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Game Module

## HORROR AT DAGGER ROCK

by Andrew C. Gale





## A FREE adventure for levels 1-3

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Game Module

## HORROR AT DAGGER ROCK

by Andrew C. Gale

At the edge of the Daggerstone Hills is Dagger Rock; a pinnacle of granite that thrusts more than one thousand feet into sky. At its base sits Relford; one of the oldest and most popular mining settlements in the region.

Since a recent earthquake, Relford is slowly dying: The mine has closed and the mighty Rel River has all but dried up. Terrified locals flee their homes, abandoning their meagre livelihood with no explanation. Those that remain keep their doors locked and are wary of strangers. There is talk that some people have simply disappeared...

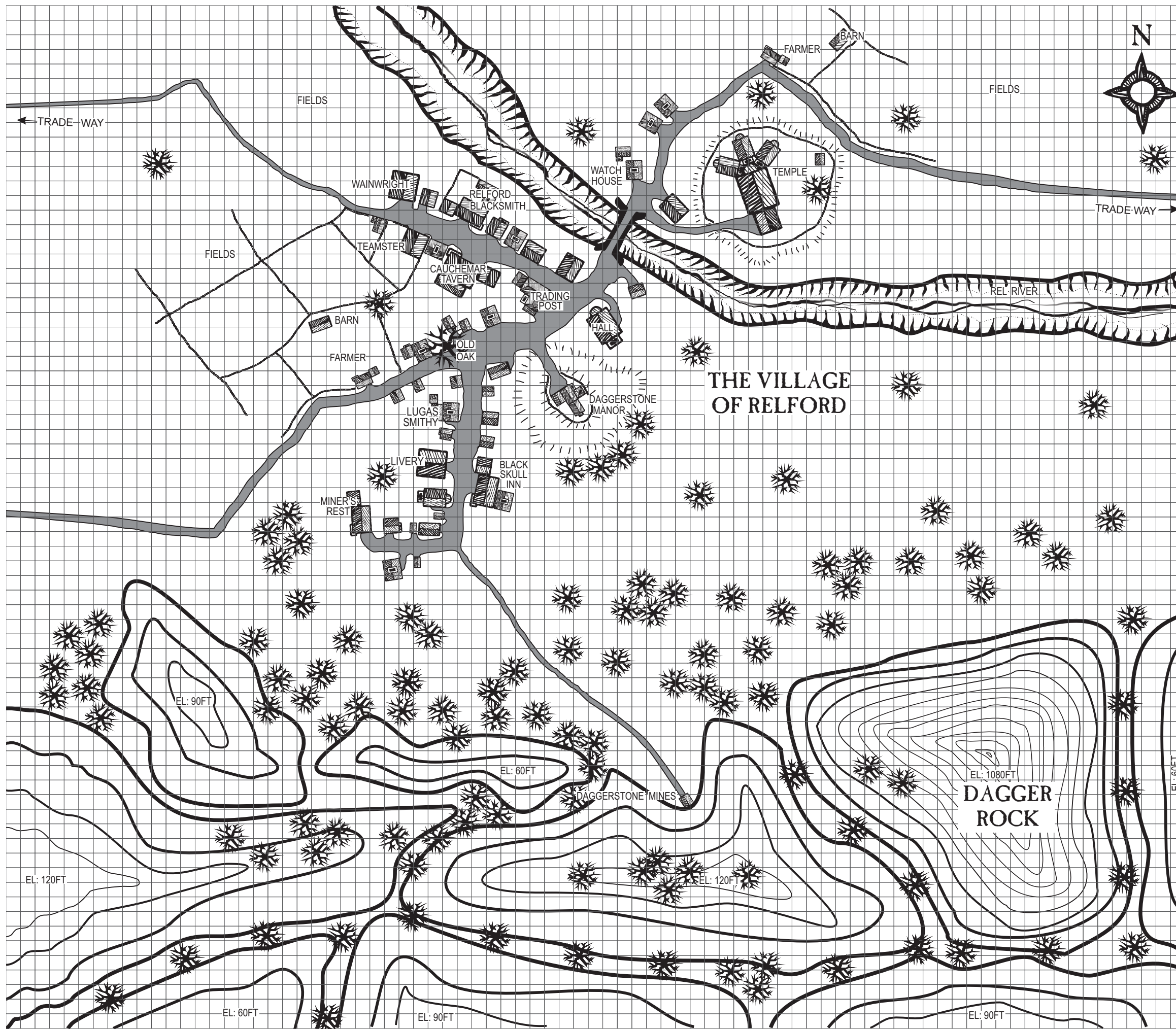
It is said that between the dark and dead trees of the hills, inhuman tribes lurk, preying on the unwary. Who knows what horrors have crawled from out the shadow of Dagger Rock?

An adventure designed for 4-6 characters of levels 1-3.



# MAP 1: THE VILLAGE OF RELFORD

## PLAYER'S MAP



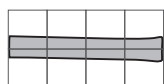
### LEGEND



Bridge



Dead Tree



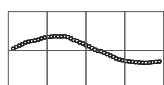
Road



Rocky Hill



Stream



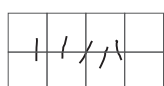
Stone Wall



Gully



Building



Mound

□ =30ft



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### CREDITS

EDITING & LAYOUT: Ash Gram, Penny Williams  
 Some artwork by Paul Slinger  
 INTERIOR ART: Joseph Crocono  
 Fontin Font Family: A font by Jos Buivenga www.exljbris.nl  
 PLAYTESTERS: Ash Gram, Renee Gram, Grahame Paton, Penny Williams.  
 SPECIAL THANKS: Joseph Crocono, David Fisher,  
 Atilla Oncel, Judd, Rob, Simon, Gretchen Keely

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# INTRODUCTION:

# HORROR AT DAGGER ROCK

## MODULE OVERVIEW

<b>Title:</b>	<i>Horror at Dagger Rock</i>
<b>No. Players:</b>	4-6
<b>Starting level:</b>	1-2
<b>Classes:</b>	Any
<b>Type:</b>	<i>Village events &amp; dungeon delve. Horror elements</i>

*WGO: Horror at Dagger Rock* is the first adventure from Sagawork Studios. It is recommended that the GM read the entire adventure thoroughly before beginning play. The GM may wish to re-read any areas he considers important for the adventure to run smoothly and efficiently. This module is designed as more of an open-ended adventure, requiring the GM to mediate the timing and pace and perhaps expand on areas that are of interest. To make this process as easy as possible, a number of events have been written in to assist the GM and the players advance the plot of the story. It is entirely up to the GM to use, edit or discard these events as suits his own campaign.

If you intend to experience *Horror at Dagger Rock* as a player, please stop reading immediately. *Horror at Dagger Rock* will be best enjoyed if you are unaware of the surprises and revelations to come.

## ADVENTURE SUMMARY

On the road into Relford, a minor cave-in uncovers a buried secret disclosing strange goings-on that began after a recent mine collapse. Soon after arriving in Relford itself, the PCs discover a plot to subvert the remaining locals; changing them into vile thralls of a demon lord. The PCs discover that the sinister cult of Dagon is behind this plot and an ancient temple to the demon lord is located in the nearby mine. Guarding this temple is a creature both ancient and evil.

## ADVENTURE BACKGROUND

Relford is a small but popular mining community that sits some miles off the Trade Way, at the edge of the Daggerstone Hills. This area is known for the gem deposits that litter the earth, and also for Dagger Rock; a natural granite monolith that thrusts more than one-thousand feet into the sky.

Although the area is known for minor tectonic activity and the occasional earth-tremor, no-one was prepared for the earthquake

that hit the area almost a year ago. Paradoxically, this earthquake caused relatively minor damage on the surface, but has caused widespread changes to the area. Aside from a minor elevation in the landscape, the mighty Rel River has diverted itself and no longer flows steadily through the area. As such, the groundwater has decreased, throwing the region into a drought. A number of lives were lost in the Daggerstone Mines, caused by a minor collapse in one of the shafts. Worse, this collapse also uncovered an ancient evil buried at this site, long before anyone ever stood in the shadow of Dagger Rock.

This area was once far below the sea approximately ten-thousand years ago, being part of the aquatic elf kingdom of Que'eltalos. The city was destroyed by an invading force of sahuagin and a terrible kraken. Que'eltalos' defenses were brought low from within; orchestrated by an insidious cult that worshipped the demon lord Dagon as the true Master of the Deep. Led from the shadows by a coven of olhydrix hags, the cult of Dagon prospered and crept into all levels of Que'eltalos. By the time the cult was discovered, it was too late to do anything about them. Que'eltalos fell that very night in a frenzy of ripping teeth and claws.

But even the cult of Dagon was not spared the full destruction of Que'eltalos; a mighty volcano erupted in the sea bed—the result of a titanic battle between the kraken and an aquatic elf sorceress. As the halls of their secret temple came crashing down around them, during this violent seismic upheaval, the last surviving olhydrix hag offered a final prayer to Dagon. She was saved, but entrapped in the remains of their temple, underneath a new mountain range, far from the sea. As his last consort, Dagon also cursed her with immortality. Now as Dagon's divine guardian, the Bride of Dagon was to wait nearly ten millennia until she could restore the cult to its former glory.

It was during the most recent earthquake that the Temple of Dagon became accessible again, deep in the Daggerstone Mines. Miners trapped underground in the tunnel collapse warily ventured into the complex, seeking an alternate route to the surface. They soon became victims of the Bride of Dagon's malevolent *charming gaze*. Sensing the nearby settlement of Relford and the possibility of restored power in a new cult, the Bride of Dagon had her newly-charmed miners return to the collapsed tunnel and dig for their freedom. The labor was arduous and intensive, and their air soon ran out. Of the ten miners trapped, only Cantor Daggerstone survived, gasping for breath as he broke through to the main passage some days later. Once free, the charmed miner wasted no time in leading his comrades back to the olhydrix's chamber where they too, fell under her sway. Soon, these few began to work in reviving Dagon's cult, by slowly and surreptitiously taking members of the community to the underground temple. There, they are subject to the Bride of Dagon's *charming gaze* or given over to a horrid transformation; becoming dagonspawn zombies. The

mine remains shut; closed by a decree from Cantor Daggerstone, before he shut himself away in his mansion.

Now, the cult of Dagon has almost full control over Relford. One by one, the families in Relford disappear or become changed. If left unchecked, the cult of Dagon will reach beyond Relford and into the rest of the world.

## THE DENIZENS OF DAGON'S TEMPLE

Olhydrix hags are unnatural creatures that originated from the vile union between a sect of demon-worshippers and the demons they worshipped. An olhydrix hag is a horrid amalgam of a woman and squid; their upper body resembles a human torso with humanoid arms and head, while their lower body tapers into the body of a squid with many long and powerful tentacles. As Dagon's divine guardian, The Bride of Dagon has a number of extra abilities that makes her very powerful. For more information regarding the history of the olhydrix, see Appendix 2. In addition, a cult has arisen, worshipping Dagon through ritual sacrifice to the Bride of Dagon. The cult, its leader and its goals are detailed in Appendix 1.

## GETTING THE PLAYERS INVOLVED

The adventure begins with the PCs discovering a journal detailing some strange goings-on in Relford. Use the following plot hooks to get the PCs started:

1. The party is traveling to a major city as part of a merchant caravan. They have taken a detour into Relford to mend a broken wagon wheel, re-shoe a horse, seek shelter for the night, escort a sick traveler, or are scouting an alternative route to evade a brigand attack.
2. One of the PCs receives a letter from a friend, colleague, mentor or family member that currently resides in Relford. The letter requests them to come to Relford in all haste. Strangely, no reason why is given. The letter could have been forged by the cult of Dagon, seeking to lure the party as victims for the cult, or the letter may be genuine, written by someone in Relford who seeks the party's help.
3. (A variation on the previous hook, above) Instead of using 'The Forgotten Miner' (as written, below), the journal detailed therein is mistakenly sent to one of the PCs. The journal is a handout detailed on pg.61. The journal describes a number of strange goings-on in the nearby settlement of Relford.
4. The party is contacted by an agent of Daggerstone Mining. The agent has sent operatives to Relford to investigate the extended closure of the mines. They have not returned. The agent suspects corruption, brigand raids, or goblin tribes. He asks the party to pick up the investigation where the operatives left off.

5. An elderly archaeologist contacts the party; he is organizing a dig in the nearby Daggerstone Hills; he suspects an ancient city is buried on the site. He asks the party to provide escort and protection for him and his students. Their expedition will take them through Relford.

6. The party's cleric is contacted by her church. The cleric is asked to investigate the multi-denominational temple at Relford; perhaps seeking to set up a shrine dedicated to their god in the temple; or to investigate missing donations. Such a plot hook will place the party in the direct attention of the cult.

## PLAYER INTRODUCTION

Start the adventure by reading or paraphrasing the following:

---

*As you crest the rise, the settlement of Relford comes into view. Beyond, the shadowy pinnacle of Dagger Rock sits starkly upon the hills behind the village, pointing accusingly at the grey sky. Dark clouds rumble and a fork of lightning briefly catches your eye. Perhaps there is a promise of rain. The land needs it: This is a desolate place. Drought has stricken these once-verdant hinterlands since the Rel River stopped flowing, diverted by the earthquake last year. You can see the forked, jagged scar where once the river flowed, cutting through the earth. A number of farms sit on the outskirts of Relford, nursing dry and yellow crops. There is a mine in the hills, sitting in the dark shadow of Dagger Rock. The city states along the coast prize the garnets, amethysts, and aquamarines the mine yields yearly. However, the mine shut last year, when a tunnel collapsed; killing nine miners. The mine never reopened, and folk say things have not been the same since. Some people have packed up and left, others have simply disappeared. It is said that between the dark and dead trees of the hills, inhuman tribes lurk, preying on the unwary. Surely, such talk is fanciful: Perhaps that folk seek to blame superstition for the hard times that have fallen upon Relford.*

---

This introduction is to set the mood of the adventure. Establish with the players the marching order of their PCs, glance at the wandering monster tables and roll some dice. When you are ready, proceed to 'The Forgotten Miner'.

## THE FORGOTTEN MINER (EL1)

Read or paraphrase the following as the PCs get a little closer to Relford:

---

*Another crack of lightning dances across the sky, closer this time, and thunder rumbles across the plain. You can feel the vibration of it in the ground. Strangely, the vibration does not stop. Suddenly the ground crumbles away beneath your feet!*

---

Because of the voracious mining activity in this area, the earth is littered with many crawl mines and abandoned shafts. The drought has made the earth brittle and the reverberations from the thunder has caused a series of low tunnels to collapse; opening a wide but shallow sinkhole. Determine who in the party is closest

to the area. Those PCs will all need to make DC10 Acrobatics check in order to land on their feet as they drop into the depression. Those that fail their check are treated as having fallen prone, landing on the soft dirt and sliding to the deepest point of the sinkhole. Because of its relative shallowness, the PCs end up with mere bruising to their egos rather than taking damage. Larger pack or riding animals (excluding Familiars and Animal Companions) will rear back from the hole, becoming *shaken*. Riding PCs must make a DC5 Ride check in order to stay in the saddle. A DC15 Handle Animal or a Wild Empathy check is needed to calm a shaken animal. Failure means that the animals become *frightened*, running 2d6x100 yards across the barren hinterlands before stopping. The sides of the sinkhole are steep, but not impossible for an animal such as a horse to gain purchase and bolt away.

The sinkhole is approximately 10 feet deep at its deepest point, 20 feet wide and runs 40 feet, extending perpendicular to the road towards an abandoned mine shaft. The remainder of the tunnels has recently collapsed in another cave-in some months ago. The sides of the sinkhole are readily climbable (DC5). These tunnels are also the lair of a Large Monstrous Centipede. Maddened by the collapse and seeking to defend its territory, it emerges from beneath the dirt to attack the PCs.

#### LARGE MONSTROUS CENTIPEDE (1)

CR 1

hp 12 (*Pathfinder Bestiary*)

**Development:** During the encounter, more dirt and loose stone have moved, revealing the skeletal remains of an unfortunate miner. He is still clad in rotting clothes and a small, dry leather-bound journal rests inside a satchel. Further excavation reveals a bedroll, camping equipment, a broken lantern, 3 sealed flasks of oil and a small amount of cash, totaling 22gp. The journal reveals the dead miner to be Garrod; a prospector who came here several months prior to the earthquake and the Daggerstone Mine collapse, last year. After the earthquake, he became aware of the malign influence that gripped Relford and saw a group of hooded figures attack a traveling circus, killing indiscriminately and taking a number of captives. From there, the hooded figures took their captives into the closed mine. Following them deep underground, he witnessed them worshipping at a vile altar, sacrificing their hapless captives to a creature in a dark pool. The incident shocked Garrod to his core. His last entry speaks of the night he spent in the abandoned crawl mine; the only place he felt safe. But as fate would have it, Garrod's excessive drinking had caught up with him and he died in his sleep. A cave-in sealed the tunnel soon after, turning his strange abode into a tomb. The centipede encountered here burrowed in a number of months later, making its lair in the low chamber. The cult of Dagon discovered Garrod's absence and assumed that he had given up and moved on. A number of cultists were sent after him, but they uncovered no trace of the prospector. Extracts of Garrod's Journal may be found on pg.61. This journal is invaluable in aiding the PCs during the course of this adventure.



# PART ONE: THE VILLAGE OF RELFORD

The settlement of Relford is a typical mining community. Most of the buildings are made entirely of wood, with the exception of a few of the larger buildings, which are made of mostly of stone. Prior to the drought, a number of farms supported businesses and homes with their produce. Because of the drought, these farms are mostly fallow and businesses must now import goods from elsewhere at inflated prices.

## HISTORY

Relford was founded approximately 57 years ago when the young aide to an archaeologist discovered evidence that precious stones were buried beneath the Daggerstone Hills. This aide, one Cantor Koraise left the employ of the archaeologist and abandoned his studies, throwing what little money he had into purchasing some mining equipment.

Cantor first struck it rich when his exploratory tunnels yielded half a dozen diamonds the size of his fist. With the proceeds, he hired more miners and set up a larger infrastructure; this camp soon became a permanent settlement when a wide, wagon path was cut to ford the Rel River; thus Relford was born.

Cantor never forgot his humble origins, it was said. He was always a can-do person and not afraid to get his hands dirty. Even as Cantor's wealth steadily grew, he could always be found working the mine face with the miners, such was the love he had for the earth. The only conceit that Cantor took was to change his surname to Daggerstone, seeking to forge a dynasty that could be easily traced to the area.

Soon after the town charter was written and signed, Cantor Daggerstone petitioned the churches in nearby Rel-Draxa for a temple to be built in Relford. It was the church of Rax who stepped up to this call, building a multi-denominational temple on the east side of Relford.

Since its founding, Relford has had a steady influx of fortune-seekers and camp followers. Up until recently, the mines have always been a prodigious source of income.

## REL FORD AT A GLANCE

An imposing stone **Temple** has been constructed at the east end of Relford, containing a number of shrines inside, devoted to various deities. Just to the north of the stone bridge spanning the Rel River is the **Watch House**. A **Hall** and a **Trading Post** occupy the central part of Relford; above them on a man-made hill is **Daggerstone Manor**, which belongs to Cantor and his wife; the miner

who struck it rich when the mines first opened. Further to the north are the **Smithy**, a **Wainwright**, the **Teamsters Office** and the **Cauchemar Tavern**; where locals come to drink. The **Old Oak** marks the oldest part of Relford; once a thriving tree, it has died long ago. Secreted in the long, dry cornfields of a farm, is the pitiful remains of **Koblin's Bizarre Bazaar**; a traveling circus that fell prey to the cult of Dagon after it arrived in Relford. At the southern end of Relford is the **Black Skull Inn**; once a popular haven for merchants and wealthy stake holders. Across from the Black Skull is **Lugas' Smithy**. Lugas' Smithy is mostly an abandoned shell now, having suffered a recent fire in the forge that spread to the Smith's house. Fortunate to escape the blaze is the **Livery** situated next door, home to one of the few half-breeds that call Relford home. On the edge of Relford is the **Miner's Rest**; cheap accommodation for miners who can afford it. Galwinn the owner of the **Miner's Rest** is currently the acting mayor of Relford. A number of miners' cottages and other abodes that line the road are of a simple affair, boasting one or two rooms at most. A narrow road leads further south, through the dead trees and into the hills. At the base of the foothills sits **Daggerstone Mine** where a shaft leads into the depths of the earth. **Dagger Rock** towers ominously over it all; its peak is a nesting place for harpies. At its height, the Daggerstone Mine attracted men from all over the countryside; they pitched their tents along the road leading to the hills. Now, the roadsides are bare. Map 1 details a layout of Relford and the nearby countryside leading to the Daggerstone Mines and Dagger Rock.

All the un-numbered dwellings in Relford may be considered abandoned homes. These simple dwellings were once the homes of local families. These houses now stand abandoned; windows are broken or boarded and doors are unlocked. Debris is strewn through the rooms. Careful inspection (Perception DC12) reveals scuff marks where a struggle may have taken place. The fates of these unfortunate people were to become the first dagonspawn zombies in more than ten millenia.

## NPCS IN RELFORD

As the cult of Dagon is made up of both willing servants and charmed locals, it is important to distinguish between the two. NPCs fall into the following criteria:

A **Dagon Cultist** is a willing servant of Dagon's cult; they willingly commit evil acts and lie about their involvements.

A **Charmed Cultist** is someone that has been enthralled by the Bride of Dagon to serve the cult of Dagon.



A **Relford Local** is someone who represents the Relford community, not under the direct influence of Dagon's cult.

NPCs may be questioned to obtain knowledge regarding a particular topic, which is either displayed in point form or as a scripted sentence to be read to the players. Relford however, has become a tense and dangerous place. As such, not all NPCs are ready and willing to share what they know. PCs are encouraged to use tact and diplomacy (or intimidation) to discover what is going on in Relford. In any case, the information presented can be the truth, speculation or downright falsehoods.

