. Of course the risen skeleton broke out of its cage immediately and I had to build a special compartment for it. Why is life so unfair?"

NEW IMPORTANT EVIDENCE

At least three pieces of evidence must be brought to Alera for her to confess (and then attack).

- Alera left her handwriting all over the mansion. If the party can compare these to anything she writes, that will serve as an important piece of information.
- The feast is a way of feeding the town the remains. The party can sneak into the kitchen where she cooks and discovers the heads. This will only work during the preparation for a feast. The heads are not kept here and she is loath to leave the kitchen during preparations.
- If the party can get an animal with scent to track the bodies or the monster, it's a compelling piece of evidence.
- The monster keeps the bodies in the monster's cave (#16 on the island) for storing until the next misty night. It is easy to catch her in the act if they stake out the position. If confronted there, she will attack immediately.
- Any other piece of important evidence specific to your group's journey through the island.

ALTERNATE PATH 2: TIDES OF BLOOD

New Monster: Oswin Palmer

Motivation and Story: In this story, Oswin Palmer was apprentice to the Warlock Malnix. He was an early experiment of Malnix and he has been living as the beast on occasion since he was a small child.

More recently, he lost control during his transformation and ate one the woman he was in a relationship with. The feeling was too intoxicating to resist again. Since, he has been attacking at almost every opportunity.

He is fearful that those who grew up with him may know of his secret apprenticeship with Malnix, and he has been targeting them specifically on his night raids. He is using the tree of names to keep track of who he has and hasn't attacked. Despite this, he isn't discriminating and the order of killings is far more random, including people not listed there.

Special Things to Note: Oswin is a level 5 warlock, which he keeps secret at all costs.

If someone is killed by the monster it will take a full round of combat to rip through the corpse and devour as much as it can. Even in dangerous situations, it is unable to control itself and will do this.

Important Story Differences:

- Reed was not the first killed, but the second. A girl named Stora Wade was the first killed. She was in a secret relationship with Oswin.
- Oswin's excessive drinking began just before the ships were sank. He claims he began to drink when they left him. It isn't enough to be a significant piece of evidence, but may put the party on his trail.
- All of the attack sites are messier. This will make it a bit more difficult to detect the murder committed by Dale Leigh.
- The sunken ships are markedly different. First, they are directly east of the fishing hole in the inlet leading to the river that feeds the pond. Some bones may be found in the debris there. The large ship is a good deal larger and requires a minimum of three sailors to guide. DC 12 Survival check will reveal this, letting the party know that the ship was attacked while it was out to sea rather than sailed away by a single person. The bodies aren't in the hold, but it is a bloody area. The entire hold is still tinged red with the massacre.

WHAT'S UNDERWATER?

If the party wishes to investigate the inlet, they may find a host of things. The tides from the whole island circle the area and lead back here. You may roll randomly for treasure, give them an item they need, or just bones.

This is a good place to put items or hints to help move the story along without letting the players know you're helping them.

- No person is moved from place to place by this monster. It will feast on the spot.
- The monster always comes from the southeast. This is mostly to throw off suspicion.
- Oswin does not have a brother in this story. The house his brother inhabited belonged to Stora Wade. She is currently classified as missing.
- Oswin will not tell the party about the tides and where the boats ended up. They must either stumble upon them or follow the updated note in Malnix' mansion to find them.
- The tools used to sink the ship lead back to him now rather than Fuller Crawford. He put the rocks aboard over time and sealed them up. When the ship sank, they were enough to keep it under.
- Malnix' mansion floor 1 room #9 is now his apprentice's room. It has the initials O.P. carved into the broken footboard.
- Some of the notes in Malnix' mansion have changed.

Note 1 (Found in the Study, #8 on Malnix' mansion floor 1)
Unchanged

Note 2 (Found in Master Bedroom #6 on floor 2)

"I have come to a decision and time is short.

"You are safe, Erika. By now my apprentice should have you in that hidden cave you like three-quarters of a mile northwest of the mansion. I tried to give up this life for you, but I can't. I don't know if I don't love you enough or I'm just too weak. My past is coming to break down the door as I write this.

"It seems the currents around the island push objects into the inlet leading to the fishing hole. They found a few remains I left there between the debris that collects naturally.

"If I die and stay that way, this house is yours... whatever is left of it. In the basement, you'll find what I've done to deserve what these people are about to do to me. Asking you to not hate me would be unfair, so I won't. If you can find it in your heart to forgive me, find me and pull out the dagger. We'll have a talk.

"I won't hide my sins from you. I hate to think it, but you're old enough to understand now. To get to the basement, think of your time here. Your favorite food will never harm you, remember your first toy, and your music lessons.