Each location within Relford contains an NPC's initial reaction (and the according base DC) as well as a modifier DC that varies from topic to topic. Progressively higher DCs represent pieces of information that NPCs know but are more reluctant to share, either out of a fear of reprisal or because of other motives. It is recommended that the GM familiarize himself with the rules concerning Diplomacy, Gather Information, Intimidation and the effects of *charm* as detailed in the *Pathfinder Roleplaying Game Core Rulebook*. Of course, this information may also be garnered via overheard conversations or arguments; all things need not be dictated by direct interaction and skill checks.

The GM must remember the underpinning fear that has gripped Relford. Play on those fears by making the PCs believe that they have bitten off more than they can chew. A rumor table is also presented for ease of use. These rumors may be attached to any NPC that the party encounters. These rumors may be chosen or rolled randomly

Below is the statistics of a typical resident or local in Relford:

RELDFORD LOCAL		CR 1/3
Male or Female Human Commoner 1		
Any non-evil Medium humanoid		
Init +0; Senses Perception +3		
<b>DEFENSE</b>		
AC 10, touch 10, flat-footed 10		
hp 9 (1d6+3)		
Fort +2, Ref +0, Will -1		
<b>OFFENSE</b>		
Spd 30 ft		
Melee Club +1 (1d6+1) or Dagger +1 (1d4+1/19-20)		
<b>TACTICS</b>		
<b>During Combat:</b> If a Relford Local is forced to fight, they will attack with whichever weapon they are proficient with, usually a club or a dagger.		
<b>Morale:</b> Morale varies between individuals. If a commoner is reduced to less than 5 hit points, they will run away to get help.		
<b>STATISTICS</b>		
Str 12, Dex 11, Con 15, Int 8, Wis 9, Cha 10		
Base Atk +0 CMB +1; CMD 11		
Feats Athletic, Endurance, Simple Weapon Proficiency (One: Club or Dagger)		
Skills Appraise -1, Climb +3, Heal -1, Perception +3, Profession (varies) +3, Sense Motive -1, Survival -1, Swim +3		
Languages Common		
Gear club or dagger, peasant's outfit, 2d6gp		

## MAKING RELFORD YOUR OWN

Relford and the Daggerstone Hills are suited to a region of your campaign world that contains a range of rugged hills or low mountains, has a river and is relatively close to a main road or trade route. *Horror at Dagger Rock* also makes a number of references to **Rel-Draxa**; a city some days' travel away. Feel free to substitute Rel-Draxa for a different name or a city of your choosing. The GM is also free to create and modify the keyed sections in Relford, the Daggerstone Mine and the Temple of Dagon.

To make the experience of *Horror at Dagger Rock* truly unique, here are a couple of twists for the GM to consider before running the adventure:

**All the cultists are Dagon Cultists** (see **NPCs in Relford**). This creates an 'Us versus Them' style of game. Once identities of the cultists are uncovered, it becomes a straightforward matter to defeat them all and the horrors of the Daggerstone Mines.

**All the cultists are Charmed Cultists** (see **NPCs in Relford**). This creates an added dimension to the twist above. In order to release the village from the evil that holds it, the PCs must discover what lurks in the mine and defeat it. Goodly-aligned PCs will need to consider their morals before slaying cultists.

**All the inhabitants of Relford are Dagon Cultists** (see **NPCs in Relford**; all the Charmed Cultists and Relford Locals are considered to be Dagon Cultists, i.e., free-willed and evil). This means that Garrod's Journal is next to useless as all of Relford has fallen victim to the depredations of the cult. Such an event is quite dangerous for the PCs, as it likely leads to an early capture or death if they are not careful. They will have to use their wits to escape incarceration or whatever doom awaits them, enter the mines and defeat the Bride of Dagon. The GM may wish to leave Koch Koblin (**Part 1 Location 17**) and/or Galwinn (**Part 1, Location 14**) as their sole ally (or allies) in Relford, hiding amidst the horror, waiting for someone with the courage to defeat the cult's evil.

## EVENTS IN RELFORD

Bringing Relford to life as a settlement gripped in fear requires the GM to work diligently and effectively. Relford is a village that has fallen on hard times and an evil cult led by an ancient horror is slowly devouring its resident's souls. Naturally, the cult of Dagon has a strong foothold in Relford and their insidious plots are not known to all. The following events are presented to help integrate the PCs into the mystery and expose the information presented at respective locations. These events may be run in any order.

### Event A (EL 2)

**The PCs witness Jek Bartollo's road agents rob and murder someone.**

Vaskar, Craise and Tollard (**Part 1, Location 7B**) May be encountered on the road or within the outskirts of Relford, looting a slain traveler. It is clear that this is a murder. If they notice that they are

## RUMORS

d20+d10 RUMOR

- 2 Garrod was nothing more than a drunkard who struck it rich.
- 3 Garrod saw something that made him turn to alcohol.
- 4 No-one goes to the mine anymore.
- 5 The collapse in the mine has become the death knell of Relford.
- 6 The earthquake hit us pretty hard; the Rel River stopped flowing and the ground is drying up. Soon, farmers won't be able to grow anything.
- 7 The mine has been declared unsafe because of its weakened foundations.
- 8 Cantor Daggerstone has holed himself up in his Manor, refusing to see anyone. Galwinn has assumed the role of magistrate and mayor since then.
- 9 A geologist is on his way from a nearby city; to survey and hopefully reopen the mine.
- 10 The real reason why the mine has been declared unsafe is because the mine is haunted by the ghosts of the miners killed in the collapse.
- 11 I heard that the collapse opened up a tunnel to Deepearth. All manner of creatures boiled out of that hole!
- 12 Something ancient and evil lives in the hills. It has not taken kindly to us digging in its home.
- 13 Since the earthquake; there has been a grisly murder and a fire. People have also suddenly up and left; as if they disappeared in the night. Relford is cursed, I tell you!
- 14 I saw a wagon full of people leave in the middle of the night, bound for safer climes.
- 15 A few months ago, someone or *something* has come down from the hills and desecrated the temple in the dead of night: No one saw them come, but we all saw poor Father Arden lying gutted in the street the next morning, strange symbols carved into his body.
- 16 Father Arden's murder was committed by devil-worshippers that lurk in the hills.
- 17 Father Arden's murder was committed by one of the inhuman tribes living in the Daggerstone Hills.
- 18 Whoever killed Father Arden also tried to kidnap Lugas, that new blacksmith. He resisted, so they killed him and his family, setting his smithy and their house alight.
- 19 The watch will not let anyone move into the Lugas house or smithy; the buildings have been condemned.
- 20 Kelnor the temple caretaker won't let anyone back into the Shrine of Rax, since Father Arden's murder. Goodness knows why.
- 21 I saw his ghost! It came out from between two buildings and slowly made its way up the hill to the temple, babbling as it went! Father Arden's spirit seeks vengeance!
- 22 Koblin's Bizarre Bazaar came to Relford a few months ago. He had some of the most horrific creatures I have ever seen. I heard he caught most of them in the Daggerstone Hills.
- 23 The Bizarre Bazaar gave one performance, promising a second show with more bizarre creatures. When we came to see them on the following night, they had already left.
- 24 Koch Koblin, the owner of the Bizarre Bazaar was a strange fellow and quite creepy. He was a dwarf who wore a top hat, a dirty brocade coat and was clean shaven. Unheard of!
- 25 I heard that Koch Koblin came from the clans that stalk the Daggerstone Hills. The Bizarre Bazaar was just a front for him to survey Relford right under our noses!
- 26 Koch Koblin was nothing more than a greedy thief; he amassed a huge debt at a number of Relford businesses then skipped town.
- 27 There is going to be another attack on Relford! I know it!
- 28 The dark-skinned man who owns the Livery is a savage demon-worshipper! I have seen him drinking the blood of animals!
- 29 I've seen shadows slip past my bedroom window in the dead of night. It chills me to bone to imagine what lurks beneath the moon.
- 30 The Knight of the Black Skull has returned from the dead, I tell you: He met his end in Relford, now he seeks his revenge.

discovered, Vaskar and Craise claim they chanced upon the body, they ask Tollard to accompany the PCs into Relford to inform Keddard Dunn, the Watch Sergeant (**Part 1, Location 2**). Whilst Keddard conducts a cursory investigation into the death, Vaskar, Craise and Tollard discretely inform Jek Bartollo. Similarly, Keddard informs Kelnor of the PC's presence.

### Event B (EL 2)

**As the PCs pass between two buildings, they come face to face with a black leopard.**

This is the leopard from **Part 1, Location 1**; it has come out into Relford looking for food and it snarls menacingly when it is discovered. It attacks if it thinks it can bring a PC down as an easy kill, otherwise it lopes off into the trees. The leopard has been trained for performance and anyone using Handle Animal to control it will find the DC increased by 2 because of its hunger. PCs that offer it meat gain a +5 circumstance bonus on wild empathy or Handle Animal checks (for the first check only). A leather collar around its neck spells the name 'Tabaxu' on one side and 'KBB' on the other. The leopard is one of the few remaining animals from Koblin's Bizarre Bazaar (**Part 1, Location 17**)

### Event C (EL varies)

**The PCs encounter Craddoc Farrow threatening Garik Karel.**

Garik the teamster (**Part 1, Location 6**) has a number of oxen which occasionally slip through gaps in the stone wall common to the teamster yard and Craddoc Farrow's farmstead (**Part 1, Location 16**). Craddoc is never far from either his sons or his mastiffs and bolstered by greater numbers, Craddoc tries to provoke a fight. Craddoc is fearful that someone will find the remains of Koblin's Bizarre Bazaar (**Part 1, Location 17**) in his corn. Should the PCs step into the situation, they earn Garik's gratitude and the enmity of the Farrowes as well as the cult of Dagon. Garik may ask the PCs to help repair the stone wall.

### Event D:

**The PCs witness the Farrowes taking notice of Meri Finn.**

Meri Finn, the daughter of Zachary Finn (**Part 1, Location 5**) sings songs about everything. Her rendition of the event that summarizes her encounter with Koch Koblin is heard by one of the Farrow men. Their ill-disguised menace is apparent as they quietly question the little girl. Should they discover that Koch Koblin is still alive, they report their findings to Kelnor. Kelnor then makes plans to abduct the Wainwright and his family. Craddoc and his sons scour the corn for Koch's hiding place.

### Event E: (EL varies)

**Meri Finn goes missing!**

Meri Finn, the daughter of Zachary Finn (**Part 1, Location 5**) was enchanted by Koblin's Bizarre Bazaar (**Part 1, Location 17**). Having seen Koch, the dwarf ringmaster stealing through the night in search of food, she has garnered enough courage to follow him when next she sees him. Unfortunately, Meri is victim to a pit trap, the fall knocking her unconscious and breaking her leg. Meri's distraught parents beseech anyone who listens to find their daughter. If this event is run after Event D, above, the Farrowes

may begin searching for her to silence the child once and for all.

### Event E (Alternate version): (EL 4)

**Meri Finn is taken by a Harpy from Dagger Rock!**

Meri Finn, the daughter of Zachary Finn (**Part 1, Location 5**) is abducted by a harpy. Perhaps the harpy has been curious about the child's singing, or the harpy is simply looking for an easy meal, or perhaps Craddoc Farrow managed to get to the child first (see the original Event E, above), leaving Meri in the woods to the south of Relford, for the harpies to take. In any case, a harpy is seen carrying the child into the skies. Zachary and his distraught wife seek able-bodied people to get their daughter back. The harpy takes the child to Dagger Rock at **Part 1, Location 22**. The harpy has a nest somewhere up on the rock face. Anyone attempting a rescue will have to climb up to get poor Meri.

### HARPY (1)

CR 4

hp 31 (*Pathfinder Bestiary*)

### Event F: (EL varies)

**The PCs are approached about a business venture.**

Ramath Lane (**Part 1, Location 8**) approaches the PCs, possibly after the PCs have witnessed him and Gaddin Vaas (**Part 1, Location 13**) in heated conversation with each other. Or, the PCs may discover Ramath loitering near the burnt shell of Lugas' Smithy (**Part 1, Location 12**). Ramath will offer them 150gp if they recover the weapons Lugas was making for Ramath. In truth, Ramath has no money and will try and double-cross the PCs, betraying them to Gaddin Vaas at the earliest opportunity. Little does either know that Barad Wolfram from the cult of Dagon watches them also.

### Event G: (EL 2)

**An undead horror haunts Relford!**

The Forgewight from **Part 1, Location 12** slowly stalks the streets one night, randomly entering houses or establishments and setting them ablaze with its supernatural heat. Perhaps Ramath Lane or Gaddin Vaas have plucked up the courage to enter Lugas' smithy, or perhaps something else has disturbed the spirit of Lugas. It disappears in a whirlwind of ash and embers if it is defeated, or as soon as a fire is lit or upon the arrival of dawn. These attacks continue until the Forgewight is encountered at its resting place in the forge or in Lugas' family home. Seeing the attention of the PCs is diverted elsewhere, Kelnor uses this event to abduct more people for the cult of Dagon.

### Event H:

**The cult of Dagon continues its abductions.**

Kelnor organizes select people and families to be abducted, either to thwart the PCs goals or to bolster the cult's ranks. These people are taken into Daggerstone Mine and are charmed by the Bride of Dagon. This can make for interesting roleplaying with NPCs the party already has a rapport with; their sudden change in demeanor may indicate that there is an evil influence holding Relford in its grip.



**DAGGERSTONE HILLS – WANDERING ENCOUNTER TABLE**

Relford is a frontier settlement where danger still stalks the wilderness. Brigands, inhuman tribes and worse can be encountered in the Daggerstone Hills. The base chance of a wandering encounter is 11% in daylight and 22% at night. If successful, roll on the following table:

d%	Creature	Avg EL	Source
01-10	1-4 Goblins	1	<i>Pathfinder Bestiary</i>
11-26	1-4 Orcs	1	<i>Pathfinder Bestiary</i>
27-39	1-6 Kobolds	1	<i>Pathfinder Bestiary</i>
40-46	Rabid Mastiff	1	<i>Pathfinder Bestiary</i>
47	Mrs. Farrow	2	See page 23
48-55	3 Brigands (Vaskar, Tollard and Crais)	2	See page 17
56-63	Dagon Cultists	2	See Appendix 1
64-67	1 Black Leopard (Tabaxu)	2	See page 10
68-76	1 Monitor Lizard	2	<i>Pathfinder Bestiary</i>
77	1 Worg	2	<i>Pathfinder Bestiary</i>
78-85	1 Large Viper	2	<i>Pathfinder Bestiary</i>
86-90	1 Ogre	3	<i>Pathfinder Bestiary</i>
91-94	1 Assassin Vine	3	<i>Pathfinder Bestiary</i>
95-99	1 Ankheg	3	<i>Pathfinder Bestiary</i>
00	1 Harpy	4	<i>Pathfinder Bestiary</i>

**Black Leopard (Tabaxu):** This black leopard is one of the few remaining animals from Koblin's Bizarre Bazaar. It acts identically to how it is presented in Location 1 of Relford.

**Brigands (Vaskar, Crais and Tollard):** These three road agents live at **Part 1, Location 7B** and work for Jek Bartollo in the Cauchemar Tavern, (**Part 1, Location 7**). If they are not following the PCs for Jek, they attempt to rob them. If it is clear that they are out-matched, they try to flee, or surrender if escape is impossible. They claim to be working for themselves.

**Dagon Cultists:** 3 Dagon cultists prowl the area, looking for PCs. They have orders to capture or kill them. Their classes are varied; choose from Cleric, Fighter, Monk or Rogue as detailed in Appendix 1.

**Mrs. Farrow:** Mrs. Farrow's plight is detailed in **Part 1, Location 15** of this adventure. The dagonspawn zombie is wandering the hills searching for food. There is a 75% chance that Craddoc Farrow or his sons will arrive soon after Mrs. Farrow is encountered. If Mrs. Farrow has already been killed, another dagonspawn zombie is encountered.

**Rabid Mastiff:** Use the statistics of a riding dog. It is infected with Rabies. Craddoc released it into the Daggerstone Hills a little while ago after it ate a raccoon.

**Event I: (EL varies)**

*The PCs encounter a mob bent on destroying demon-worshippers.*

If it becomes known that Ngoa, the dark skinned livery owner (**Part 1, Location 16**) is a practicing witch-doctor and shaman, new fear rips through Relford. Kelnor uses this new knowledge to his

own advantage, using firebrand preaching to blame Ngoa for the ills that have befallen Relford. This drives a mob right to Ngoa's doorstep, thirsting for his blood.

**TYPICAL RELFORD LOCAL****CR 1/3**

Male or Female Human Commoner 1 (pg.6)

**Event J: (EL varies)**

*At night, the PCs witnesses a human-shaped shadow detach itself from a nearby building and steal across the road.*

This humanoid shadow could be one of the following:

1. **Koch Koblin, (Part 1, Location 17);** he is hunting rats for a meal. If he is discovered, he flees.

2. **Cantor and Elise Daggerstone (Part 1, Location 10);** have escaped the manor and are searching for flesh to sate their hunger.

3. **Mrs. Farrow (Part 1, Location 15);** has escaped from her room on the farm and now the dagonspawn zombies aimlessly wanders the streets, still dressed in her filthy shift and her wiry hair obscuring her twisted features. She may have killed a dog or other small animal and is hungrily feasting on its flesh. She embodies the true horror of Dagon's cult. If she is challenged for her actions, she attacks. Otherwise, either Craddoc Farrow or one of his sons will eventually find her and escort her back to their farm if she is left to her own devices.

4. **Evaine Bright (Part 1, Location 7A);** is attempting to contact Garik Karel (**Part 1, Location 6**) and reward him for his part in saving the bordello girls.

5. **Vaskar, Crais and Tollard (Part 1, Location 7B);** are out on business, seeking victims to waylay and murder for their money.

**Event K:**

*Under the cover of darkness, a silent procession heads south into the tree-lined Daggerstone Hills.*

Led by Barad Wolfram and Craddoc Farrow, the cultists make their way into the Daggerstone Mine, to join Kelnor in prayer or to 'convert' abductees to their cause. Alternatively, Barad Wolfram and other members of the cult are making their way to the Daggerstone Mine to retrieve a statue of Dagon. Kelnor has instructed them to relocate one of the statues of Dagon (**Part 3, Location 21**) to the Shrine of Rax (**Temple Key, Location 3F**) in preparation for the takeover of Relford in Event L.

**Event L:**

*Horror at Dagger Rock!*

The cult of Dagon attempts to abduct the PCs while they rest or are otherwise incapacitated. Regardless of who succeeds, it becomes apparent that the cult of Dagon is making a number of lightning raids and Relford is in chaos: Houses burn and packs of dagonspawn zombies roam unchecked – set loose from the Daggerstone Mines by Kelnor. Relford's hapless residents are taken to

the Temple (Part 1, Location 3) where they are unceremoniously bound and gagged. In the defiled shrine of Rax, an altar at the foot of Dagon's hideous statue has been erected. They witness Kelnor offering a prayer to the Dread Lord of the Sea, asking for immortality:

*"Oh great Shadow of the Deep; just as thy first ancient idol gave thy chosen bride the kiss of eternity; we ask that thou bless thy new children through this stone effigy!"*

A deathly hush falls over the congregation, all eyes expectantly upon the idol. After a moment, Kelnor offers Relford a choice to willingly convert to Dagon or meet a fate worse than death. Regardless of their answer, they are placed into smaller groups and then taken into the Daggerstone Mines (Part 2, Location 12), to await their 'audience' with the Bride of Dagon (Part 3, Location 23). Troublemakers are given over to the undead in Daggerstone Manor (Part 1, Location 10) or taken to the Deepearth ravine (Part 2, Location 9B)

This event turns Relford into a ghost town; those that were lucky to escape eke out a survivor's existence, living quietly in the ruins, desperately holding onto any hope of survival. With each passing day, the cult members give their bodies over to Dagon, becoming loathsome dagonspawn zombies that roam Relford, searching for more victims. The PCs task would be twofold; firstly to assist the survivors in any way they can and secondly, slay the Bride of Dagon and destroy the cult once and for all!

## 1: ABANDONED FARM (EL1 or 2)

*To the north, a ramshackle farm greets you. You can make out that the place has been abandoned; the front door hangs partially off its hinges, creaking in the wind. Dry hay and withering cobs of corn and wheat dot the fields to one side of the house, where a scrawny cow and an old mule idly graze. Beyond, you can see a weathered barn and a chicken coop. In the distance, a dog barks.*

This farm has been abandoned quite recently. The farmer who owned this property took his wife, two children and left for Rel-Draxa a number of days ago. They have taken most of the items of value. Only two large pieces of furniture remain in the bare house; a wardrobe and a bed frame were too big for the farmer and his family to take on their wagon. The barn contains a number of farming implements and a rusty scythe. Up in the loft, buried in the hay is a forgotten pouch of coins, totaling 12gp (DC17 Perception). The farmer grew corn, hay and wheat. He also owned a few chickens, a cow, a mule and two horses. The farmer took the two horses when he left, leaving the gates to his property open for the other animals to escape and fend for themselves. Two dogs have crept into the house looking for any tasty morsels and will make short work of the chickens once they find them. The dogs are wild and will attack if cornered. More dangerously, a black leopard is stalking the dogs, hiding in the cornfields. The leopard is one of the few remaining creatures from Koblin's Bizarre Bazaar (Part 1, Location 17), having escaped into the hills when the circus was attacked by cultists some months ago. It has returned, seeking easier prey. It will hide in the corn, waiting to ambush its quarry. It is hungry enough to attack party members. If it is spotted, it will snarl menacingly. The leopard has been trained for performance and anyone using Handle Animal to control it will find the

DC increased by 2 because of its hunger. PCs that offer it meat gain a +5 circumstance bonus on wild empathy or Handle Animal checks (for the first check only). A leather collar around its neck spells the name 'Tabaxu' on one side and 'KBB' on the other.

### WILD DOGS (2) CR 1

hp 6, 5 (*Pathfinder Bestiary*)

### BLACK LEOPARD (1) CR 2

hp 19 (*Pathfinder Bestiary*)

**Ad-hoc xp:** If the leopard is tamed as a future animal companion, award experience for defeating a CR2 creature.

## 2. WATCH HOUSE

*On the north side of the stone bridge sits a sturdy wooden building and an adjacent stone structure. Heavy shutters close over the windows of the wooden building and thick, vertical iron bars are set into the small windows of the stone structure. A simple sign reads: RELFORD WATCH HOUSE.*

Keddard Dunn, and his two constables, Govan Maise and Tarud Greer are little more than thugs; having come to Relford during the last mining boom as hired muscle in the employ of Jek Bartollo (Part 1, Location 7) and staying on as a self-appointed Watch long after the boom died away. All three are Charmed Cultists; turning a blind eye to Kelnor's activities with Dagon's cult. Of the three, Keddard will do most of the talking. He will try and find out as much as possible about the PCs; why they are in Relford, where they plan to stay and so on. Keddard warns them to stay out of trouble. Govan and Tarud support him.

The Watch's initial reaction is **indifferent** (Base DC15). Aside from the rumors on the rumor table, Keddard knows the following:

**Garrod (DC+0):** "He was a crazy drunk who struck it rich and turned to the bottle. He left Relford a few months ago. Prior to that, he frequented the cells here often. In fact, we leave it unlocked just in case he wants to come back!" (*Ironically, true*)

**Strange goings-on/disappearances in Relford (DC+3):** "The place is dying; a lotta folk have just up and moved. A 'course, law-abiding folk should let the Watch know of their movements. I figure the brigands have scared a lot of people away." (*False*)

**The Mine closure (DC+0):** "Daggerstone Mines is unsafe. Earthquake has made the shafts unstable. No one dares go down there now. We are waiting on the geologists from Rel-Draxa to come down and take a look. (Sigh) Can't say that that will be anytime soon though." (*False*)

**The fire at Lugas' Smithy (DC+3):** "Happened at the same time as the raid on the temple." (*True*). "They heard that Lugas was some kind of weapon smith and were gonna kidnap him. Trouble was; he fought back." (*False*; Barad the Blacksmith at Part 1, Location 3 killed Lugas). "Before you think about going over to investigate; don't. It is a civil offence to loot and the place has been condemned." (*True*).

**The Bizarre Bazaar (DC-5):** "A band of wandering gypsies who fleece good people out of their hard earned money. They would

have to be in league with brigands in the area.” (*Speculation*)

Behind the Watch house is a stone building that houses the holding cells; used often during the mining boom. The front door is made of strong wood (Break DC20, Hardness 5, 20 hp) and is always locked (DC25 Disable Device). Iron bars divide the interior into three barred cells, with a walkway along the western wall. Each of the cells is 10 feet square. The iron bars are rusty but strong and may be bent with effort (DC25). A sturdy padlock (DC20 Disable Device) secures each of the cell doors (Hardness 15, 30 hp). An iron ring containing the keys hangs on a nail inside the Watch House. Other than the equipment and gear they carry, Keddard, Govan and Tarud have little of value; a number of worthless personal effects strewn around the premises.

**KEDDARD DUNN, WATCH SERGEANT** CR ½

Male Human Fighter 1  
N Medium Humanoid (Charmed Cultist)  
hp 13 (*Appendix 1, pg.53*)

**STATISTICS**

Con 17, 14gp

**GOVAN MAISE, WATCH GUARD** CR ½

Male Human Rogue 1  
NE Medium Humanoid (Charmed Cultist)  
hp 9 (*Appendix 1, pg.53*)  
10gp

**TARUD GREER, WATCH GUARD** CR ½

Male Human Fighter 1  
CN Medium Humanoid (Charmed Cultist)  
hp 12 (*Appendix 1, pg.53*)  
11gp

**Development:** If Keddard becomes aware of the PCs snooping around, he will attempt to intimidate the party into leaving Relford. If this action fails, Keddard and his constables will watch the PCs closely, seeking any excuse to arrest them. If this happens, the two constables actively restrain or subdue any recalcitrant PCs whilst Keddard, notifies Kelnor. Should the call to hunt down the ‘brigands who orchestrated the temple attack’ grow into a consuming passion for Relford locals or anyone else; Keddard grants a watch commission to anyone seeking to do so. Keddard and his constables then lead their ‘posse’ into the hills, into a cult ambush in an effort to subdue them for the Bride of Dagon.

### 3. TEMPLE

*The road leads up a man-made hill towards a sturdy wooden gate, set into a stone wall about chest-high. Beyond is a large house of worship. Although utilitarian in design, this temple is imposing and is arguably the largest structure in Relford. A large oak that barely clutches onto life spreads its boughs to the east over a graveyard. A small crypt, constructed using the same stone as the temple sits in the northeast cor-*

*ner. The hard packed road leads to the double doors of the temple’s vestibule.*

By day, the gates and the temple’s double doors stand open. Relford has housed a number of people from a wide variety of nationalities and creeds. In the spirit of harmony, it has been prudent for the village to erect a temple that practices a multi-denominational worship. This temple was built soon after Relford was founded, funded by the church of Rax, the God of Empire. Eight shrines dedicated to a number of various deities line the outer walls of the main chamber. A further three shrines dedicated to Rax and his ally-gods are located in the northern chambers of the temple. Before he died, the senior priest, Father Arden believed that this temple should be a sanctuary for quiet meditation rather than sermonizing. Now, the temple is a mockery of itself; Kelnor murdered Father Arden and deliberately destroyed the shrine to Rax, disguising both incidents as a brigand raid. Kelnor has used this event to propel himself into a position of authority in Relford. By night, Kelnor gathers the cult of Dagon in Rax’s ruined shrine. From there, they proceed into the mine to worship in the Temple of Dagon. Kelnor intends on bringing the cult to the surface by turning the entire temple into a chapel to Dagon and he its divine guardian. When the GM decides to run Event L (see **Events in Relford**), a statue of Dagon is placed where Rax’s shrine once stood (**Temple Key, Location 3F**). Once he has consolidated the power of his rule, Kelnor plans to turn the temple into a fortress and then begin construction of another fortress closer to the sea.

Consult the **Temple Key** for a detailed description of the Temple interior.

### 4. BLACKSMITH

*Smoke and soot billow from a smithy sitting alongside a small house. Before an anvil bolted to a large round of wood, a bare-chested giant of a man with a thick, soot-black beard hammers thunderously upon a piece of heated iron. The air rings sharply with the sound of metal striking metal. Within the gloom of the smithy, you can make out a young man working the bellows that feeds a furnace.*

Barad Wolfram is Relford’s Blacksmith. His son and apprentice Jorim assists him, eager to please the grim, short-tempered giant. Barad had a friendly rivalry with Lugas that turned into a murderous enmity. When Lugas showed Barad one of the weapons he was making, Barad came to the realization that he could never achieve the same level of quality as Lugas’ work. He came back to Lugas’ Smithy (**Part 1, Location 12**) that night and in a rage, set his Lugas’ Smithy alight. This fire claimed the life of Lugas and his family. Kelnor discovered Barad’s murderous rampage and confronted the blacksmith soon after. Promising that Barad could achieve the level of perfection he desired, it was an easy matter for Kelnor to subvert the blacksmith to the worship of Dagon. His wife Kalya and their son followed soon after, falling victim to the Bride of Dagon’s *charming gaze*. Since then, Barad’s prodigious strength has served the cult well.

As Relford’s only blacksmith, Barad is kept busy making various farming implements and assisting Ngoa in the Livery (**Part 1, Location 16**) shoeing horses. A substantial amount of iron ingots is stacked at the back of the smithy, covered in a large oilcloth. An



array of finished axe heads, pick heads and shovel blades hang from a number of rusty hooks. Barad has tried his hand at crafting weapons that currently hang on hooks at the back of the forge. PCs may find any simple light melee weapon or martial light melee weapon as detailed in the *Pathfinder Roleplaying Game Core Rulebook*, for sale at 95% of total cost. Kelnor has plans to arm his cultists through Barad's endeavors.

The family has little of value; the bulk of their wealth has been taken by Kelnor. Sewn into the straw mattress in the main bedroom is a pouch containing 15gp and 30 sp. Barad wears a +2 *belt of giant strength*; an heirloom of his family. He keeps a masterwork chain shirt and an *adamantine battleaxe* (stolen from Lugas' Smithy) wrapped in another oilcloth, tucked in behind the forge.

Their initial reaction is **indifferent (Base DC15)**. Be selective with the rumor table and add it to the following:

**The Mine Closure (DC+0):** "That is only bad news for me. My livelihood comes from the earth. They should reopen the mines as soon as possible." (*True*)

**Lugas' Smithy/Lugas (DC+0):** "A sad loss for Relford and the loss of a good friend, too." (*True*: Barad did lose his friendship with Lugas prior to the fire.)

**Strange goings on/disappearances in Relford (DC+0):** "Some folk don't have the stomach for hard times. A lot of them have moved away." (*False*)

#### BARAD WOLFRAM, BLACKSMITH CR 3

Male Human Fighter 4  
LE Medium humanoid (Dagon Cultist)

Init +1; Senses Perception +0

#### DEFENSE

AC 16, touch 11, flat-footed 15  
(+5 armor, +1 Dex)

hp 39 (4d10+8)

Fort +6, Ref +2, Will +1

#### OFFENSE

Spd 30 ft

Melee *adamantine battleaxe* +11 (1d8+5/x3 one hand) (1d8+7/x3 two hand)

#### TACTICS

**During Combat:** Barad will use Power Attack, holding his battleaxe two-handed, sacrificing 2 from his Base Atk in order to increase his damage by 6.

**Morale:** Barad is a desperate individual since killing Lugas. He will fight to the death.

#### STATISTICS

Str 20\*, Dex 12, Con 14, Int 13, Wis 10, Cha 8

Base Atk +4 CMB +9; CMD 20

**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Cleave, Combat Reflexes, Improved Bull Rush, Martial Weapon Proficiency (All), Master Craftsman: Blacksmith, Power Attack

**Skills** Acrobatics +1, Appraise +1, Bluff +2, Climb +5, Craft: Armor +8, Craft: Weapons +8, Diplomacy -1, Escape Artist +1, Fly +1, Handle Animal +3, Intimidate +5, Profession: Blacksmith +9, Ride +1, Stealth +1, Survival +4, Swim +5

**Languages** Common, Dwarf

**SQ** Armor Training 1, Bravery +1

**Gear** *adamantine battleaxe*, *belt of giant strength* +2\*, mwk chain shirt, mwk blacksmithing tools, 12gp

#### JORIM WOLFRAM

CR 1/3

Male Human Warrior 1

N Medium Humanoid (Charmed Cultist)

hp 12 (*Appendix 1, pg.54*)

#### KALYA WOLFRAM

CR 1/3

Female Human Commoner 1

N Medium Humanoid (Charmed Cultist)

hp 9 (*pg.6*)

**Skills** Profession: Midwife +3

**Development:** Barad scoffs at any suggestion of a 'Cult' in Relford. Both his wife and son believe that a band of brigands lurk Daggerstone Hills. Barad backs this up by suggesting that poorer people in the area are turning to more desperate measures. Once the PCs leave, Barad will make contact with Kelnor and warn him. Barad is also interested in recovering the weapons made by Lugas (**Part 1, Location 21**). Should Barad discover their whereabouts, he attempts to recover them for the cult.

## 5. WAINWRIGHT AND CARPENTER

*Inside a converted barn, a carpenter is hard at work. All manner of woodworking and carpentry tools rest upon a shadow-board fixed to the west wall. The loft of the barn has been converted to a timber storage area; a sling and pulley system runs up to a fixture above the barn's main doors. A number of wagon wheels are stacked haphazardly to one side of the main working area, all in various states of repair. A finely-built timber house stands next door, where a little girl sits upon the porch, playing with a rag doll, singing softly to herself.*

Zachary Finn is Relford's carpenter, having moved here a year before the earthquake to try and make a go of his first business. His craftsmanship is of a high standard and he produces finished pieces relatively quickly. Currently, he has a standing arrangement to maintain the wagons owned by the Teamsters Office (**Part 1, Location 6**). Up until recently, their regular trips ferrying ore to nearby cities has kept him busy in repairs. Anyone making a DC15 Perception Check will notice that two of the wagon wheels appear different to the others; these were in fact owned by Koch Koblin; who sent them here for repairs. The Bizarre Bazaar was attacked soon after, and the wheels never collected.

Zachary is a courteous, friendly but guarded man. If he sees anyone going to his house or approaching his six year-old daughter Meri, he is likely to call out for Eva, his wife. She arrives soon after and attempts to whisk the child indoors.

Their initial reaction is **friendly (Base DC10)**. Aside from general rumors, he also knows the following:

**Barad the Blacksmith (DC+0):** "The Blacksmith is a hard man, but his family is nice enough. They keep to themselves, mostly." (*True*)

**Garrod (DC+0):** "I remembered the day he came into Relford, whooping and hollering; he had an uncut diamond the size of his fist. Within a month, he had squandered his new fortune on drink

and women. After the earthquake, I would see him wandering about Relford; taking notes and such, and always muttering. He used to climb the Old Oak until the Watch would come and get him. I think he was friends with Galwinn at the Miner's Rest." (True)

**The Bizarre Bazaar (DC+0):** "Run by a disagreeable little man called Koch Koblin; him and his ilk skipped Relford before I could collect on the dues he owed me!" Zachary frowns, gesturing towards two of the wagon wheels in his barn (True).

**Temple raid (DC-10):** "An evil, evil deed. As a worshipper of Rax, I offered to repair the shrine's interior for free. I expect High Priest Kelnor is still in shock since Father Arden's death. It's been months since anyone has set foot in the shrine."

#### ZACHARY FINN, CARPENTER

CR 2

Male Human Expert 4  
NG Medium Humanoid (Relford Local)  
hp 35

#### STATISTICS

Str 10 Dex 13, Con 11, Int 12, Wis 11, Cha 9  
Skills Profession: Wainwright +8, Profession: Carpenter +8

#### EVA FINN

CR 1

Female Human Commoner 3  
NG Medium Humanoid (Relford Local)  
hp 18

#### STATISTICS

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

#### MERI FINN

CR ¼

Female Young Human Commoner 1  
NG Small Humanoid (Relford Local)  
hp 7

#### STATISTICS

Str 6, Dex 13, Con 11, Int 12, Wis 10, Cha 13

**Development:** If Meri is present, she looks at her father quizzically if Zachary makes any comment about Koch Koblin or the Bizarre Bazaar. Meri has in fact seen the 'Circus Man' (Koch Koblin) through her bedroom window, stealing through the streets at night (in search of food). A forthright little girl, Meri gladly reveals this in a sing-song voice to anyone who asks her directly. If not present, she is often found out the front of their house, singing quietly to herself about the "Circus, circus dwarfie man, he catches rats for his frying pan."

## 6. TEAMSTER'S OFFICE AND BARN (EL4)

*The old doors of this barn have been wedged open some time ago. Inside the barn are all manner of drays, jinkers and similar open-top wagons. A number of wheel-furrows score the ground in a crisscross pattern. Beyond the barn is a simple office with heavily shuttered windows. A sign hanging on a hook above the porch reads: RELFORD TEAMSTER. A stone fence divides the two buildings, also running towards the*

*back of the property. Inside the fence, a number of oxen graze laconically on sparse, dry grass.*

Although Garik Karel the Teamster has been a long-time resident of Relford; he has spent as much time on the roads and byways as much as actually living in the settlement. He and his drivers made regular trips to and from major cities, shipping out precious stones from the Daggerstone Mines and supplies in for the Trading Post (**Part 1, Location 8**). Since the earthquake and the closure of the mine, his business has dropped off dramatically, forcing his drivers to find work elsewhere. Garik and his ox-teams are for hire. He charges 10sp a day per two oxen. A further 10sp a day is also charged to cover expenses such as grain, levies and a minor profit mark-up. Thus, to hire Garik and two oxen are 20sp a day, four oxen and Garik is 30sp a day, and so on. This money is payable in advance. For anyone casually investigating the property, a DC10 Perception check reveals that the stone wall in the back part of the field has been hastily repaired, having suffered a collapse in a number of places. This stone wall divides the teamster's yard from Craddoc Farrow's cornfields (**Part 1, Location 15**). Over the past few weeks, a number of Garik's oxen have acquired a taste for corn and have been knocking down the wall to make short work of the ears and stalks. Despite Garik's attempts to repair the stone wall, the oxen are still getting in. Craddoc has threatened Garik a number of times about the damage his oxen are causing. To make matters worse, the harpies from Dagger Rock have been killing a number of his oxen. This is causing Garik a small amount of stress and worry.

Garik's initial reaction is **unfriendly (Base DC20)**, although he is always polite. He is not a talkative fellow and will need to be persuaded before speaking freely with PCs. If Garik is assisted in some way, (as detailed in **Development**, below), or steps in defense of Garik during one of the frequent altercations between him and farmer Craddoc Farrow (**Part 1, Location 15**), he becomes more open. PCs assisting Garik gain a +10 circumstance bonus to any diplomacy-related checks. He does not put a lot of stock in the rumors that are pervading the conversations around Relford; preferring to draw his own conclusions:

**Strange goings-on/disappearances in Relford (DC+1):** "Wellsir, folk seem to have just up and vanished. How do I know this? I helped a lot of families move to Relford during the last boom, but since the earthquake, no-one has come to me to help move 'em out. Yet they're gone. Explain that?" (*False: Garik made one trip back to Rel-Draxa at Evaine Bright's urging; to ferry the women of the Bordello to safety. See Part 1, Location 7A for more details. Garik never asked why.*)

**Garrod (DC-5):** I liked the fellow. Seemed harmless enough, but liked his bottle a little too much. He used to ask me a lot of questions about folk. Heh, maybe he was onto something with all these disappearances."

**Father Arden's murder (DC+0):** "I was halfway to Rel-Draxa at the time of the attack. (Sigh) Father Arden was a good man. I am not fond of that Kelnor; he's just stepped up like nothing's happened and he still will not let people into the Shrine of Rax." (*True*).

**The fire at Lugas' Smithy (DC+3):** I'm told it happened around the same time as the Father Arden's murder. Barad has not been the same since. I didn't know Lugas personally. He was a newcomer mind; he must have missed the city as he was always giving me letters to deliver, whenever I journeyed to Rel-Draxa." (*True: The letters that Garik refers to are communiqués to the Iron League,*

although Garik does not know that)

**Evaine Bright (DC+0):** "A lovely woman; it brightens my day to see her around town." (True)

Garik's home is a simple affair, located at the back of the Teamster's office. He tries to keep his earnings tied up in merchant investments, and has ledger detailing these transactions and expected returns. This, along with a coffer containing 179gp is located in a strongbox beneath several loose floorboards in his bedroom, requiring a DC12 Perception check to spot. An expert with his whip, Garik keeps it close at hand at all times.

**GARIK KAREL, TEAMSTER** **CR 2**

Male Human Expert 4  
N Medium Humanoid (Relford Local)  
hp 29

**STATISTICS**

Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 9

**Feats** Exotic Weapon Proficiency: Whip

**Skills** Handle Animal +8

**Gear** whip

**Development:** A number of issues plague Garik. He is willing to pay someone to repair the fence properly. This involves a day's work and a Craft (Stonemason) check of DC15. Whilst working, it is very likely that the PCs will encounter the unpleasant Craddock Farrow patrolling his property with his two mastiffs, or inadvertently set off one of the cowbell alarms. See **Part 1, Location 15** for more information about Craddock. Whilst in Relford, there is every chance that Garik will encounter Craddock or one of his sons. Craddock Farrow is spoiling for a fight and unless someone steps in, Garik could get seriously hurt or even killed. Lastly, the harpies that nest on Dagger Rock see Garik's oxen as a tasty food source. They have acquired a taste for the meat having killed one of the beasts recently. They are likely to come back for more.

**HARPY (1)** **CR 4**

hp 33 (*Pathfinder Bestiary*)

**TACTICS**

**Morale:** The Harpy will flee if reduced to 5 hit points. It will return after it has healed (and perhaps with an ally, increasing the EL to 6). These attacks continue until it has satisfied its hunger or it is killed.

## 7. CAUCHEMAR TAVERN

*This squat building is made of thick, bluestone blocks. A row of dark, wooden benches run alongside the front wall of this establishment and a number of mismatched tables have been placed haphazardly in front of the benches. A faded wooden sign depicting a rearing black stallion with fiery hooves hangs upon rusty rings above the doorway; the door wedged open revealing a smoky gloom within.*

When Relford was first settled, rumor has it that a hellish warrior used to terrorize this area. Known as the Knight of the Black Skull, he rode upon a black stallion with eyes and hooves of glowing coal, summoned from the lower planes. The tavern is supposedly

erected on the spot where the knight and his horse met their doom: An entrepreneur erected a tent on the site, which soon became a drinking establishment. Soon after, the bluestone tavern was erected; dubbed the 'Cauchemar'; named after the fell horse that the knight rode. In actual fact, the name was borrowed by the entrepreneur; having stayed at a place in Rel-Draxa with a similar name.

Now, the Cauchemar Tavern is owned and run by Jek Bartollo; a burly, middle aged man with black, oiled hair, a thick, groomed moustache and who speaks in a deep baritone. Somewhere along the way, Jek picked up an education and his accent shows it. He is a skilled Brewer and Distiller, having worked his way up from running illegal stills to become the proprietor of the Cauchemar. Jek is also a thug and a knave; he deals in narcotics, women (**Part 1, Location 7A**), and has a number of road-agents who waylay travelers to and from Relford (**Part 1, Location 7B**). His road-agents are careful not to attack any of Garik's trains out of mutual respect for his fellow businessman and neighbor, although Jek is now reconsidering this ever since he assisted Evaine Bright ferry the Bordello girls out of Relford. For more information on Garik Karel and Evaine Bright, consult **Part 1, Location 6** and **7A** respectively.