"In the library, you'll find my favorite book. Pull on it twice to find the crest you made for me when you were young. In the basement, there is a gem in the room leading out of the remains. You'll need those to find my workshop. Put it to your eye. Don't touch."

Note 3 (Found in Underground Library #3 in the basement)

"I've gotten word that the villagers believe I killed a child of theirs. Naturally I had to discover which one. As it turns out, they're blaming me for the death of a boy named Nicolas Quincy.

"That's not even the boy I found dead next to the shallow grave. It's likely the one that was buried beside him. My apprentice tells me that he knew both boys and they went missing after a visit to some tree over a waterfall.

"Of course, the single time the city decides to blame me for a disappearance is the one had nothing to do with. The irony is not lost on me."

Note 4 (Found in Test Room (Failures) #4 in the basement)

"My latest experiment was a terrible failure. It is inconclusive in telling about the purity of his lycanthropy (if that's even the cause).

"I procured a werewolf with a great deal of effort and then subjected it to the same procedure as I did my apprentice. It did not have the effect I predicted. Normal lycanthropy seems to reject this new mutation. Initially it was very promising to see the rippling strength this union caused, but its muscles began to break down. Bones healed where none were in the first place and by the time I finally had to put it down, it barely resembled a humanoid at all. Quite disappointing.

"Still, my apprentice seems to be able to control his mutations, so there's some hope."

Note 5 (Found in Test Room (Current) #5 in the basement)

"The whispers have spoken to me again. They have revealed to me secret arcane rites to test. With no other subjects in the immediate area, I began to work on my apprentice.

"Today, the experiments have finally yielded fruit. The tests have changed his physiology almost completely and he now resembles a lycanthrope (More specifically, a werewolf)! That's a bit unusual of course... What I did doesn't resemble the normal way to transmit a curse of lycanthropy. And I doubt one of his parents was secretly a werewolf.

"He seems to be able to morph into and out of his hybrid form at will, but does not have a fully animal form. He says it is painful and doesn't wish to transform, but that's hardly a path to discovery. Further tests are needed."

Note 6 (Found in Bestiary #8 in the basement)

Unchanged

Note 7 (Found in Research Room #10 in the basement)

"I'm now convinced my apprentice is not a lycanthrope. It shares some similarities to be sure, but apart from the look, hybrid transformation, and silver, it doesn't fit.

"In a bizarre way, his power seems to be linked to mine. I had to renew my locus of power on the eastern part of the island and, during that time, he was a fraction of his former strength. But if I had to guess, I'd say my bond is the cause for the monster more than I.

The monster empowers wolves it is nearby for too long and will lose power if those wolves are slain. He also gains strength from eating freshly killed... anything, really.

I gave him raw meat once when he was transformed. It went into a frenzy and began to eat anything nearby to fulfill its hunger. It took nearly a week for him to even transform back. He may get better as he gets older, but experiments that put me in danger are a bridge too far.

"I'm a bit disappointed in it to be honest. I raised the failed werewolf hybrid skeleton to me feel better. Of course it broke out of its cage immediately and I had to build a special compartment for it. Why is life so unfair?"

NEW IMPORTANT EVIDENCE

At least two pieces of evidence must be brought to Oswin for him to confess (and then attack).

- The large ship must have been nearby the inlet for it to be pulled in since it sank. It was rigged to sail as well, which required multiple people. Oswin helped them set sail then worked to sink the ship. He's the last one in town who knows how to sail. Furthermore, it had to be someone they trusted.
- In the mansion, the Initials O.P. are carved into the bed in room #9 on Malnix' first floor.
- Oswin is well known to Erika. Malnix never referred to him by his name, but she can tell them what he looks like.
- The blacksmith will tell the party that Oswin was the one to borrow the tools found in the ship.
- Any other piece of important evidence specific to your group's journey through the island.

ALTERNATE PATH 3: WITH A BODY TO MATCH

New Monster: Reed Arrowsworth

Motivation and Story: Reed has always been narcissistic sociopath who would harm those around him for amusement. The being that made a pact with Malnix took interest in this and approached Reed in a dream a few months ago.

It led him to the mansion where he made a pact with the statue in Malnix' secret room on the second floor. It gave him power, which he immediately began to scheme of how to use.

His favorite targets were always those his age and younger. He always hated them for making him feel vulnerable at the tree where their names are carved.

He faked his own death, kidnapping a visitor to the island and killing him in his house. Reed then fled the town, carrying the remains and eating them far away from town.

Since then, Reed has been attacking.