The Tavern has seen busier times. The taproom was once filled with rowdy and sometimes bawdy conversation, now those ribald stories have been replaced with sullen locals who seek to quietly drown their sorrows. Below, in a number of cellars is Jek's brewery and distillery. Jek keeps an iron safe in the office adjoining his bedroom, on the establishment's second floor (Disable Device DC30; Hardness 10; 60 hp; Break DC28). It contains the following: 702gp, A yellow topaz worth 600gp and an aquamarine worth 800gp a *potion of levitate*, and a *wand of magic missile* (CL 5th; 21 charges). Except for the money, these items have been stolen from people his road agents have waylaid. Jek is often found upstairs in his office, occasionally emerging to rest his elbows on the rail overlooking the taproom. Jek once employed a number of local girls to work the taproom floor, but now that times are lean, he has discontinued their employment. Wade Moreson is the bartender that works behind the counter. Wade has long dark hair and has a swarthy complexion. Wade also doubles as the Cauchemar's bouncer; judiciously deciding when people have had enough to drink (or when he is tired of listening to boorish customers). He carries a savage streak in him and is ready to kill at the slightest provocation. There is also a cook who prepares simple fare from local produce and imported goods:

**CAUCHEMAR TAVERN PRICE LIST**

Breakfast	2sp
Soup, bowl	5cp
Miner's Pasties	5cp for two
Dinner	3sp
Coffee	2cp
Beer, pint	5cp
Porter ale, pint	5cp
Corn whiskey, gill	7cp
Rye whiskey, gill	15cp

Meals represent the most value for money: Breakfast generally consists of boiled oats sweetened with sugar, salted corn fritters, eggs, toasted bread and coffee. Dinner is similar; cured pork or salted beef, corn fritters, carrots, spinach, potatoes and a pint of beer or porter ale. The soup is usually a watery lamb and vegetable



mix. Miner's Pasties are a specialty; they are crusty pastries with a spicy meat and vegetable filling one end, and filling the other is a stewed fruit. Lately, the Cauchemar has only been able to obtain chayote fruit for filling. The pasties are prized by miners as an easily-handled food to carry into the mine.

The spirits, beers and ales that Jek produces are of varying quality, being a result of rough produce, not poor craftsmanship. A GM can have a bit of fun with this encounter, especially if any PCs react to the Corn Whiskey (either by the name or by the taste). If anyone quotes 'moonshine', Jek justifiably rebukes them and is likely to throw them out. Otherwise, Jek is happy to engage in conversation about any given topic (as per the rumor table), but gives a lot of non-committal answers. He is sly, manipulative and ruthless in getting what he wants. He will answer more truthfully if it means that he can profit from it somehow.

Jek is amiable and friendly, but as years of legal and illegal business have taught him; this is a façade. Whilst appearing friendly; Jek's initial reaction is **unfriendly (Base DC20)**. A successful Sense Motive check versus Jek's Bluff will reveal this. Getting real information out of Jek will be difficult. Intimidation is likely to see Jek turn hostile towards PCs after all things are said and done. He has a soft spot for Evaine.

Jek knows the following. All this information is true:

**Temple raid (DC+7):** Brigands did not attack the temple or murder Father Arden; the brigands operating in the area have an agreement with Jek not to do so and would not dare go against Jek for fear of reprisal.

**The Mine Closure (DC+7):** Jek is eager to see the mines reopen as soon as it is declared safe. He was surprised to discover (via his contacts in Rel-Draxa) that the Esteemed Geologists Society has no knowledge of any mine investigation. He has not revealed this information to anyone, although he still has the correspondence to prove it, see pg.65 for a handout. This letter is kept in a locked drawer in his desk. (DC22). Jek has the key around his neck.

**Garrod (DC+7):** Despite his drunken ramblings, Garrod was genuinely afraid of something. He sent two of his road-agents (Vaskar and Crais from **Part 1, Location 7B**) out to steal his journal, but never found him.

#### **JEK BARTOLLO, TAVERN KEEPER** CR 4

Male Human Rogue 5  
LE Medium humanoid (Relford Local)

Init +3; Senses Perception +7

#### **DEFENSE**

AC 17, touch 13, flat-footed 14

(+4 armor, +3 Dex)

hp 38 (5d8)

Fort +1, Ref +7, Will +1

#### **OFFENSE**

Spd 30 ft

**Melee** +1 *shortsword* +6 (1d6+3/19-20)  
club +5 (1d6+2)

**Ranged** light crossbow +6 (1d8/19-20)

**Special Attacks** Sneak Attack +3d6, Surprise Attack

#### **TACTICS**

**During Combat:** Jek is a burly man whose stocky frame belies his nimbleness and agility. Jek will use his bluff skill to feint in combat if it means that one of his road agents can gain the upper

hand or make a sneak attack of their own.

**Morale:** Jek is no fool and knows when he is beaten. Jek will surrender if it means saving his life. He will however remember the incident and seek revenge at the earliest opportunity.

#### **STATISTICS**

Str 14, Dex 16, Con 10, Int 12, Wis 10, Cha 14

Base Atk +3 CMB +6; CMD 18

**Feats** Agile Maneuvers, Armor Proficiency (Light), Deadly Aim, Deceitful, Master Craftsman: Profession: Brewer, Rogue Weapon Proficiencies, Simple Weapon Proficiency (All)

**Skills** Acrobatics +8, Appraise +6, Bluff +11, Climb +7, Diplomacy +6, Disable Device +10, Disguise +8, Escape Artist +8, Fly +3, Intimidate +9, Knowledge: Local +9, Linguistics +5, Perception +7, Profession: Brewer +10, Ride +3, Sense Motive +8, Sleight of Hand +10, Stealth +11, Swim +2, Use Magic Device +10

**Languages** Common, Orc, Elf

**SQ** Resiliency, Sneak Attack +3d6, Trap Sense +1, Trapfinding +2, Uncanny Dodge

**Gear** +1 *shortsword*, +2 *leather armor*, crossbow bolts x30 caltrops, club, light crossbow, masterwork thieves' tools, *potion of cure moderate wounds*, desk key, safe key, 22gp

#### **WADE MORESON, BARTENDER**

CR 2

Male Human Expert 4

LE Medium Humanoid (Relford Local)

hp 33

#### **STATISTICS**

Str 17, Dex 10, Con 15, Int 10, Wis 10, Cha 9

Gear Club

#### **"COOKIE"**

CR 1

Male Human Expert 3

N Medium Humanoid (Relford Local)

hp 19

#### **STATISTICS**

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

Skills Profession Cook +7

**Development:** Reliant on wheat, corn, hops and barley to brew ale and distill spirits, Jek is trying to strike a deal with Craddock Farrow (**Part 1, Location 15**) for a large cut of his crop (which may attract unwanted attention from the cult of Dagon). He is also interested in having the abandoned farm on the eastern side of Relford (**Part 1, Location 1**) investigated as a possible safe house for his road-agents and their ill-gotten gains, as well as harvesting the remains of the untended crop there. If this happens, it is a certainty that whoever is sent will be attacked and injured by Tabaxu, the black leopard. Jek will offer a reward for its removal or eradication. Should the cult of Dagon move overtly against Relford, Jek may become an unlikely ally. His nefarious activities only work if a thriving community exists to support it. If Jek suspects that the PCs have Garrod's journal, he will send Vaskar, Crais and Tollard (**Part 1, Location 7B**) to steal it. If it becomes likely that the PCs can assist Jek in any way, he will instead send Vaskar, Crais and Tollard out to 'fetch' the PCs. The three are under strict instruction

not to rough up the PCs too much, and are to keep an eye out for anything valuable that the PCs uncover.

## 7A. BORDELLO

*This nondescript house has a large, shaded porch, where a number of wicker chairs with faded and weathered cushions sit amid the gathering dust. The heavy drapes behind the window panes are drawn. The cracked and peeling red paint upon the door identifies this house as a bordello. A long-neglected bronze doorknocker sits in the middle of the door, its rapper covered in patina.*

Unofficially called ‘Bordello Bartollo’ after its owner Jek Bartollo (Part 1, Location 7), Evaine Bright is now the sole resident of this house. When the disappearances started after the temple attack, Evaine sent the women away, paying for their passage out of her own savings. This has caused a lot of friction between her and Jek, who had –up until then– left the day-to-day running of the Bordello to Evaine. Now, Jek practically keeps her under house arrest. A demure businesswoman, with a porcelain complexion and dark hair, Evaine is saddened by the sudden decline of Relford.

The bordello itself is plush, if run down; a lot of grand furniture has made its way from Evaine’s previous establishment. Evaine has given away the bulk of her savings to ensure the safety of her previous girls. Aside from her personal effects, she owns an amount of dress jewelry to the value of 1200gp and carries a small +2 dagger sheathed into her garter. Evaine also wears an elaborate ring with gold filigree that contains a secret compartment. Within it, is a dose of *Oil of Taggit* (Ingested Poison; save Fortitude DC15; onset 1 minute; effect unconsciousness for 1d3 hours; cure 1 save). A further 5 doses are kept in a perfume bottle on her dresser.

Evaine knows the bulk of the rumors circulating Relford, and is careful which ones she perpetuates herself in company she does not trust. As a businesswoman, her reaction appears friendly, but is in actual fact, **unfriendly** (Base DC20) borne from a genuine fear for her life. This façade can be divined with a successful Sense Motive check versus Evaine’s Bluff skill. If the PCs show Evaine Garrod’s journal and express a willingness to help Relford, her reaction changes to **helpful** (Base DC0).

**Garrod (DC+7):** “A poor man who I believe saw too much.”

**Temple Raid (DC+7):** Evaine knows that the temple was not attacked by brigands, because she is privy to the same information as Jek. She suspects Kelnor has something to do with it.

**Craddoc Farrow/The Farrow family (DC+7):** Evaine has seen Craddoc’s wife after she encountered her in the street, late one evening (Part 1, Location 15). Craddoc showed up and took her home before the dagonspawn zombie could attack her. Evaine did not get a good look at her face but she knows that the woman did not look at all well. Before the so-called ‘temple raid’, Craddoc had taken an unhealthy interest in the bordello, showing up a number of times. Evaine knows that Jek is after part of Craddoc’s harvest and for him, tried to be compliant but Craddoc’s obsessions scared her. On his last visit, Craddoc beat a girl near to death. Evaine threw Craddoc out.

**Garik Karel, the Teamster (DC+10):** Because of what he did for Evaine, Garik has cost Jek a lot of potential revenue. Now she is worried for Garik’s life.

**The Mine Closure (DC+7):** Evaine knows that Jek has been doing

his own investigations into the mine closure.

### MADAM EVAINE BRIGHT

CR 2

Female Half Elf Aristocrat 4  
LN Medium Humanoid (Relford Local)

hp 26

#### STATISTICS

Str 9, Dex 13, Con 11, Int 16, Wis 12, Cha 17

Skills Bluff +7, Diplomacy +9, Linguistics +7, Profession: Courtesan +8, Sense Motive +8

Feats Skill Focus – Profession: Courtesan

Gear +2 dagger, oil of taggit.

**Development:** If Jek (Part 1, Location 7) becomes aware that someone is trying to question Evaine, he will send his road-agents, Vaskar, Crais and Tollard (Part 1, Location 7B) to deal with the problem. Regardless of who ends up with the upper hand, Evaine does not wish to see further deaths. She appeals to victor’s better natures for mercy.

## 7B. LABORERS’ HUTS (EL2)

*The utilitarian stone dwellings overlook the centre of Relford. They are unremarkable; a draped window sits either side of a simple wooden door.*

Vaskar, Crais and Tollard once worked for Daggerstone Mines, subsidizing their meager incomes by working for Jek Bartollo. This has included robbery, murder and extortion. Crais and Tollard live in the easternmost house and Vaskar the west. Vaskar has established a pecking order and the other two look up to him as their leader. Vaskar and Crais are rough individuals covered in an assortment of calluses, scars and tattoos. Tollard is younger and cleaner; he is relatively handsome but has a problem with authority. Unfortunately for him, he has had dealing with the cult. They took his sister Jesrel who lies upon a slab in the Dreaming Chamber (Part 3, Location 20) slowly becoming a dagonspawn zombie. Tollard was also charmed but he managed to break the enchantment. Now, Tollard is anxious; he knows of the horrors within the mine and the evils of the cult, but has no-one to turn to. He feels he cannot tell Jek or the others as he is afraid they will kill him for his betrayal. He has seen the desecrated shrine to Rax and the foul rites conducted in the Temple of Dagon, by Kelnor. Getting this information out of Tollard is going to be difficult, however. He has also seen the Bride of Dagon; and suffers frequent nightmares about it.

Vaskar and Crais believe that another group of brigands is operating in the area. This rumor has come from their old friend, Kedard Dunn, the watch sergeant. Jek has done nothing to refute these claims. Both men are eager to mount an expedition into the Daggerstone Hills and kill them.

**VASKAR, ROAD AGENT** **CR ½**

Male Human Fighter 1  
NE Medium Humanoid (Relford Local)  
hp 12 (*Appendix 1, pg.53*)

**STATISTICS**

**Gear** crossbow bolts (x30), chain shirt, club, dagger, flint and steel, hooded lantern, light crossbow, longsword, oil flask, peasant's outfit, traveler's outfit

**CRAIS, ROAD AGENT** **CR ½**

Male Human Fighter 1  
LE Medium Humanoid (Relford Local)  
hp 12 (*Appendix 1, pg.53*)

**STATISTICS**

**Gear** crossbow bolts (x30), chain shirt, club, dagger, flint and steel, hooded lantern, light crossbow, longsword, oil flask, peasant's outfit, traveler's outfit

**TOLLARD, ROAD AGENT** **CR ½**

Male Human Rogue 1  
N Medium Humanoid (Dagon Cultist)  
hp 9 (*Appendix 1, pg.53*)

**STATISTICS**

**Gear** acid flask, crossbow bolts (x30), dagger, flint and steel, hooded lantern, light crossbow, oil flask, sap, shortsword, studded leather armor, thieves' tools

**Development:** The movements of these three road agents are dealt with in more detail at the Cauchemar Tavern (**Part 1, Location 7**). Should Tollard's secret come to light, it is met with shock. The PCs may be asked by Jek to investigate Tollard's claims. Regardless of the outcome, Jek will conclude that Tollard is a liability to his operation and have the young man killed once he has an opportunity to do so.

## 8. TRADING POST

*A large, open-front building stands proudly on the corner of Relford's main intersection. A sign above the wide entrance reads: RELFORD TRADING POST. Inside, rows and rows of various goods, equipment and supplies line wide shelves and tables. Behind a large bench, there is a display of weapons and armor.*

Run by "Cully" Culford Tingwell and Ramath Lane, the Trading Post offers a wide variety of items for sale:

- Adventuring Gear**
- Special Substances and Items**
- Tools and Skill Kits**
- Clothing**

The trading post also offers most of the Simple and Martial weapons, as well as some exotic weaponry (Percentage in parenthesis gives chance to find a weapon of that type).

- Simple weapons (90%)**
- Martial weapons (70%)**
- Exotic Weapons (30%)**

The trading post also sells an amount of armor and shields (Percentage in parenthesis gives the chance to find a piece of armor of that type).

- Light Armor (90%)**
- Medium weapons (70%)**
- Heavy Armor\* (30%)** (\*Full plate armor is not available)
- Shields (85%)**

All of these items are detailed in the *Pathfinder Roleplaying Game Core Rulebook* and are for sale at 110% of the listed value. No masterwork or magical items are for sale.

Cully has done his fair share of fleecing fortune seekers that come to Relford; selling them overpriced prospecting tools (and in some cases, fraudulent deeds to land plots along the Rel River). Now, the Trading Post sits quietly on the corner; the fortune-seekers long gone. Cully, a long-time resident of Relford is desperate for a sale; he knows that Ramath; a relative newcomer to Relford seeks to move on.

Ramath's intentions for leaving are not fuelled by a declining profit margin, rather Ramath is an agent of the Iron League; an organization that seeks to further humanity as the world's dominant race. A hierarchical society, the Iron League uses terrorism, coercion and above all, violence to achieve its ends. When a cache of precious mithral and adamantine was discovered in the Daggerstone Hills by agents of the Iron League, Ramath was sent to Relford, to meet with Lugas (a craftsman sympathetic to the Iron League's cause), and take delivery of the weapons the craftsman was tasked with forging. Whilst waiting for the consignment, Ramath adopted the guise of a profit-seeking trader caught up in Relford's most recent mining boom. But before Ramath could take delivery of the forged weapons (**Part 1, Location 21**); Lugas was killed in a fire which destroyed his smithy. Suspecting foul play, the Iron League has sent the agent who discovered the abandoned mine to Relford. He also disappeared, a fact unknown to Ramath (the unfortunate agent's fate can be discovered in **Abandoned Mine Key Location 21E**). The Iron League's third agent, (Gaddin Vaas, **Part 1, Location 13**) has only recently arrived, and believes that Ramath has sold the weapons for his own gains. Gaddin has threatened Ramath with a fate worse than death should he not procure the weapons soon. Ramath knows he must find evidence of crafted weapons soon or accept a life forever on the run, constantly looking over his shoulder.

Both Cully and Ramath are **indifferent (Base DC15)**, but are so wrapped up in their own affairs that they have taken the events in Relford at face value. They have heard the bulk of the rumors presented on the rumor table. They know nothing about the cult of Dagon or its actions. A locked (DC25) iron-bound strongbox (2 in thick; hardness 5; 20 hp; Break DC25) rests underneath the counter. It contains the proceeds of the trading post; 325gp and 5 uncut diamonds worth 20-40gp each. Ramath has considered stealing it and fleeing.



**'CULLY' TINGWELL, TRADER** **CR 1**

Male Gnome Expert 3  
N Small Humanoid (Relford Local)  
hp 19

**STATISTICS**

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

**Skills** Profession: Merchant +11

**Gear** strongbox key

**RAMATH LANE, TRADER** **CR 2**

Male Human Rogue 3  
N Medium humanoid (Relford Local)  
**Init** +3; **Senses** Perception +5

**DEFENSE**

**AC** 13 touch 13, flat-footed 12

(+2 armor, +3 Dex),

**hp** 23 (3d8+3)

**Fort** +1, **Ref** +6, **Will** +0

**OFFENSE**

**Spd** 30 ft

**Melee** shortsword +5 (1d6+1/19-20)

**Ranged** hand crossbow +6 (1d4/19-20)

**Special Attacks** Sneak Attack +2d6

**TACTICS**

**During Combat:** Ramath follows Gaddin Vaas' lead (**Part 1, Location 13**). Ramath prefers to keep to the shadows whilst his adversaries are distracted. From there he will launch sneak attacks.

**Morale:** Ramath is a coward. If Gaddin Vaas is killed, captured or defeated, Ramath surrenders. Ramath is liable to spill whatever information he has in regards to the Iron League, thus sealing his fate with them

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 9, **Cha** 13

**Base Atk** +2 **CMB** +5; **CMD** 16

**Feats** Agile Maneuvers, Armor Proficiency (Light), Deceitful, Quick Draw, Rogue Weapon Proficiencies, Simple Weapon Proficiency (All), Weapon Finesse

**Skills** Acrobatics +7, Appraise +8, Bluff +9, Climb +5, Diplomacy +7, Disable Device +9, Disguise +9, Escape Artist +3, Fly +3, Heal -1, Intimidate +1, Knowledge: Iron League +3, Perception +5, Ride +3, Sense Motive +5, Sleight of Hand +9, Stealth +9, Survival -1, Swim +1, Use Magic Device +7

**Languages** Common, Orc, Dwarf

**SQ** Evasion, Sneak Attack +2d6, Trap Sense +1, Trapfinding +1

**Gear** crossbow bolts x30 caltrops, clothing, hand crossbow, leather armor, shopkeeper's apron, shortsword (Ramath also has ready access to everything within the Trading Post).

**Development:** Ramath can sometimes be found talking heatedly with Gaddin Vaas at the Black Skull Inn or in the Cauchemar Tavern. In addition to this, Ramath may be also found walking near the ruins of Lugas' Smithy. If questioned, Ramath claims that he is on his daily walk (*False*). If pressed, he admits that he is looking for a consignment of weapons that Ramath paid for, but were never delivered. Ramath is alluding to the weapons forged by Lugas. Ramath offers to reward anyone finding the weapons, but in actual fact has no money to pay them with. Ramath will betray them to Gaddin Vaas as soon as the weapons are recovered. For more information see **Part 1, Locations 12, 12A and 21** respectively

for the location of the weapons.

**9. HALL**

*The path to this large building is well-worn; ending at a set of large, double doors. The doors are now closed and the high windows set into the top of the building's wall are shuttered from the inside. A wide chimney stands proudly at one end of the building, the hearth inside must be large. This is obviously Relford's Main Hall.*

An iron key beneath a boulder fits the lock set into the door. It was left here by Galwinn, the acting mayor and owner of the Miner's Rest (**Part 1, Location 14**). He keeps another on his person. Inside the hall are a number of dusty wooden benches stacked along the wall opposite the doors. At the north end of the hall is the podium and a number of individual chairs. The south wall contains an empty fireplace that was cleaned after the last time it was used.

**10. DAGGERSTONE MANOR**

*Off the main road is a cobbled path that leads up a low hill. Atop is Daggerstone Manor; built by the first family to strike it rich in Relford. A stark contrast to the rest of Relford's decay, the manor stands proudly, overlooking Relford. However upon closer inspection, you can see that even it too is showing signs of disrepair; the stone wall that rings the manor is crumbling in places, an overgrown garden clings desperately to life, choked with weeds and windblown seeds. The manor's windows are shuttered; allowing no glimpses of the interior. The cobbled path leads to a weather-beaten door, beneath a grit-dusted verandah.*

Cantor and Elise Daggerstone took their family name from the surrounding hillside; thinking to forge a dynasty out of the very rock itself. Cantor was one of the first to strike it rich in Relford. Cantor is also Relford's mayor and magistrate and retains the controlling interest within the Daggerstone Mine. Cantor is approaching 77 and Elise 63. They did not have any children. Despite his advancing years, Cantor was a fit and able man and often worked the mine face with his fellows. As fate would have it, Cantor was the sole survivor of the mine collapse and the first unwitting servant of the Bride of Dagon. Cantor's escape from the mine is common knowledge, but what is not known is that the Bride of Dagon forced Cantor to consume the flesh of his companions to keep his strength up. Fuelled by ghastly energy, Cantor broke through into the main passage some days later. Once free, the charmed miner wasted no time in leading his comrades back to the Bride of Dagon's chamber where they too, fell under her sway. This horrific event cursed Cantor's very soul and the olhydris's charm upon him broke days later. Despite being free of the mine and the Bride of Dagon's power, Cantor was not able to live with himself: His mind almost gone from the ordeal, he shut himself inside his attic and committed suicide.

But even that act did not bring Cantor respite. Cantor arose as a ghost. He cursed his wife Elise with undeath and the two stalked through their own manor, killing their servants and feasting on their flesh in a single night of terror. When Kelnor assumed control

of the cult in Relford, he discovered Cantor Daggerstone's fate when he tried to move into the manor. Kelnor has not decided what to do with the two creatures. In the meantime, he offers the ghast and ghoul token morsels from time to time; to ensure their loyalty. Now, they lurk in the shadows, prisoners of the very manor they once called home, eating rats, vermin and whatever prizes Kelnor gives them. Consult the **Manor Key** for a detailed description of the manor's interior.

## 11. THE OLD OAK

*An ancient oak stands here at the centre of Relford. The oak itself is dead; its skeletal boughs reaching towards the sky. A billboard made up of a number of short wooden planks has been hastily nailed into the tree some time ago. Various messages and advertisements are still visible upon it.*

The Old Oak is easily climbable (DC10) but is a civil offense. If the Watch catches anyone doing so, they will be arrested. This law originates from when the tree was alive and the home to a Dryad. The tree died some years ago and the dryad is nowhere to be found, but the law has remained. Anyone at the top of the tree may make a DC12 Perception check to discover the abandoned caravans of Koblin's Bizarre Bazaar secreted in Craddoc Farrow's corn field (**Part 1, Location 17**).

The billboard contains a variety of advertisements and notices: The Black Skull Inn (**Part 1, Location 13**), the Cauchemar Tavern (**Part 1, Location 7**), and the Trading Post (**Part 1, Location 8**), a half-torn advertisement for Lugas' Smithy (**Part 1, Location 12**). More recent ones include Koblin's Bizarre Bazaar (which is now some months old) and a decree that the mine remains closed until further notice, by authority of Cantor Daggerstone (**Part 1, Location 10**). There is also a hastily scrawled list of names. These are people who have left Relford or are otherwise missing.

## 12. LUGAS' SMITHY (EL2+)

*A fire-blackened home sits next to the shell of a burnt-out stone smithy.*

Lugas was a skilled blacksmith who moved to Relford some years ago. An Iron League sympathizer, Lugas was recently contacted by an agent of the Iron League, who had discovered a small cache of mithral and adamantine. The League sought Lugas' expertise to forge weapons from the cache. Barad Wolfram, Relford's other blacksmith and a rival of Lugas was secretly in awe of Lugas' talents. The two had turned their rivalry into a friendship of sorts; using a series of one-upmanship to stay in contact with one another. One evening, Lugas showed Barad an *adamantine battleaxe* he had crafted from the cache, Barad's jealousy took over. Barad came back that night and set Lugas' Smithy alight. Lugas ran to the smithy in an attempt to battle the inferno but was wholly consumed by the conflagration. The family's adjoining house became filled with thick smoke, causing the suffocating deaths of Lugas' wife and two children. The house suffered soot damage and the interior still reeks of smoke, but has been left untouched by superstitious Relford locals.

Within the kitchen is a trapdoor with a ladder that descends

into a root cellar. Within the root cellar is a large trunk that belonged to Lugas. It contains the following: a set of masterwork smithing tools that add a +2 circumstance bonus to Craft and Profession checks that involves smithing (worth up to 55gp to the right buyer), a *Mithral Shirt* and a *Hand of the Mage*. A ledger details monies paid to Lugas for his work. This ledger is invaluable in identifying members and agents of the Iron League. The names Ramath Lane (**Part 1, Location 8**) and Gaddin Vaas (**Part 1, Location 13**) feature prominently. The GM is free to add additional names as he sees fit. Most importantly, an inventory of equipment and material at the 'Dwarf Smithy' is listed as well. This alludes to the secluded smithy Lugas located in the Daggerstone Hills at **Part 1, Location 21**.

The smithy adjoining the house at **Part 1, Location 12a** is mostly a gutted shell; the bellows hangs in tatters and the forge is a nesting place for rats.

### RAT SWARM (1)

CR 2

hp 24 (*Pathfinder Bestiary*)

Lugas' spirit does not rest peacefully. If anyone enters the house and starts rifling through any belongings, ash swirls from the forge, panicking the rats if they have not already been disturbed. The forge ash gathers in the area of the house where the offending party is, coalescing into a humanoid form that reeks of smoke and charred flesh. Intense heat radiates from its form and a pall of ash shrouds it, blurring and obscuring the creature. It advances through house, attacking PCs and breathing goutts of ash and embers from its wide maw, setting the house alight as it does so. The GM is advised to review the rules for Heat Dangers (extreme heat), Catching on Fire and Smoke Effects. All of these rules may be found in the *Pathfinder Roleplaying Game Core Rulebook* and it is left to the GM to apply them as he sees fit, depending on the encounter's desired difficulty. Spells such as *endure elements* are quite useful here.

### THE FORGEWIGHT

CR 2

Advanced Burning Skeleton Smoke Creature  
(*Pathfinder Bestiary, Advanced Bestiary*)

NE Medium undead (fire)

**Init** +6; **Senses** darkvision 60ft, cloudsight; Perception +0

#### DEFENSE

**AC** 20, touch 16, flat-footed 14

(+6 Dex, +4 natural)

**hp** 11 (1d8+3)

**Fort** +2, **Ref** +6, **Will** +4

**DR** 5/bludgeoning; **Immune** fire, cold vulnerability, undead traits

#### OFFENSE

**Spd** 30 ft; fly 30ft (perfect), smoke travel

**Melee** 2 claws +4 (1d4+4 plus 1d6 fire damage)

**Special Attacks** Fiery Aura, Breath Weapon

#### TACTICS

**Before Combat:** Despite not having any skill in stealth, the Forgewight will stalk through the shadows in an attempt to surprise its victims

**During Combat:** If it gains surprise, the forgewight attempts to grapple an adversary as quickly as it can. Regardless if it is successful, it then breathes its breath weapon, catching its intended victim and as many others as possible in the 20-ft cube. It is un-

afraid of wading into melee, concentrating on any burning targets first to bring them down quickly.

**Morale:** The Forgewright remains in the house until it is destroyed

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#### STATISTICS

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**Str** 19, **Dex** 22, **Con** -, **Int** -, **Wis** 14, **Cha** 16

**Base Atk** +0 **CMB** +4; **CMD** 20

**Feats** Improved Initiative

**Skills** None

**SQ** Air Mastery, Breath Weapon, Cloud Sight, Fiery Aura, Fiery Death, Smoke Travel

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#### SPECIAL ABILITIES

**Air Mastery (Ex)** Any airborne creature take a -1 penalty on attack and damage rolls against this creature

**Breath Weapon (Su)** Every 1d4 rounds, this creature can breathe a cloud of superheated smoke and cinders. This cloud fills a 20-ft cube adjacent to, or surrounding this creature. Any creature caught within the cloud must make a DC15 Reflex save or catch on fire. The cloud cools quickly but any living creature entering or within the cloud is treated as if they are dazzled as the smoke and cinders stings eyes. The supernatural smoke remains in place for 5 rounds despite prevailing winds, thereafter the cloud becomes normal smoke and disperses normally.

**Cloud Sight (Ex)** This creature may ignore concealment in any generated clouds, gasses, fogs or mists

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

**Fiery Death (Su)** A burning skeleton explodes into a burst of flame when it is destroyed. Anyone adjacent to the skeleton when it is

## DESIGNERS NOTES - ADVANCED BESTIARY

A number of the encounters within *Horror at Dagger Rock* contain templates found in the *Advanced Bestiary*, published by Green Ronin. The Forgewright for example, carries the Smoke Creature template found in that book. In designing the encounter with the Forgewright, I wanted something that was all about the horror and the destruction it could cause, but be relatively quick to deal with (I blame *Supernatural* for that method of thinking). However, I was concerned about the resulting creature, namely some of the more powerful abilities given the relatively low CR. A Burning Skeleton is CR ½, the Advanced Creature template adds +1, (making it CR1) and the Smoke Creature increased it by a further +1, for a total of CR2. These fears proved valid when the creature TPKed a 2<sup>nd</sup> level party (standing toe to toe with the Forgewright, the fighter took 1d6 points of fire damage, then another 2d6 points from the breath weapon... and then failed his Fortitude save —dropping him out of the combat straight away. The other party members could not land a decent hit on the creature given its miss chance and its high AC. In the end, the house burned down around their ears, killing the dying Fighter and a 0 hp Paladin. The Bard and the Wizard fled to the Miner's Rest, but the creature followed them with its *Smoke Travel* ability, as the prevailing winds blew smoke over Relford....) As such, there have been a number of abilities that I have dropped or modified in favor of game balance. However as GM, feel free to add them back in if you wish. You will need a copy of the *Advanced Bestiary* to do so.

-Andrew C Gale

destroyed takes 1d6 points of damage (DC14 Reflex Save for half).  
**Smoke Travel (Su)** At will, as a move action, this creature can use *dimension door* (CL 7th) to move from any area filled with smoke to any other smoke-filled area within range

**Development:** Obviously, this encounter only activates as soon as the PCs spend a few minutes within the house or it may be that Ramath Lane has worked up enough courage to search for the weapons forged by Lugas, awakening the spirit of Lugas instead. PCs will be in a position to save him if they think quickly. Fighting an undead horror in a burning house is definitely going to attract attention. What precious little water there is in Relford is not going to be wasted on putting out a condemned house. All people will be able to do is stand and watch. Anyone emerging from the house will have some explaining to do.

The fire is quick to consume the dry wood of the house. Afterwards, anyone that makes a DC15 Perception check whilst investigating the ruins will see the name 'WOLFRAM' burnt into the ground. This of course refers to Barad Wolfram, the man who killed Lugas and his family. If a member of Dagon's cult finds it first, he or she will scuff it out. The word returns 1d4 days later.

**Ad-hoc xp:** In addition to defeating Lugas' spirit; if the PCs braved the house fire to do so, award them experience as if they had defeated a CR4 creature.

## 13. BLACK SKULL INN

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*A forbidding black skull grins at you from a painted wooden sign that hangs above this inn's door. The door has been wedged open with a small block of granite and inside you can make out low conversation and the occasional chair scrape.*

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Seeking to cash in on the infamy of the Cauchemar Tavern's name, the Black Skull takes its name from the knight that supposedly terrorized the area. Despite its name, it was once a popular stop for well-to-do travelers and visitors to Relford. Now, the Black Skull Inn is a haven for the cult of Dagon.

The Inn still does a small amount of business with the locals and a number of them may be found here throughout the day, up until evening. Most days, Gaddin Vaas may also be found here (his statistics are presented in the **Black Skull Inn Key, Location 13F**), quietly relaxing or having a low but heated conversation with Ramath Lane (**Part 1, Location 8**).

The Inn is owned and operated by Davven Seward, a long time cult member who has employed a number of cultists to assist him in his day-to-day business: Katriye is a young girl who is a waitress and the housekeeper. Cruaver Eldak is the chief cook, having left Koblin's Bizarre Bazaar prior to the attack on the traveling circus. Davven and Cruaver are Dagon Cultists whereas Katriye is a Charmed Cultist. Cruaver is also the Cult Assassin; a specialist in poison use. Before obtaining a job as the Black Skull's cook, Cruaver was a knife thrower in Koblin's Bizarre Bazaar. There are three additional cultists which pose as long time residents of the inn. Since the cult's inception, many have fallen victim to Cruaver' debilitating poisons. A detailed description of the Black Skull Inn may be found at the **Black Skull Inn Key**.

**Development:** At the behest of Kelnor, Davven and Cruaver look for any opportunity to provide more victims for the transforma-



tion into dagonspawn zombies, such as the PCs. To do this, Cruaver poisons potential victims with *Oil of Taggit* (Ingested Poison; save Fortitude DC15; onset 1 minute; effect unconsciousness for 1d3 hours; cure 1 save) by lacing their drinks with the poison. Davven will try and allay suspicion by claiming that the drink 'must be bad' and will 'berate' Cruaver for incompetence. By way of compensation, Davven will offer them a free room to recover. Once their victims are safely ensconced in a room or if half the party has fallen unconscious, Davven, Cruaver and the three 'Inn Patrons' will try and subdue their victims for transfer to the mine. They are careful not to involve Katriye in their plans lest it break the olhydris's charm. Davven, Cruaver and the three 'Inn Patrons' initial reactions are **friendly** (Base DC10). Katriye's initial reaction is **indifferent** (Base DC15). Be selective with the rumor table. Davven and Cruaver scoff at any suggestion of a cult. Davven and Cruaver also know that Gaddin Vaas is an agent of the Iron League and of the weapons he seeks. Gaddin is putting pressure on Ramath Lane from the Trading Post (Part 1, Location 8) to locate and recover the weapons. Once Gaddin has the weapons, Davven, Cruaver and the cult will move against him. Kelnor sees Gaddin as a worthy addition to the cult's ranks.

## 14. MINER'S REST

*At the end of the road stands a long, two storey building. A large wooden sign rests against the wall, beside the front door. The sign depicts a crossed pickaxe and a shovel; beneath it is the words MINER'S REST HOSTEL. CHEAP RATES.*

In its time, the Miner's Rest has been a welcome respite for those who have stayed there. Owned and run by Galwinn, the Miner's rest is a simple hostel: A number of beds occupy shared rooms for 5cp a night. During the last mining boom, the Miner's Rest was a popular alternative to the Black Skull Inn and was normally filled to capacity during this time. The Miner's Rest is a strict establishment; Galwinn does not tolerate ribald behavior from his guests and has a strict midnight curfew. This attitude has garnered the respect of miners and locals alike, who have come to know the Miner's Rest as a safe place where travelers may relax.

Galwinn's hair is blonde, preferring to keep a full beard to belie his half-elf heritage. He is a tall fellow; slim hipped and wide at the shoulder, and can be normally found gathering firewood or chopping logs outside. Despite his domestic approach, Galwinn is a capable survivalist, having trained as a Ranger in his earlier days. Galwinn is also the acting mayor and magistrate for Relford; trying his best to act in the interests of the settlement. He knows that a malaise has gripped the community and an evil plot is brewing; he suspects that there is something in the mine that someone wants to keep hidden. He has his suspicions about Kelnor but Galwinn also (mistakenly) believes that Jek Bartollo is behind it. Galwinn keeps his gear in a locked trunk (DC30 Disable Device) of strong wood (2 in thick; hardness5; 20 hp; Break DC25) at the foot of his bed along with some other useful keepsakes he has inherited. It contains the following: a human sized suit of *dragonhide plate armor*, +1 *Leather Armor*, +1 *spell-storing longsword*, a vial of *universal solvent*, a *ring of sustenance* and an arcane scroll containing *keen edge*, *vampiric touch* and *wind wall* (CL 5th), mwk longsword, mwk studded leather armor,

Wary of strangers, Galwinn's initial reaction is **indifferent** (Base DC15).

### GALWINN

**CR 3**

Male Half-Elf Ranger 4

CG Medium humanoid (Relford Local)

**Init** +2; **Senses** Low-Light Vision; Perception +10

### DEFENSE

**AC** 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

**hp** 40 (4d10+8)

**Fort** +5, **Ref** +6, **Will** +3

### OFFENSE

**Spd** 30 ft

**Melee** +1 *spell-storing longsword* +7 (1d8+3/19-20)  
 dagger +6 (1d4+2/19-20)

**Ranged** mwk composite longbow +7 (1d8+2/x3)

**Special Attacks** Favored Enemy (Monstrous Humanoid +2)

**Spells Prepared** (CL 4th, DC12 + spell level)

 1<sup>st</sup> -*entangle*

### TACTICS

**During Combat:** Galwinn will attempt to assist melee by firing into combat with his bow. He will resort to melee only when out of arrows or forced into no other option. Galwinn casts *entangle* on adversaries who attempt to flee.

**Morale:** Galwinn is an expert at hit and run tactics, preferring to whittle down opponents to more manageable numbers. He is not averse to retreating if it means a tactical advantage.

### STATISTICS

**Str** 14, **Dex** 15, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +4 **CMB** +6; **CMD** 18

**Feats,** Armor Proficiency (Light), Armor Proficiency (Medium), Deadly Aim, Endurance, Martial Weapon Proficiency (All), Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency (All), Skill Focus (Craft: Bows)

**Skills** Acrobatics +3, Climb +8, Craft: Bows +7, Escape Artist +2, Fly +2, Heal +6, Intimidate +4, Perception +10, Ride +8, Sense Motive +2, Stealth +8, Survival +8, Swim +6,

**Languages** Common, Elf

**SQ** Archery Combat Style, Elf Immunities, Favored Enemy (Monstrous Humanoids +2), Favored Terrain (Mountains +2), Hunting Hunter's Bond (Hunting Companions), Keen Senses, Track +2 Wild Empathy +4

**Gear** +1 *spell-storing longsword*, +1 *leather armor*, Arrows x60, cloak, dagger, mwk composite longbow (Str+2), mwk light steel shield, quiver, travelers outfit (If he needs to go trekking, Galwinn buys anything else he needs from the Trading Post). Relford hall key, trunk key.

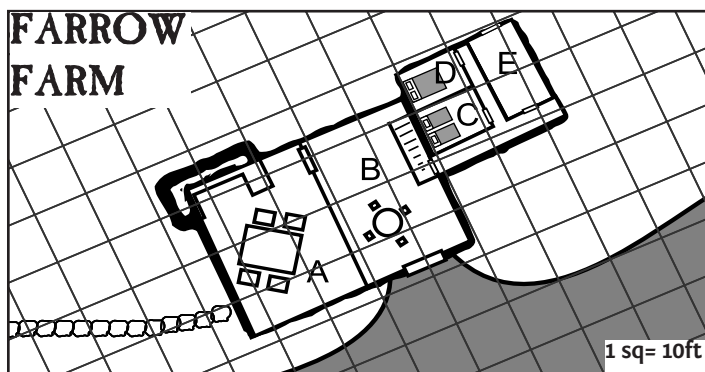
**Development:** A long time friend of Garrod, Galwinn is saddened by any news of his apparent demise and Galwinn takes a moment or two to be alone with his thoughts. If the PCs haven't already done so, Galwinn makes a trip out to the sinkhole to give Garrod a proper burial. Galwinn knows of the journal that Garrod keeps and considers giving the PCs a letter that he wrote to Garrod after his sudden disappearance. The letter asks Garrod to return to Relford and assist Galwinn in uncovering whatever 'evil' has gripped the settlement. This letter can be found on pg.66. If Gal-

winn shows the PCs the letter, he asks them if they would investigate Relford as his agents in this matter; to get to the bottom of the mystery, no matter to whom or to where it leads. Galwinn offers a reward out of his own possessions and keepsakes (he will part with most of the items except his bow), along with free accommodation at the Miner's Rest if they wish. Despite his suspicions regarding Kelnor and Jek, he keeps them to himself for the moment, not wishing to influence the investigation.

## 15. FARM (EL varies)

*This farm doggedly fights the encroaching drought. An old but well maintained farmhouse sits along the road's edge and fields ringed by stone fences hold in yellowing but healthy crops of corn and hay. The sentinel of a tall, dead tree sits alone in another field off to one side of the house.*

Craddoc Farrow is a farmer and his two sons, Lathar and Corson, live here. Desperate to hold onto his livelihood despite the encroaching drought, Craddoc and his two sons serve the cult of Dagon willingly, in return for divine spells that assist his crops. Craddoc gave his wife over to the cult; to be transformed into a horrific dagonspawn zombie (see new monsters) in the hope that she will give birth to an olhydrax hag. Now, Craddoc keeps his wife locked in the master bedroom. Most days, she stands before a window, vacantly staring out over the cornfields through tattered drapes. She wears a filthy shift and her once fine hair is scraggly and dry. She still recognizes her husband and their sons, attacking anyone else that enters her room. The farmstead is a simple affair; detailed on the map below. Two main rooms occupy the bottom floor (Area A & B) and a set of creaky stairs leads up to the northeast into a short passage and three bedrooms. Lathar and Corson share a room (Area C) and Craddoc occupies a spare bedroom (Area D). Mrs. Farrow's room is the master bedroom located in the northeast corner of the house (Area E). Craddoc has a few scrawny livestock; having butchered most of his prized cattle at the behest of Kelnor. The farmer has heard that the farm on the other side of Relford now lies abandoned. He is considering a trip over there to see if there is anything worth taking. Aside from the standard farm tools and implements in the barn, Craddoc has a number of things of value; secreted beneath some wool blankets and a handmade quilt in his wife's locked Glory Chest (DC25) is a gold ring with a single diamond set into an elaborate setting (in fact a +1 Ring of Protection) and a pouch containing 10 small rubies worth 15 gp each. Lining the bottom of the Glory Chest are 12 silver



ingots, marked with the seal of the Rel-Draxa treasury. They were part of the valuables formerly owned by Koch Koblin; who was involved in smuggling finances out of Rel-Draxa. In total, the ingots are worth 125gp. If returned to a Rel-Draxa treasury agent, lucky PCs may be awarded up to 250gp if they give details on who stole them. Craddoc has the key.

Even prior to joining the cult, Craddoc did not take kindly to trespassers. He regularly walks the perimeter of his property with two mastiffs, looking for signs of interlopers. An expert tracker, he will follow any signs of trespass to their source, observing them discreetly. A number of snares and tripwires have also been set in the areas marked X. These are hooked up to cowbells that clang loudly if tripped, alerting the farmer and his sons.