Special Things to Note: Reed will attack anyone and anything. It is not suggested to do this with a party that will put themselves in dangerous situations such as going out at night. He can and will attack. This is the most dangerous story path.

Important Story Differences:

- Reed will usually wait for a misty night, but sometimes will come at other times just to kill for fun.
- Reed specifically targets those who were at the tree, but will gladly make small detours to kill others. This may make it more difficult to parse out the pattern, though he does keep track of kills on the tree.
- Reed crossed himself off of the tree to throw off the trail.
- The white well is not tainted.
- Because he kills far more for amusement than the others, the bodies are commonly left at the scene in a gory display.
- Michael Locke will suspect that the monster is someone connected to the tree. He doesn't know it's Reed, but he will suggest that it may be someone that is thought to be dead.
- Reed now lives in the Monster's Cave when he's not attacking.
- The ships do not have a tool set in them that was used to sabotage the watercraft.
- When Reed goes to town to attack, he will kill his target and then more for fun. After an hour or two of chasing and causing terror, he will leave before he gets too tired.
- A few of the notes in Malnix' mansion have changed.

Note 1 (Found in the Study, #8 on Malnix' mansion floor 1)
Unchanged

Note 2 (Found in Master Bedroom #6 on floor 2)
Unchanged

Note 3 (Found in Underground Library #3 in the basement)

"I've gotten word that the villagers believe I killed a child of theirs. Naturally I had to discover which one. As it turns out, they're blaming me for the death of a boy named Nicolas Quincy.

"That's not even the boy I found who managed to crawl out of a shallow grave and die next to it. Nicolas is likely the one that was buried next to him. My daughter tells me both boys went missing after a visit to the waterfall.

"Of course, the single time the city decides to blame me for a disappearance is the one he had nothing to do with. The irony is not lost on me."

Note 4 (Found in Test Room (Failures) #4 in the basement)
Unchanged

Note 5 (Found in Test Room (Current) #5 in the basement)

"I've managed to spirit away another child. The whispers tell me of a power they possess I wish to use.

"Today, the experiments have finally yielded fruit. The tests have changed his physiology almost completely and he now resembles a lycanthrope (More specifically, a werewolf)! That's a bit unusual of course... What I did doesn't resemble the normal way to transmit a curse of lycanthropy. And I doubt one of his parents was secretly a werewolf.

"He seems to be able to morph into and out of his hybrid form at will, but does not have a fully animal form. He says it is painful and doesn't wish to transform, but that's hardly a path to discovery. Further tests are needed."

Note 6 (Found in Bestiary #8 in the basement)
Unchanged

Note 7 (Found in Research Room #10 in the basement)

"I'm now convinced this this is not a lycanthrope. It shares some similarities to be sure, but apart from the look, transformation, and silver, it doesn't fit.

"In a bizarre way, it's power seems to be linked to mine. I had to renew my locus of power on the eastern part of the island and, during that time, the beast was a fraction of its former strength.

"It empowers wolves it is nearby for too long and will lose power if those wolves are slain. It however gains strength from eating freshly killed... anything, really.

"I'm a bit disappointed in it to be honest. I raised a skeleton of the werewolf I did these same experiments on to make me feel better. At least that monster makes sense. What do I even call this beast?

"Of course the risen skeleton broke out of its cage immediately and I had to build a special compartment for it. Then the boy smashed his way out of his cage and tried to eat me. I had no choice but to kill him. All this in one day. Why is life so unfair?"

NEW IMPORTANT EVIDENCE

Unlike the other story paths, this one doesn't require the party to gather evidence to accuse someone. If they find Reed at all, he will attack.

There is enough evidence to go around that suggests it's him, but it is more backstory than a requirement to complete the adventure in this case.

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CREDITS

Adventure:

Richard Davis

Art:

Amanda Davis

Bepuln1 (Fiverr)

John Davis

Michael Davis

Virgiliocaladi (Fiverr)

Santiagopaints (Fiverr)

Editing:

John Davis

LEGAL STUFF

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Pathfinder Second Edition Module *Wolves of Steadwick*



For months, no one has heard from Steadwick Island. Silence grows and rumors begin to circulate. Finally, a group of heroes is sent to investigate the island. A sprawling mystery unfolds with lies and danger abounding. As the group explores, horrors and death begin to mount. It is unclear if the heroes are able to get themselves out alive, let alone combat the evils infesting the island.

Wolves of Steadwick is an open-ended mystery/horror adventure for 4th-level characters written for Pathfinder Second Edition. (D&D 5th Edition and Pathfinder/D&D 3.5 Editions also available).

This adventure can serve as the start of a campaign or easily inserted into any game world.