### COWBELL TRIPWIRE TRAP CR ½

Type mechanical; Perception DC 20; Disable Device DC20

#### EFFECTS

Trigger touch; Reset manual

Effects Tripwire rings a cowbell, which is identical to an *alarm* spell with the audible descriptor.

If encountered, they are circumspect with visitors, seeking to end conversations as soon as possible. Intruders are threatened with violence unless they leave immediately. If provoked, the farmer will release the mastiffs, which will attack intruders while the farmer or his sons seek help from other cult members.

Hidden within the overgrown cornfields to the north are the remaining wagons that belonged to Koblin's Bizarre Bazaar. Koblin's Bizarre Bazaar is detailed further at **Part 1, Location 17**. The wagons were hidden here after the people of the Bizarre Bazaar were taken and subjected to the horrors within the mines. Anyone making a successful DC15 Survival check will reveal old wagon tracks that lead from the main road, by the farm and into the field. The corn has since grown up around the wagons.

### CRADDOC FARROW, 'THE HARVESTER' CR 1

Male Human Ranger 2

CE Medium humanoid (Dagon Cultist)

Init +3; Senses Perception +6

#### DEFENSE

AC 17, touch 13, flat-footed 10

(+4 Armor, +3 Dex)

hp 21 (2d10+4)

Fort +4, Ref +6, Will +1

#### OFFENSE

Spd 30 ft

Melee dagger +5 (1d4+3/19-20)

handaxe +5 (1d6+3/x3)

sickle +5 (1d6+3)

scythe +5 (2d4+4/x4)

Ranged mwk light repeating crossbow (2-handed) +6 or (1-handed) +4 (1d8/19-20)

Special Attacks Favored Enemy (Humans +2)

#### TACTICS

**During Combat:** Craddoc will command his trained mastiffs to attack foes (Handle Animal DC10) and then close to a range of 30ft in order for his dogs to gain benefits from his Hunter's Bond. Craddoc will then pepper adversaries with bolts from his repeating crossbow. If he uses deadly aim, he prefers to use his crossbow 2-handed to mitigate the penalty as much as possible;

otherwise he will use the crossbow 1-handed. Once he is out of ammunition, he will drop it in favor of his scythe or sickle, depending on how much room there is. Craddoc will attempt to trip opponents in order to subdue them. If he is able, Craddoc will bind his adversaries in chains for transportation to the Temple of Dagon. Craddoc uses his *ring of animal friendship* on any animals sent against him

**Morale:** Craddoc is no fool and knows when he is beaten. He will try to escape if he is able to, returning only to ambush the adversaries when they are weakened or incapacitated. If driven from his farm, his family or dogs killed, he flies into a rage, determined to slowly torture and kill those who perpetrated the act.

**STATISTICS**

**Str 16, Dex 17, Con 12, Int 11, Wis 13, Cha 14**

**Base Atk +2 CMB +5; CMD 18**

**Feats,** Armor Proficiency (Light), Armor Proficiency (Medium), Deadly Aim, Exotic Weapon Proficiency Light Repeating Crossbow, Martial Weapon Proficiency (All), Precise Shot, Shield Proficiency, Simple Weapon Proficiency (All)

**Skills** Acrobatics +1, Bluff -1, Climb +6, Diplomacy -1, Escape Artist +1, Fly +1, Handle Animal +4, Heal +1, Intimidate +4, Perception +6, Profession: Farmer +6, Ride +3, Sense Motive +1, Stealth +6, Survival +6, Swim +1,

**Languages** Common

**SQ** Archery Combat Style, Favored Enemy (Humans +2), Track +1, Wild Empathy +4

**Gear** chain 10ft, chain shirt, dagger, flint and steel, handaxe, hooded lantern, lock (average), mwk light repeating crossbow, oil flask, peasant's outfit, *ring of animal friendship*, scythe, sickle, glory chest key, bedroom key

**MASTIFFS (RIDING DOGS) (2) CR ½**

**hp 15 each (Pathfinder Bestiary)**

**TACTICS**

**During Combat:** These two massive black hounds have been successfully trained as a guard dog and a hunting dog respectively. Please consult the *Pathfinder Roleplaying Game Core Rulebook* for a list of their training

**LATHAR & CORSON FARROW (2) CR ½**

Male Human Fighter 1

NE Medium Humanoid (Dagon Cultist)

**hp 12, 12 (Appendix 1, pg.53)**

**MRS. FARROW, ADVANCED DAGONSPAWN ZOMBIE CR 2**

NE Medium Undead

**Init +2; Senses** Darkvision 60 ft; Perception +2

**DEFENSE**

**AC 14, touch 10, flat-footed 14**

(+4 natural)

**hp 16 (2d8+7)**

**Fort +2, Ref +2, Will +5**

**DR 5/slashing; Immune** undead traits; mottled skin

**OFFENSE**

**Spd 30 ft**

**Melee** slam +6 (1d6+6), tongue +6 (1d6+6)

**Special Attacks** Abyssal Vomit, Blood Drain

**TACTICS**

**During Combat:** Similar to a ghoul, a dagonspawn zombie is voracious in its appetite for flesh and blood.

**Morale:** A dagonspawn zombie fights until destroyed.

**STATISTICS**

**Str 21, Dex 14, Con —, Int —, Wis 14, Cha 14**

**Base Atk +1; CMB +6; CMD 18**

**Feats** Toughness

**Skills** None

**SQ** Abyssal Vomit, Blood Drain, Mottled Skin, Speed, Lifespan

**SPECIAL ABILITIES**

**Abyssal Vomit (Su):** Every 1d4 rounds as a standard action, a dagonspawn zombie may call upon the inky abyssal waters of Thos and vomit it from its ruined jaws. Such an attack is made at the zombie's base attack bonus, modified for dexterity and is considered a splash weapon. It has a range of 10 ft. Abyssal vomit can generate one of the following effects (d20):

d20	RESULT
1-15	<b>Dagon's Bile:</b> deals 1d6 acid damage.
16-18	<b>Olhydrix Ink:</b> contact; <i>save</i> Reflex DC = 10 + ½ the zombie's Hit Dice + the zombie's Dex modifier or be blinded for 1d4 rounds.
19	<b>Thos Ague:</b> contact; <i>save</i> Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> immediate; frequency 1/round; <i>effect</i> ; target becomes sickened. Creatures sickened by Thos Ague also count as good for the purposes of spells with the evil descriptor; <i>cure</i> 2 consecutive saves.
20	<b>Abyssal Ascariasis:</b> contact; <i>save</i> Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> 1d4 days; <i>frequency</i> 1/day; <i>effect</i> 1d2 Con, this damage cannot be healed while the creature is infected; <i>cure</i> 2 consecutive saves. Anyone who dies while infected rises as a dagonspawn zombie in 2d4 hours.

**Blood Drain (Ex):** The feeder tentacle is sinuous enough to be able to initiate a grapple check. If it succeeds, it drains blood from its opponent, inflicting 2 points of strength damage before the tongue detaches.

**Lifespan:** The full gestation cycle of an olhydrix is 2d4 weeks and only 1% of dagonspawn zombies will produce an olhydrix hag. This is because the body of the host creature generally fails before the olhydrix can fully mature, destroying the dagonspawn zombie and killing the immature olhydrix. Dagonspawn zombies carrying a matured olhydrix find a secluded area by a tide pool or similar water source in which to disgorge their 'child'. Such an event will always destroy the dagonspawn zombie. The olhydrix child is identical to a mature olhydrix with the Young Creature template as described in the *Pathfinder Roleplaying Game Bestiary*. The young creature template is applied twice. Like its larvae form, a young olhydrix has a voracious appetite and it soon feeds upon the remains of the dagonspawn zombie that carried it.

**Mottled Skin (Ex):** The skin of a dagonspawn zombie has a reflexive color-morphic quality that can be adjusted to blend in with its surroundings. A dagonspawn zombie gains a +5 racial bonus to stealth checks.

**Speed:** Unlike normal zombies, a dagonspawn zombie can run. In



addition, a dagonspawn zombie does not possess the staggered condition.

**Development:** His hatred for Garik Karel the Teamster and his troublesome oxen is steadily growing. Should the Cult be in a position to take over Relford, he will kill Garik at the first opportunity. Although he is unsure about it, Craddoc suspects that someone has been snooping around the caravans at **Part 1, Location 17**. If the Farrowes discover that Koch Koblin has escaped the mines, they report it to Kelnor (**Part 1, Location 3**) as soon as they can. Mrs. Farrow's gestation as a dagonspawn zombie has been an abnormally long one; a sign that the olhydrax hag that grows inside her is healthy and may yet reach maturity. This is left for the GM to decide.

## 16. LIVERY STABLE

*Across from the Black Skull Inn sits a sturdy wooden barn. A chalkboard identifies this as a Livery Stable. Just inside the entrance, you can make out an unlit coal brazier and a small anvil that is browned with rust, fixed to a log. A smith's hammer and tongs and a number of crooked horseshoes are scattered in front of the anvil. A number of rusted shoes hang haphazardly on a wooden crossbar on the back of the barn's door.*

The Livery has made a modest living for Ngoa, a dark-skinned half-orc who has an affinity with animals; an ability that he has attempted to turn into a living. He charges 5sp a day to stable an animal here, which includes feed and grooming. Ngoa is also a shaman of sorts; sensitive to the ebb and flow of spiritual energy. As such, Ngoa is aware of the evil that grips Relford. He also knows of the 'evil spirits' lurking in Lugas' Smithy (**Part 1, Location 12**) and how the undead horror came to be. He has not confronted Barad Wolfram about it (**Part 1, Location 4**) as the blacksmith also carries out a crucial farrier service for Ngoa. Ngoa is trying to learn the craft himself and be rid of the blacksmith's presence; so far, he has not had a lot of luck this endeavor. Ngoa is also aware that an ancient evil lurks in the mine, but lacks the courage to investigate it himself. Ngoa has no family here; he sleeps in the hay loft, keeping a dagger handy at all times. Aside from his bedroll and a number of personal effects, he keeps a small amount of cash and other valuables secured in a locked (DC25) iron-bound box (2 in thick; hardness 5; 20 hp; Break DC25). The box contains some uncut diamonds worth 500gp (the converted profits of the Livery), a pouch of 56gp, 4 *potions of endure elements* and a +1 dagger Ngoa uses for ceremonial purposes only. Ngoa pretends to be a mute, using a small chalkboard to communicate to strangers. Even if the PCs manage to get Ngoa to speak, he is a man of very few words.

### NGOA CR 3

Male Half-Orc Barbarian 1 / Adept 3  
N Medium humanoid (Relford Local)  
**Init** +1; **Senses** Darkvision 60 ft, Perception +6

#### DEFENSE

**AC** 16, touch 11, flat-footed 15  
(+4 Armor, +1 Dex)  
**hp** 35 (1d12+2 plus 3d6+6)  
**Fort** +5, **Ref** +2, **Will** +5

#### OFFENSE

**Spd** 40 ft  
**Melee** dagger +4 (1d4+3/19-20)  
greataxe +4 (1d12+3/x3)  
**Spells Prepared** (CL 4<sup>th</sup>, Spell Save DC: 12+spell level)  
1st – *Cause Fear, Detect Evil, Protection from Evil*  
0 – *Stabilize, Detect Magic, Mending*

#### TACTICS

**During Combat:** Ngoa will use *cause fear* upon entering combat. Ngoa will then rage and engage his adversaries in close quarters.  
**Morale:** Ngoa will fight to the death when defending something he believes in

#### STATISTICS

**Str** 15, **Dex** 12, **Con** 14, **Int** 12, **Wis** 14, **Cha** 11  
**Base Atk** +2 **CMB** +4; **CMD** 15  
**Feats** Animal Affinity, Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Martial Weapon Proficiency (All) Simple Weapon Proficiency (All)  
**Skills** Acrobatics +5, Appraise +1, Bluff +1, Climb +2, Escape Artist +1, Fly +1, Handle Animal +7, Heal +7, Intimidate +6, Perception +6, Ride +3, Sense Motive +2, Spellcraft +6, Stealth +1, Survival +6, Swim +2  
**Languages** Common, Orc  
**SQ** Fast Movement, Intimidating, Orc Ferocity, Rage (6 rounds) Weapon Familiarity  
**Gear** chalk and chalkboard, chain shirt, dagger, greataxe, holy symbol, hooded lantern, oil flask, peasant's outfit, blacksmith's hammer, lockbox key, 12gp.

**Development:** Should someone assist Ngoa in forging horseshoes or teach him the basics of the craft, he is grateful and will assist PCs in their own investigations. Should the cult of Dagon become aware of Ngoa's abilities, Kelnor begins to fear Ngoa's magic and knowledge. The cult will make a kidnap attempt and try to convert him to their cause otherwise his fate is sealed as a dagonspawn zombie. Ngoa will not accompany the PCs into the mine or around the settlement, as it does not serve his interests to do so. He can be however, a valuable NPC that assists with healing and spiritual knowledge. As a shaman, Ngoa often wanders through the Daggerstone Hills. He knows where the abandoned mine is located (**Part 1, Location 21**).

## 17. KOBLIN'S BIZARRE BAZAAR

*Within the overgrown corn stand three wooden caravans in a tight circle. The once bright and gaudy paint that covers them is now faded and cracked. One of the wagons has two missing wheels; its axle held level up by a pile of stones beneath it. The doors at the end of each caravan are boarded up.*

There are a number of pit traps surrounding the caravans (marked on Map 1 with a **diamond** symbol). These have been dug by Craddoc Farrow and his sons, firstly to stop anyone taking these wagons and secondly, to catch anyone who might be snooping around. The pits are covered with dried foliage and dirt. The insides of the pits are wider at the bottom. Anyone falling into these pits will have a difficult time climbing out without help (DC25). The pits are checked regularly by Craddoc and his sons, turning

anyone caught over to Keddard in the Watch House (Part 1, Location 2) and ultimately the cult's tender mercies.

A DC15 Perception check reveals a number of weapon cuts upon the wood, as well as a smattering of dried blood. Laying flat in the undergrowth, covered with dust and dirt is wooden sandwich-board advertising: Koblin's Bizarre Bazaar.

The Bizarre Bazaar met an untimely end in Relford. Attacked by the cult of Dagon, the people of the traveling circus were taken into the mines and transformed into dagonspawn zombies. The wagons were taken and put into Craddoc Farrow's corn field and their sudden disappearance was chalked up to the fey and sometimes nefarious nature of circus people. Only one person managed to escape this terrible fate: Koch Koblin, the dwarf owner and ringmaster. Having witnessed first-hand the horrors of the mine, he is scared out of his wits and does not know who to trust. He has been living on rats and other small animals he has managed to catch. This poor diet has done nothing for his barrel girth. He is desperate to get out of Relford and put the ordeal behind him. He is unsure if the cult knows of his escape.

It was while he was hunting for rats one dark night that he stumbled into the remains of his own circus. Now, Koch hides within the very wagons in which he traveled the countryside, accessed by a secret trapdoor underneath one of the caravans. Koch's appearance is unusual for a dwarf: He wears a tattered brocade coat over a smelly vest. He keeps his top hat nearby, donning it whenever he goes outside. He is clean-shaven which is unusual for a dwarf, and has wide mutton-chops arcing down his broad and square jaw. His hair is white and closely cropped.

**KOCH KOBLIN** **CR 3**

Male Dwarf Rogue 4

N Medium humanoid

Init +2; Senses Darkvision 60ft; Perception +7

**DEFENSE**

AC 13, touch 12, flat-footed 11

(+1 Armor, +2 Dex)

hp 30 (4d8+8); currently 12

Fort +2, Ref +6, Will +1

**OFFENSE**

Spd 20 ft

Melee dagger +5 (1d4+1/19-20)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks Sneak Attack +2d6

**TACTICS**

**Before Combat:** If he is encountered in his caravan within the Farrow Farm, and he is sure that someone is about to open the trapdoor and discover his hideout, Koch will ready an action to sneak attack anyone that opens it.

**During Combat:** If forced into combat, he looks to disable opponents quickly so they cannot follow him. If in desperate need, Koch will use one of his precious charges in his *ring of the ram* if it means its power will assist him getting away, i.e. blowing a hole in a wooden wall, any door, or breaking a window.

**Morale:** If there is no escape, Koch attempts to fight to the death rather than be taken back into the mine.

**STATISTICS**

Str 12, Dex 15, Con 12, Int 17, Wis 11, Cha 10

Base Atk +3 CMB +5; CMD 16

Feats Agile Maneuvers, Armor Proficiency (Light), Rogue Weapon Proficiencies, Simple Weapon Proficiency (All), Weapon Finesse

**Skills** Acrobatics +8, Appraise +7, Bluff +7, Climb +8, Diplomacy +7, Disable Device +8, Disguise +7, Escape Artist +9, Fly +2, Intimidate +4, Perception +7, Ride +2, Sense Motive +7, Sleight of Hand +7, Stealth +9, Swim +1, Use Magic Device +7

**Languages** Common, Dwarf, Gnome, Orc, Undercommon

**SQ** Defensive Training, Evasion, Fast Stealth, Greed, Hardy, Hatred, Sneak Attack +2d6, Stability, Stonecunning, Trap Sense +1, Trap Spotter, Trapfinding, Uncanny Dodge, Weapon Familiarity

**Gear** brocade coat (as padded armor), crossbow bolts x16 caltrops, dagger, light crossbow, *ring of the ram* (10 charges), top hat

**Development:** A DC1 Sense Motive check will show that Koch Koblin is terribly afraid. It is up to the PCs to convince Koch that they mean him no harm. If the PCs promise to get him to safety he will readily assist PCs, as long as it does not put him in apparent danger (i.e. Koch will not accompany PCs into the mine, for example). Given Koch's nefarious dealings, his ability to sense motive is highly tuned and will be able to guess if his benefactors remain true to their word. As a victim of the cult, Koch Koblin can readily identify Kelnor and the others as cult members, although he is unaware the difference between those who are charmed and those who are not. He can describe the dagonspawn zombie and can draw a rough map to the underground temple complex. Koch's *ring of the ram* may prove useful in the final encounter with the Bride of Dagon, but Koch is reluctant to part with it unless he can be assured of his safety. The Miner's Rest is a good example of a safe location. The cult of Dagon is also looking for Koch Koblin. There is every chance they have followed the PCs into the cornfield, hoping that they will lead them right to the evasive dwarf.

**Ad-hoc xp:** If the PCs manage to keep Koch Koblin alive and escort him to safety, award them experience as if they defeated a CR 3 creature.

## 18. LOCAL'S HOUSE

These simple dwellings are the homes of local families. They are simple one or two room affairs, made primarily of stone taken from the mine. The GM is free to develop these houses and occupants as he wishes.

**TYPICAL RELFORD LOCAL** **CR 1/3**

Male or Female Commoner 1

Any non-evil Medium Humanoid (Relford Local)

hp 9 (pg.6)

## 19. CULTIST'S HOUSE

These simple dwellings are the homes of local families that have been charmed by the Bride of Dagon. They are otherwise identical to Part 1, Location 18.

**TYPICAL CHARMED OR DAGON CULTIST** **CR VARIES**

(Appendix 1.)

## 19A. KELNOR'S MANSE

The door to this residence is locked (Disable Device DC22). Kelnor holds the key. This house is the manse of Kelnor, the Voice of Dagon. Formerly owned by Father Arden, it is a simple abode, consisting of a two rooms; the front room contains a living area with a table and chairs, a stove and a number of comfortable couches. The back room is a bedroom with an adjoining shelved library. Various theological books and texts may be found here. Kelnor has been very careful in separating his cult activity from the façade of playing Relford's High Priest. He has been very careful not to leave any evidence here that incriminates his cult activities. A DC5 Perception check reveals that this place has barely been lived in over the last few months. Kelnor has taken to spending his entire nights in the Temple of Dagon, emerging at daybreak to tend to the temple's needs.

## 20. DAGGERSTONE MINE

*The trail steadily wends its way south, through the dark and dead trees towards the Daggerstone Hills. At this proximity, Dagger Rock towers ominously high above you. The road ends at the base of a hill, where a ramshackle portico marks the entrance to the mine. The mine entrance is boarded up in a haphazard fashion, but it appears that some of the boards have been broken loose and lie upon the ground nearby. A skull and crossbones has been hastily painted upon one of the cross-pieces.*

This building covers the entrance shaft to the Daggerstone Mine and the adjoining Temple complex. For more information, refer to **Part 2** and **3** of this adventure.

## 21. ABANDONED MINE

Before revealing this area to your players, have them make a DC20 Perception check: The entrance is well hidden amongst the scrub and trees.

*Within the natural contours of the rock, you see a timber-flanked tunnel that leads into the cliff wall.*

About fifty years ago, a number of dwarf craftsmen came here to plumb the earth for precious riches, namely mithral and a small amount of adamantine. The mine's relatively inaccessible location and the threat of harpy attacks meant that the operation was largely unknown and the dwarves who worked the rock liked it that way. The dwarf nations decided to close the mine almost a year later; the mithral and adamantine ore had been dug out and was secured in a small vault on the site, ready to use when they needed it most. A number of these caches exist across the world. Lugas (**Part 1, Location 12**) discovered the mine after he moved here (acting on information 'extracted' from a dwarf by Iron League agents). It did not take him long to find the secured ore and was delighted to discover that their forge was still serviceable. He hired some oxen from Garik Karel and set up a secret workshop to work the mithral and adamantine, forging a number of beautiful

weapons. Lugas hid most of the weapons here, but was killed by Barad soon after he showed his fellow blacksmith the quality of his work.

Anyone making a DC 15 Survival check reveals several animal tracks crisscross the area, with one set of cat-like tracks leading to and from the cave entrance. If the PCs have encountered the black leopard (**Part 1, Location 1**), allude to the players that perhaps this is where the hunting cat made its home. In actual fact, a ferocious and intelligent feline creature (a Tangtal) has come down from the mountains and now uses the cave as its lair. For more information, consult the **Abandoned Mine Key**.

## 22. DAGGER ROCK (EL4+)

Dagger Rock is 1080 feet high. The rock itself is made of granite and a number of stunted trees have managed to take root upon the lower parts of the rock. The rock itself is readily climbable (DC10 Climb checks up to 500 feet, DC15 Climb checks from 501 feet onwards). It is left to the GM to decide how many checks are required to scale the rock itself (Anyone unfortunate enough to freefall from the peak takes 108d6 points of damage). A number of sheared rock ledges provide enough purchase to rest and recuperate during long the arduous climb. These ledges also contain a number of harpy nests. If Meri Finn has been taken by a harpy (Event E) she will be up on one of the lower ledges, scared out of her mind. The harpy that took her will attack anyone attempting a rescue.

**HARPY (1)**

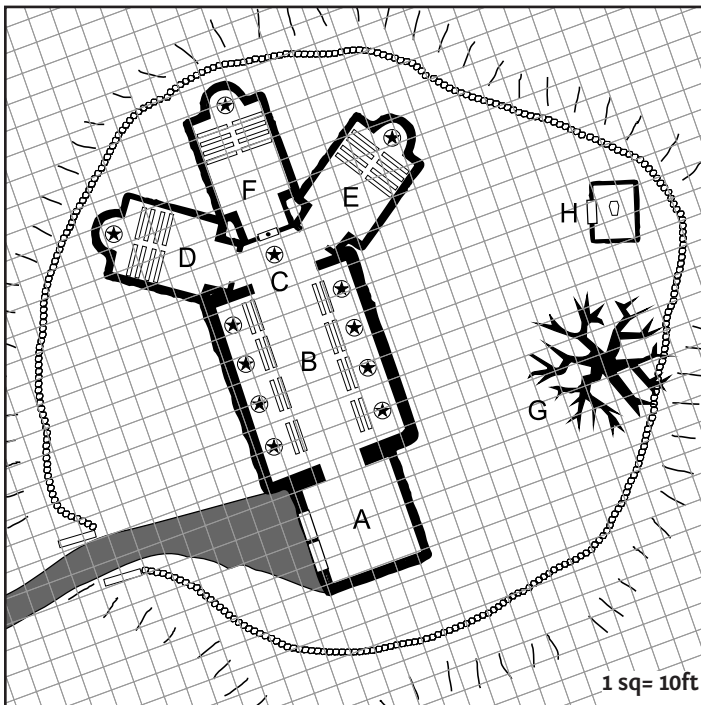
**CR 4**

hp 31 (*Pathfinder Bestiary*)



# INTERLUDE: KEYED AREAS IN RELFORD

## RELFORD TEMPLE KEY



The Temple is detailed at **Part 1, Location 3**. Consult the map for the Temple's layout. All the doors within are considered good, wooden doors: 1 in; hardness 5; 15 hp; Break DC16 (Stuck); Break DC18 (Locked) and are unlocked unless specified otherwise.

### 3A. TEMPLE VESTIBULE

*An open box sits atop a simple table. To the north, a set of open double doors reveal a large hall with rows of pews arrayed before several shrines. By the door sits a dry font.*

This is a simple antechamber that contains a large table against the southernmost wall. In a wooden box upon the table are a number of wax candles for use at the shrines in **Location 3B**. The font was used to hold holy water, but since the Rel River has dried, the stone bowl has remained unfilled for months.

### 3B. WORSHIP AREA

*Eight shrines devoted to various gods line the walls, beneath simple arched windows. Numerous candles have been placed at each shrine, the air smells of tallow.*

This large hall has eight shrines arranged along the walls, each devoted to a particular deity. A number of wooden pews are arranged before each shrine, to seat parishioners who wish to pray to their god. The deities include:

- Tychas**, God of Agriculture
- Boryr**, the Hammersmith
- Varadyver**, God of Travelers and Wayfarers
- Nyx**, the Harvest Queen (and Death Goddess)
- Cu Corian**, the Nature Warden
- Arnak**, God of Knowledge
- Dama**, Goddess of Freedom
- Morian**, the God of Earth

During the day, 2d4+1 Relford Locals may be encountered here scattered across a number of the pews, sitting in quiet prayer. Worshipers generally file in, taking a candle from the wooden box in the vestibule at **Location 3A**. They light and place the candle upon their deity's shrine. Each shrine also contains an offering bowl which is normally used for upkeep of the temple. Lately, Kelnor has been taking all the money to fund the cult of Dagon.

### GODS, DEMIGODS & HEROES

The shrines within the temple may be devoted to any number of gods in your campaign world. Feel free to substitute any gods with ones of your own choosing or taste. If the concept of a polytheistic temple is not suitable for your campaign, the shrines may be replaced with statues depicting past heroes and saints dedicated to a singular god's cause.

### 3C. CHAPEL ANTECHAMBER

*At the end of the hall is a wide antechamber with three doorways. To the left and right, the doorways open into a separate chapel, obviously devoted to respective gods with larger followings. A closed door bars the entryway to the center chapel. In the centre of the chamber stands a statue of a questing knight, his hands offered in supplication.*

This area leads into three chapels, each with a respective shrine devoted to Rax, the God of Empire; Abbas, the God of Commerce and Security; and Betean, the God of Justice. In the center of this chamber is a statue of Rogaar, a paladin who ascended to godhood. The chapel doors leading to Abbas' and Betean's shrine are generally wedged open, except at night. The door to Rax's shrine is locked and has been so since Father Arden's death. Kelnor holds the key.

### 3D. SHRINE TO ABBAS

*At the end of the chapel is a shrine devoted to Abbas, the god of Commerce and Security. Bench seats have been arrayed in two rows before the statue. A faded roll of carpet leads to the shrine where a number of candles flicker and burn.*

Abbas, the God of Commerce and Security and a divine ally of Rax, is worshipped here. Along with Betean's chapel, this area is much grander than the larger hall –thus are the benefits of being an ally to Rax. An offering bowl at the base of the shrine contains 2d20 cp and 1d12sp.

### 3E. SHRINE TO BETEAN

*At the end of the chapel is a shrine devoted to Betean, the god of Justice. Bench seats have been arrayed in two rows before the statue. A faded roll of carpet leads to the shrine where a number of candles flicker and burn.*

Betean, the God of Justice and a divine ally of Rax, is worshipped here. Along with Abbas' chapel, this area is much grander than the larger hall –thus are the benefits of being an ally to Rax. An offering bowl at the base of the shrine contains 2d10cp and 1d6gp.

### 3F. SHRINE TO RAX (EL4)

*This chapel still bears the signs of a fatal struggle. The statue upon the shrine to Rax has been smashed and the shrine itself is stained with dried blood.*

Kelnor brutally slew Father Arden in this very chapel and it is his blood which still stains the shrine. Since that day, the shrine has gone unused. Kelnor plans to move the chapel of Dagon at (**Part 3, Location 19**) to here, where he hopes Dagon will reward him with immortality. Kelnor can be encountered here, along with any members of the cult. Kelnor often prays to Dagon in here. Dagon has heard Kelnor's prayers many times, having decided that he should arise as a Huecuva if he perishes. (See Appendix 1 for more

details)

#### KELNOR, THE VOICE OF DAGON

CR 4

Male Human Cleric 5 (Dagon)

CE Medium Humanoid (Dagon Cultist)

hp 39 (Appendix 1, pg.51)

**Development:** Even if he is killed here, Kelnor is not defeated. He rises as a Huecuva a day later. He likely flees to the Temple of Dagon as detailed in **Part 3** of this adventure, using his vile rebirth as proof that Dagon has blessed him with immortality.

**Ad-hoc xp:** Kelnor regularly casts *desecrate* on this shrine, which is slowly eroding Rax's power here. Should anyone spend time undoing the damage by cleansing the shrine with holy water or conducting a similar rite in Rax's name, (PCs need not have taken Rax as their patron deity for this to work; it is suggested a DC15 Knowledge: Religion check will be sufficient to conduct a simple cleansing ceremony) receives experience as if they defeated a CR3 Creature.

### 3G. GRAVEYARD

*The boughs of an oak tree spread over a weed-infested graveyard.*

The graveyard is as old as the church itself and is largely nondescript. Headstones are simple affairs and are in most cases, are just a neat pile of rocks from the mine. Some contained patina-covered plaques with a variety of names upon them. Father Arden was the last person to be buried here; since then, there have been no funeral services.

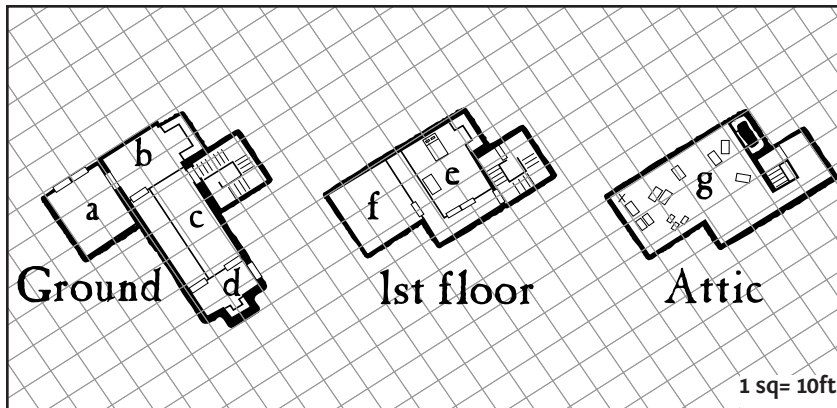
### 3H. CRYPT

*A small crypt sits on the very edge of the temple grounds, by a stone wall. A rusted gate appears to be the only way in or out.*

The gate itself is locked (DC25 Disable Device) and is made of iron (2in. bars; hardness 10; 30 hp; Break DC25). Kelnor has the key.

This crypt was built when the church of Rax funded and built the temple. Inside the crypt is a sarcophagus that contains the remains of the first priest who administered the temple.

## DAGGERSTONE MANOR KEY



Daggerstone Manor is detailed at **Part 1, Location 10**. Consult the map for the manor's layout. All the doors within are considered good, wooden doors: 1 in; hardness 5; 15 hp; Break DC16 (Stuck); Break DC18 (Locked) and are unlocked unless specified otherwise.

### 10A. ENTRANCE

The front doors are locked. Kelnor (**Part 1, Location 3**) has the key.

*A pall of dust stirs the doors open, bringing with it the faint odor of rot and decay. Once fine drapes are pulled shut over the windows. What furniture that remains in this room is in poor disrepair. Moldering wallpaper hangs loose in places, covered in a furry patina. Inconspicuously, the door in the easterly wall has a number of planks nailed over it; the wood is new and the nail-heads gleam in the wan light.*

The interior door was boarded by the cult to ensure that the undead within remain inside their mansion. Treat the boarded door as stuck.

### 10B. FRONT PARLOR

*Encased in paneled oak, this chamber must have once been grandiose. Now, the floorboards are warped and splotchy, and creak underfoot. A moldering couch and a number of tipped-over chairs are scattered haphazardly before a large stone fireplace.*

Any stealth checks made in this room have their DC increased by 2 because of the warped and loose floorboards. Anyone investigating the fireplace will notice a pile of cracked and splintered bones; remains of 'meals' that Elise has taken in her once-fine bedroom. The fireplace itself is large, and can be scaled up to reach **Location 10E** and the roof. Elise uses this route often; however she has not been successful in escaping out to the roof yet. Excessive noise will bring Elise down from **Location 10E** if she hears a potential meal. This occurrence is likely if the door between **Location 10A** and **10B** is forced. A set of candelabra upon the mantle are made of gold and are worth 150gp each.

### 10C. DINING HALL (EL ½)

The door leading to the kitchen (**Location 10D**) is locked (DC25 Disable Device). A DC12 Perception check reveals that the lock has been recently replaced. Kelnor has the key.

*The stench of death is overpowering as a macabre site greets you: The long dining table in this room is awash with blood and gore. Numerous bodies and parts thereof litter the table and floor, in various stages of decay and crawl with flies.*

These are the remains of the Daggerstone's servants. Scattered among them are a number of victims that the cult of Dagon has little use for; generally children and infants. The scene is grisly and stomach-churning.

Anyone entering this room must make a DC12 Fortitude check or be nauseated. This effect dissipates once the PC in question leaves the house.

Cantor and Elise return here regularly to feed, ripping into the decaying flesh with wild abandon. The corpse of one of the children has arisen as a Ghoul. It still clings to a semblance of its former life, awaking in fit of coughing, and begins to weep piteously.

#### YOUNG GHOUL (1)

CR ½

CE Small Undead

hp 9 (*Pathfinder Bestiary*)

#### TACTICS

**Prior to Combat:** The child seeks to be comforted. Anyone doing so will be considered flat-footed whilst the child makes a grapple check. The victim may avoid this by readying an action against it.

**During Combat:** The ghoul will attempt to inflict lethal damage on a grappled target.

**Morale:** The ghoul fights until it is destroyed

#### SPECIAL ABILITIES

**Young Creature:** This ghoul has +2 to all Dex based rolls, -2 to all other rolls.

**Development:** It is possible that Elise and Cantor will come to investigate any sounds of battle.

### 10D. KITCHEN

The door leading outside is locked (DC25 Disable Device). A DC12 Disable Device or a DC15 Perception check reveals that the lock has been recently replaced. Kelnor has the key.

*This chamber is lit only by a grubby window that looks over a dead herb garden. A table with a thick counter sits in the centre of the chamber, before an often-used fireplace in the southern wall. Flies buzz around hanging meats and herbs long past their prime and on the congealed blood that has gathered at the base of the table. More dried blood is smeared across the stone floor, disappearing beneath the door in the north.*



Victims for Cantor and Elise were brought here and then executed. Kelnor would lock the door to the dining hall whilst this gruesome act was carried out. Upon leaving, Kelnor would unlock the door to the dining hall and lock the door leading from the kitchen to the exterior. This process gives the undead free run of the house whilst keeping them fed.

## 10E. MASTER BEDROOM (EL2)

*This once fine bedchamber is a mess. Ripped and filthy clothing lies scattered in every possible location, emanating from a mass of discarded garments that have spilled out of a mahogany wardrobe. A foul stench emanates from the stained and filthy linen that lies heaped upon a bed that sits out from the north wall, next to a large, stone fireplace. Beneath the bedclothes comes the sobbing of an elderly woman.*

Since becoming a ghoul, Elise now treats her bedroom as her lair. She sometimes drags corpses and other body parts up here to eat, disposing of any inedible remains down the chimney. Most days she lurks beneath the filthy linen, wailing and raging against her horrific state. Beneath the remaining clothes in the mahogany wardrobe is a wooden beauty case containing a silver hand mirror edged in ebony (worth 300gp) and some jewelry, (2 matched rings, a pair of earrings and a necklace all set with small emeralds, worth 550gp). The wooden beauty case is well crafted and is worth 220gp.

### ELISE DAGGERSTONE, GHOUL CR 2

hp 13 (*Pathfinder Bestiary*)

#### TACTICS

**Prior to Combat:** If Elise becomes aware that someone else is in the room with her, she stops crying and readies an action to attack anyone who approaches her bed.

**During Combat:** As she fights, Elise wails like a banshee.

**Morale:** Elise fights until she is destroyed

**Development:** Cantor (**Location 10G**) has become inured to his wife's constant crying and wailing that he is unlikely to investigate sounds of battle coming from her room.

## 10F. MAGISTRATE'S OFFICE

*This office has been destroyed. An empty desk lies overturned against the northern corner of the room, its drawers overturned onto the floor, in a pool of writing implements and congealed ink. All manner of ledgers, logs and other pieces of paper lie ripped and scattered throughout the room.*

As Relford's long-standing magistrate and mayor, this office contains various deeds and agreements regarding the settlement and the Daggerstone Mine, as well as a number of various logistical undertakings regarding the day-to-day running of the mine and the community. A Perception Check will uncover the following:

**DC10:** A ledger containing the Minutes of last town meeting (dated two weeks before the earthquake a year ago), discussing the possibility that the mine is unsafe given the recent tremors.

**DC15:** The deed to Daggerstone Mine and the Relford Charter.

**DC20:** A hastily scrawled letter addressed to 'Edward' (Elise's brother): 'We are damned; we released the evil from within the earth. Do not come: We are all damned.'

## 10G. ATTIC (EL 3)

*The door opens to reveal a shadowy chamber with a sloped roof, high in the upper reaches of the manor. The dust in the air and closeness of the roof is oppressive.*

This is the attic. There are a number of trunks and chests scattered around the chamber; they contain letters, books, old clothes and crockery. There is nothing here of monetary value. Lurking in the back corner of the attic is Cantor Daggerstone; the elderly man who discovered Dagon's Temple and the olhydrax hag known as the Bride of Dagon.

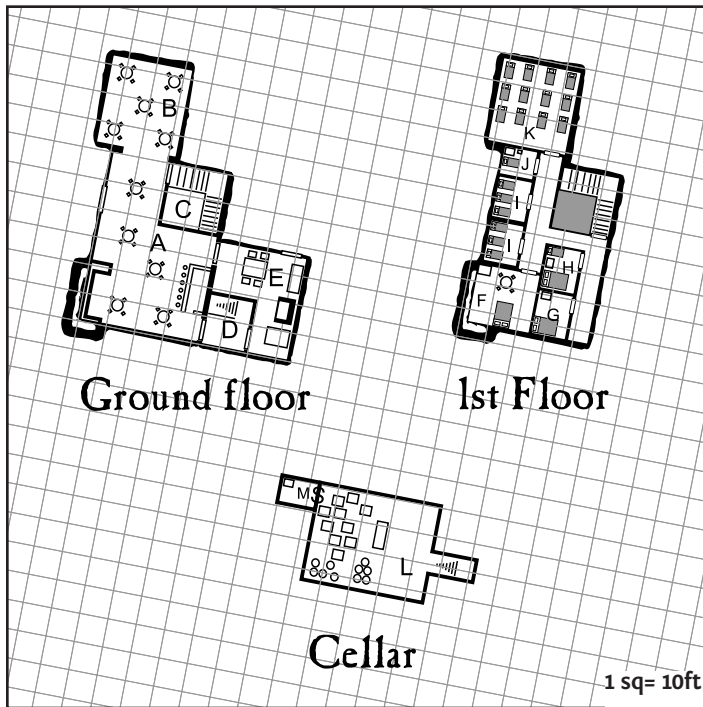
### CANTOR DAGGERSTONE, GHAST

CR 3

hp 29 (*Pathfinder Bestiary*)

**Development:** Some remnants of Cantor's mind remains. Cantor's initial reaction is **Hostile (Base DC20)**, however if the PCs get into a position to talk to Cantor, he tells them how the "Slithering tentacles have crawled from the earth and have wormed their way into the heart of Relford." If he is specifically asked about what he saw in the mine, Cantor becomes more lucid: "...the worms in the dark...they grow from the queen that dreams demons...she is so beautiful..." Cantor no longer remembers anyone's name; such is the toll undeath has exacted on his deteriorating mind. Any conversations will not last long however; Cantor's ravenous hunger quickly reasserts its control. If the undead are destroyed, Kelnor will soon become aware when he next checks on them.

## BLACK SKULL INN KEY



The Black Skull Inn is detailed at **Part 1, Location 13**. Consult the map for the Inn's layout. All the doors within are considered good, wooden doors: 1 in; hardness 5; 15 hp; Break DC16 (Stuck); Break DC18 (Locked) and are unlocked unless specified otherwise.

### 13A. COMMON ROOM (EL VARIES)

A number of tables and chairs occupy the main floor of this room. A fireplace sits in the southwest corner and a bar occupies the east, set between two doors. Davven Seward is generally found here, serving ale (purchased from the Cauchemar Tavern). Beef jerky, hard salted biscuits and crackers are often served in bowls atop the bar. Prices here are somewhat cheaper to the Cauchemar; Davven is trying to lure in potential converts and victims for the cult of Dagon.

#### REFRESHMENTS - BLACK SKULL INN

Coffee	1cp
Beer, pint	4cp
Porter ale, pint	5cp
Rye whiskey, gill	1sp

As the innkeeper, Davven also has a number of rooms for rent:

#### LODGING - BLACK SKULL INN

Master Guestroom*	2gp/night
Deluxe Guestroom*	1gp/night
Standard Guestroom	5sp/night
Bed (Common Guestroom)	1sp/night

\*The Master and the Deluxe Guestrooms are also available for

weekly rent; 10gp and 5gp respectively.

In busier times, Davven has also been known to rent out floor space in the dining room. This may be done for 5cp a night; however anyone doing so must be gone by dawn and not interfere in any way with the day's trade. On special occasions, the fireplace in the southwest corner is used to spit-roast meat.

### 13B. DINING AREA

The northern area of the common room has been reserved as a dining area, and was once a popular stop for wealthy travelers and merchants alike. Katriye seats customers and offers a chalkboard containing the Inn's provisions. Despite being crafty and evil, Cruaver is an exceptional cook and turns out quality meals. Breakfasts consist of fried, poached or scrambled eggs, cured pork, and steamed greens. Midday meals are 'Skully Pies' which are generally meat, mushroom and onion, with a stylized skull motif cut into the pie lids (the meat in these pies are mostly offal, but Cruaver has a knack of preparing the poorer cuts to make them succulent and tasty), sausages and mashed potatoes or a hearty stew served with warm, crusty rosemary bread. Dinner is generally a repeat of the midday meal, but the Black Skull Inn has been known to prepare roasted mutton or beef from time to time. Among any number of Relford Locals, three 'inn patrons' quietly relax in the common area. The 'inn patrons' are in fact charmed cultists who assist Davven and Cruaver in abducting the unwary.

#### MENU - BLACK SKULL INN

Breakfast	1sp
Sausages and Mash	1sp
Stew, bowl and rosemary bread	5cp
Skully Pies	1sp for three
Rosemary Bread	5cp
Roasted Mutton, vegetables and gravy	1sp
Roasted Beef, vegetables and gravy	2sp

#### DAVVEN SEWARD, INNKEEPER CR 2

Male Human Rogue 3

CE Medium Humanoid (Dagon Cultist)

hp 26(Use Ramath Lane's Statistics from Part 1, Location 8)

#### TACTICS

**Prior to Combat:** Davven will command the other 'Inn Patrons' to engage any adversaries, whilst he applies poison to a weapon, preferably his crossbow bolts.

**During Combat:** Davven works to get into a flanking position so he may sneak attack.

**Morale:** Davven will attempt to flee if brought below 5 hit points.

#### STATISTICS

**Gear** crossbow bolts x30, caltrops, cultist robes (if encountered in the temple of Dagon or upon cult business) hand crossbow (kept under the bar), innkeepers apron (as leather armor), shortsword, 2 doses of *Blue Whinnis* (Injury Poison; save Fortitude DC14; onset 1 round; effect 1 Con damage; secondary effect unconsciousness for 1d3 hours.; cure 1 save), strongroom strongbox key.

**KATRIYE, SERVING GIRL** CR 1/3

Female Commoner 1  
 N Medium Humanoid (Charmed Cultist)  
 hp 9 (pg.6)

**'INN PATRONS' (DAGON CULTIST) (3)** CR VARIES

(Appendix 1)

**13C. STAIRWAY**

These stairs lead to the upper floor of the Black Skull Inn.

**13D. CELLAR ENTRANCE**

During busier times, this area serves as the thoroughfare to the kitchen; all meal orders are taken into the kitchen through this area. A stairwell in the north leads down to the cellar. The area in front of the stairs is used as overflow stowage; several sacks of potatoes are stored here, giving the stairwell a musty, pungent smell.

**13E. KITCHEN (EL4)**

This kitchen is large, containing a number of counter tops where food is prepared and a coal fire pit, where the Inn's meals are cooked. An elaborate cast iron spit hangs over the fire pit, and off to one side are various pots and cast iron skillets that can be hung from the spit. There is also a well-used table where Davven, Cruaver and Katriye take their meals. A door leads outside. Cruaver is generally found here most days, when not on a mission for the cult. Kelnor has great respect for Cruaver as both a master cook and as the cult's burgeoning assassin.

**CRUAVER ELDAK** CR 4

Male Weresnake Rogue 2  
 CE Medium humanoid (Shapechanger)  
 Init +7; Senses Low-Light Vision; Scent; Perception +12

**DEFENSE**

AC 17, touch 13, flat-footed 14  
 (+2 Armor, +3 Dex, +2 natural)

hp 27 (2d8 plus 2d8)

Fort +3, Ref +9, Will +3

**OFFENSE**

Spd 30 ft

**Melee** mwk dagger +6 (1d4+2/19-20)  
 mwk shortsword +6 (1d6+2/19-20)

**Ranged** composite shortbow +6 (1d6+2/x3)  
 mwk dagger +6 (1d4/19-20)

**Special Attacks** Sneak Attack +1d6

**TACTICS**

**Before Combat:** Cruaver will apply a dose of *Blue Whinnis* to whichever weapon he intends to use.

**During Combat:** Cruaver will either engage his opponents with

ranged or melee attacks, augmented by use of poison.

**Morale:** If it becomes clear that he is outmatched, Cruaver will attempt to escape.

**STATISTICS**

Str 14, Dex 17, Con 10, Int 13, Wis 12, Cha 12

Base Atk +2 CMB +5; CMD 17

**Feats** Agile Maneuvers, Armor Proficiency (Light), Iron Will, Rogue Weapon Proficiencies, Simple Weapon Proficiency (All), Weapon Finesse

**Skills** Acrobatics +17, Appraise +1, Bluff +6, Climb +15, Craft: Alchemy +6, Diplomacy +1, Disable Device +8, Disguise +6, Escape Artist +7, Fly +3, Heal +1, Intimidate +1, Perception +12, Ride +3, Profession: Cook +6, Sense Motive +5, Sleight of Hand +7, Stealth +14, Survival +1, Swim +2, Use Magic Device +5

**Languages** Abyssal, Common

**SQ** Alternate Form, Damage Reduction 5/silver, Evasion, Snake Empathy +4, Sneak Attack +1d6, Surprise Attacks, Trapfinding +1

**Gear** (Kept in his room) arrows x20, caltrops, mwk dagger x6, mwk leather armor, mwk shortsword, mwk thieves' tools, composite shortbow (+2 Str), spyglass, travelers outfit, 2 doses of *Blue Whinnis* (Injury Poison; save Fortitude DC14; onset 1 round; effect 1 Con Damage; secondary effect unconsciousness for 1d3 hours.; cure 1 save), trunk key

**HYBRID FORM**

Init +10

**DEFENSE**

AC 23, touch 16, flat-footed 17  
 (+2 Armor, +6 Dex, +5 natural)

Ref +12

DR 5/silver

**OFFENSE**

Spd 30 ft

**Melee** mwk dagger +9 (1d4+1/19-20)  
 mwk shortsword +9 (1d6+1/19-20)  
 bite +8 (1d6+1)  
 2 claws +8 (1d4+1)

**Ranged** composite shortbow +9 (1d6+1/19-20)  
 mwk dagger +9 (1d4/19-20)

**Special Attacks** Sneak Attack +1d6; Curse of Lycanthrope

**STATISTICS**

Str 12, Dex 23, Con 11, Int 13, Wis 12, Cha 12

Base Atk +2 CMB +8; CMD 19

**Skills** Acrobatics +20, Climb +18, Disable Device +11, Escape Artist +10, Fly +6, Ride +6, Sleight of Hand +10, Stealth +17, Swim +1

**SQ** DR 5/silver, Poison

**VIPER FORM (BLACK ADDER)**

Init +10

**DEFENSE**

AC 22, touch 17, flat-footed 16  
 (+6 Dex, +5 natural, +1 Size)

Ref +12

DR 5/silver

**OFFENSE**

Spd 20 ft; climb 20 ft; swim 20 ft

**Melee** bite +8 (1d4+1 plus poison)

**Special Attacks** Curse of Lycanthrope; Sneak Attack +1d6; Poison



### STATISTICS

Str 12, Dex 23, Con 11, Int 13, Wis 12, Cha 12

Base Atk +2 CMB +7; CMD 18

Skills Acrobatics +20, Climb +18, Disable Device +11, Escape Artist +10, Fly +6, Ride +6, Sleight of Hand +10, Stealth +17, Swim +1

SQ DR 5/silver, Poison

### SPECIAL ABILITIES

**Curse of Lycanthrope (Su):** Curse—injury; save Fort DC15 negates, Will DC 15 to avoid effects; *onset* the next full moon; *frequency* on the night of every full moon or whenever the target is injured; *effect* target transforms into a snake under the GM's control until the next morning

**Poison (Ex):** Bite—injury; save Fort DC11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**Racial Climb Bonus (all forms)** Cruaver uses his Dex bonus to modify his climbing skill. In any form, Cruaver may choose take 10 on any climb check, even if rushed or threatened.

**Racial Swim Bonus (all forms)** Cruaver adds a +8 racial bonus to swim checks to perform some special action or to avoid a hazard. Cruaver may choose to take 10 on any swim check, even if distracted or endangered. Cruaver can also use the run action whilst swimming, provided he swims in a straight line.

## 13F. MASTER GUESTROOM

This chamber contains a bed, a table and some chairs, as well as a mahogany wardrobe. A chamber pot is situated under the bed. Fresh linen and towels are kept in the bottom of the wardrobe along with a pitcher and a washbasin. Wallpaper adorns the walls and in places, it is slightly peeling. The bed is comfortable. Gaddin Vaas, an agent of the Iron League currently stays here, awaiting the delivery of the weapons that are to be used in furthering the Iron League's causes. Every day, he meets with Ramath Lane (**Part 1, Location 8**) and the two discuss the whereabouts of the weapons made by Lugas (**Part 1, Location 12**). Gaddin believes that Ramath is stalling because he has sold the weapons on for profit, after disposing of Lugas. Because of this, Gaddin is growing impatient with Ramath's inability to procure the weapons. He has threatened Ramath with excommunication from the Iron League if he does not produce them soon.

### GADDIN VAAS

CR 4

Male Human Wizard 5

LE Medium humanoid

Init +2; Senses Perception +5

### DEFENSE

AC 13, touch 12, flat-footed 11

(+1 Armor, +2 Dex)

hp 33 (5d6+10)

Fort +2, Ref +3, Will +5

### OFFENSE

Spd 30 ft

**Melee** mwk cane (as club) +2 (1d6-1)

**Special Attacks** Hand of the Apprentice (6/day +5 ranged)

**Spells Prepared** (Spell Save DC: 13+spell level)

3rd – *deep slumber*, *fireball*

2nd – *invisibility*, *mirror image*, *protection from arrows*

1st – *cause fear*, *mage armor*, *magic missile* x2

0 – *ray of frost* x2, *read magic*, *touch of fatigue*

### TACTICS

**Before Combat:** Gaddin will cast *protection from arrows* and *mage armor* if confronted with direct combat, alternatively, he will cast *invisibility* upon himself, hoping to move towards enemies in order to use *touch of fatigue* against melee opponents. He will also activate his *figurine of wondrous power* to either alert Ramath Lane or to attack opponents.

**During Combat:** Gaddin will direct *deep slumber* against as many opponents as possible, saving *fireball* as a backup. Those who prove resistant to his first wave of spells are targeted for *cause fear* and his *scrolls of reduce person*. Gaddin will then employ his wand against any other targets. Gaddin will attempt to use hit and run tactics instead of slogging it out toe-to-toe with opponents.

**Morale:** If reduced to 7 hit points or less, Gaddin will drink his *potion of gaseous form* and attempt to flee.

### STATISTICS

Str 9, Dex 14, Con 13, Int 17, Wis 12, Cha 10

Base Atk +2 CMB +4; CMD 13

Feats Agile Maneuvers, Combat Casting, Craft Magic Arms & Armor, Craft Wand, Eschew Materials, Scribe Scroll, Wizard Weapon Proficiencies

Skills Acrobatics +5, Appraise +7, Bluff +4, Climb +1, Diplomacy +1, Escape Artist +2, Fly +6, Knowledge: Arcana +8, Knowledge Iron League +8, Linguistics +7, Perception +5, Ride +2, Sense Motive +5, Spellcraft +11, Stealth +2, Survival +1, Swim -1

Languages Abyssal, Common, Draconic, Dwarven, Undercommon

SQ Hand of the Apprentice, Bonded Object (mwk cane)

**Gear** *bracers of armor* +1, flint and steel, hooded lantern, mwk cane (as club), oil flask, *potion of gaseous form*, spell component pouch, *scroll of sleep* (CL5th), *scroll of reduce person* x2 (CL5th), sunrod x10, *wand of burning hands* (CL5th, 21 charges), *figurine of wondrous power: silver raven*

Wizard's spellbook contains: *All 0 level spells*, *touch of fatigue*, *burning hands*, *cause fear*, *identify*, *mage armor*, *magic missile*, *magic weapon*, *obscuring mist*, *reduce person*, *command undead*, *invisibility*, *mirror image*, *protection from arrows*, *deep slumber*, *fireball*.

## 13G. DAVVEN SEWARD'S ROOM

Davven Seward and Katriye occupy this room; Davven has taken Katriye as his most recent lover. A mahogany wardrobe contains their clothes and a number of their personal effects as well as a pitcher and washbasin. Beneath the bed is a chamber pot.

## 13H. DELUXE GUESTROOMS

This room is identical to Davven Seward's room save that an extra bed is situated in the north corner of the room. It is unoccupied.

## 13I. STANDARD GUESTROOM

Each room contains up to three single beds with straw mattresses. A chamber pot is situated under each. A pitcher and a washbasin

sit in the corner of the room.

### 13J. CRUAVER ELDAK'S ROOM (EL2)

This is Cruaver Eldak's room. Inside is a bed, a wardrobe and a locked (DC24), iron bound trunk (2 in. thick; hardness 5; 20 hp; Break DC25). A poison dart trap protects the lock. Cruaver has used Sassone Leaf Residue that he found amongst Koblin's possessions but has not been successful in procuring his own. Cruaver applied the last dose some months ago and now the poison has lost part of its effectiveness. However, even in its reduced state, the residue is liable to kill or incapacitate a low level PC.

#### POISON DART TRAP CR 2

**Type** mechanical; Perception DC 20; Disable Device DC20

#### EFFECTS

**Trigger** touch; **Reset** none

**Effects** Atk +10 ranged (1d3 plus weakened Sassone Leaf Residue).

#### WEAKENED SASSONE LEAF RESIDUE

**Type** poison, contact; **Save** Fortitude DC16

**Onset** 1 minute; **Frequency** 1/min for 2 minutes

**Initial Effect** 1d12 hit point damage; **Secondary Effect** 1 Con damage; **Cure** 1 save.

**Treasure:** The chest contains the following: a set of black, masterwork leather armor, a brace of six masterwork throwing daggers, a masterwork shortsword in a scabbard and two vials containing 2 doses *Oil of Taggit* each (Ingested Poison; *save* Fortitude DC15; *onset* 1 minute; *effect* unconsciousness for 1d3 hours; *cure* 1 *save*) as well as 2 doses of *Blue Whinnis* (Injury Poison; *save* Fortitude DC14; *onset* 1 round; *effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours.; *cure* 1 *save*). A pouch containing 12 small garnets (worth 10gp each) rests at the bottom of the trunk. These items are possessions gleaned from a number of unfortunate travelers who decided to stay at the inn; Cruaver has taken them for himself. The poison was brewed by Cruaver.

### 13K. COMMON GUESTROOM

A number of pallets with straw mattresses are arrayed in this room, furnished with fresh, but threadbare sheets.

### 13L. CELLAR

This cellar is dank and musty, containing several barrels of beer and ale purchased from Jek Bartollo at the Cauchemar (**Part 1, Location 7**). A number of crates holding various vegetables also occupy the north corner of the cellar, giving the place an earthy smell. Several sides of beef and cured pork hang from hooks set into the wooden supports and crossbars. When the inn was first built, a dwarf artisan came here and built a secure strong room for the inn, in return for free lodging and food for a month. A section of the wall slides away when a wall-brick at the base of the north corner of the cellar is pushed in. The door may be discovered by a DC20 Perception check and the opening mechanism dis-

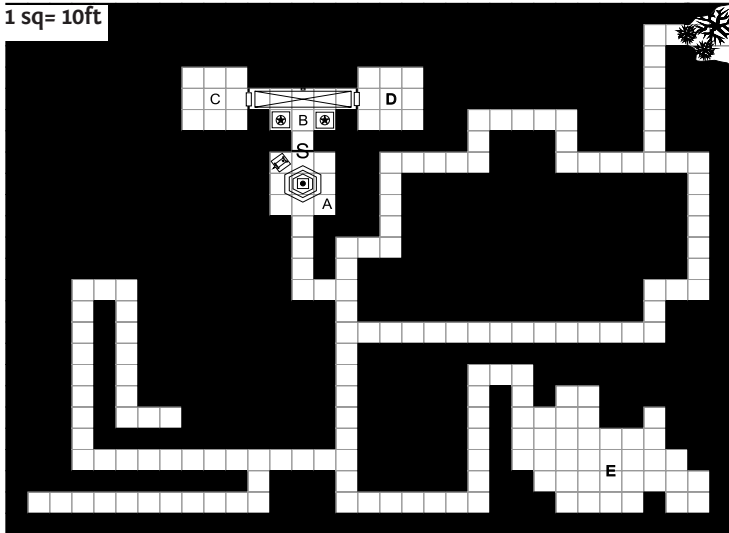
covered by a DC22 Perception check. Davven and Cruaver know of this room, using it to hide possessions of their abductees, until Kelnor and the cult of Dagon can decide what to do with them. This has not stopped Davven and Cruaver from holding back select items for themselves.

### 13M. STRONGROOM

This secret chamber is the Inn's strong-room. Aside from a locked iron-bound strongbox (2 in. thick; hardness 5; 20 hp; Break DC25), several lengths of rope hang on wall hooks, which are used for securing prisoners for their final trip into the mines. The strongbox contains 1275gp. There is also a trunk filled with old clothes. Beneath the clothes are a number of hooded robes -worn by the cultists when they make their nightly trek into Daggerstone Mine. Davven holds the key.

## ABANDONED MINE KEY

1 sq= 10ft



The abandoned mine is detailed at **Part 1, Location 21**. Consult the map for a layout of the small complex. The dwarves here mined a sizable amount of mithral as well as a small amount of adamantine. They smelted the yield and stored it in a secret vault within this complex.

### 21A. THE DWARVEN FORGE (EL 3 or 5)

*A large stone forge sits atop a tiered dais, glowing with unearthly light and heat. Black shadows dance amid the orange glow permeating the chamber.*

This is where Lugas forged the mithral and adamantine weapons. These weapons now reside in the vault previously reserved for the ore at **Location 21C**. The forge's heat is everlasting; fuelled by a Large Fire Elemental that is trapped within. The forge is made of stone (Hardness 8; 120 hp) and if broken, the elemental tries to escape. If there are any dwarves in the room at that time, it attacks them immediately.

Most recently, a Tangtal has made its lair here, having been driven from her abode high in the mountains when the earthquake killed most of her usual game. Tangtals (also known as Dupli-Cats) are ferocious and intelligent panthers with the ability to produce several illusory images of itself to aid in hunting prey. She normally sleeps near the forge itself, but sometimes she rests in the cooler areas behind the anvil in the northwest corner, where she prefers to take her meals. As such, bones and detritus lie scattered behind the anvil area. There is nothing here of worth. A secret door is set into the north wall, disguised as part of a simple fresco created by a dwarf artisan. It is opened by twisting the anvil one quarter turn clockwise. The anvil itself is heavy and can only be turned by a strong person (DC25 Strength Check).

#### TANGTAL (1) CR 3

N (Evil tendencies) Medium Magical Beast  
Init +4; Senses darkvision 60 ft., low-light vision; Perception +7

#### DEFENSE

AC 17, touch 14, flat-footed 13

(+4Dex, +3 natural)

hp 22 (3d10+6)

Fort +5, Ref +7, Will +2

Defensive Abilities -

#### OFFENSE

Spd 40 ft.

Melee Bite +7 (1d6+3) and 2 Claws +2 (1d4+1)

Face 5 ft; Reach 5 ft

Special Attacks -

Spell Like Abilities (CL 12th)

1/day – Duplicate (see below)

#### TACTICS

**Before Combat:** If the Tangtal hears anyone coming, she silently and swiftly darts towards the intersection, seeking to loop around intruders, attacking them from behind. Before it attacks, it activates its duplicate ability and send them in first, in hopes that it forces PCs to waste valuable abilities of their own.

**Morale:** The Tangtal will attempt to flee if reduced to 5hp or less. If it manages to kill or otherwise incapacitate a PC, the Tangtal will try and abscond with the body down one of the tunnels to the south and west.

#### STATISTICS

Str 16, Dex 19, Con 15, Int 12, Wis 12, Cha 10

Base Atk +3; CMB +6; CMD 20

Feats Alertness, Weapon Finesse

Skills Perception +7, Stealth +10

Languages Common, Sylvan

#### SPECIAL ABILITIES

**Duplicate (Sp):** As a standard action, a tangtal can create an effect similar to a *mirror image* spell (caster level 12th). This allows the tangtal to create up to eight images of itself. The images can move up to 30 feet away from the tangtal, but each must be within 10 feet of another image. The tangtal may use this ability once per day and it otherwise resembles the *mirror image* spell.

#### LARGE FIRE ELEMENTAL

CR 5

hp 60 (*Pathfinder Bestiary*)

### 21B. VAULT ANTECHAMBER

EL 5

*Two statues flank the doorway; depicting dwarf warriors. These statues hold their poleaxes to attention. On the northern wall, the imprint of a hand is set into the stone.*

This chamber contains two sets of traps to deter the foolhardy or unwary. Firstly, the dwarf statues each contain a swinging axe trap that will be set off as soon as anyone steps upon the square marked 'B'. The hand imprint is the fulcrum to the door release and the key to disarming the trap. However, anyone standing anywhere along the north edge of the room (right up to the stone doors either side) activates the second trap; flagstones along the north end of the room slide into a hidden groove, dumping anyone into a long and deep pit.

The traps can be avoided and the doors unlocked by manipulating the hand imprint by casting *mage hand* or a similar spell (Lugas



used his *Hand of the Mage* to bypass the trap when he first came here). It is also possible to disarm all three traps using conventional means.

The doors set in each end of the room are made of stone and remain locked until the handprint is used (Hardness 8; 60 hp each; Break DC28)

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#### SWINGING AXE TRAP (2) CR 1

**Type** mechanical; **Perception** DC 20; **Disable Device** DC20

**Trigger** touch; **Reset** automatic

#### EFFECTS

**Effects** Atk +10 melee (1d8+1/x3; multiple targets (all targets in a 10-ft line).

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#### CAMOUFLAGED PIT TRAP CR 3

**Type** mechanical; **Perception** DC 25; **Disable Device** DC20

**Trigger** location; **Reset** automatic

#### EFFECTS

**Effects** 30-ft-deep pit (3d6 falling damage); DC20 Reflex avoids; multiple targets (all targets in 30-ft line).

**Ad-hoc xp:** Award full experience to the party if they use Lugas' *hand of the mage* or a similar spell to defeat the room.

---

## 21C. VAULT A

*The door opens to reveal a simple chamber. A large object, covered in a canvas sheet sits in the centre of the room.*

Beneath the canvas sheet is a simple but sturdy weapons rack, containing a small variety of weapons. These are the mithral weapons that Lugas forged for the Iron League. They are worth a small fortune:

- 1 mwk adamantine longsword
- 1mwk mithral longsword
- 1 mwk mithral shortsword
- 1 mwk mithral mace
- 1 mwk mithral dagger

The GM is free to add, remove or substitute the weapons listed above, as suits their campaign.

**Development:** The mithral these weapons are made of is property of the dwarf nations. Similarly, the Iron League and the cult of Dagon also covet these weapons for their own ends. It is likely that Barad Wolfram, Ramath Lane or Gaddin Vaas will make an attempt to take the weapons from the PCs. The GM is left to devise such an encounter; something that is likely to happen as soon as they emerge from the mine or as soon as they return to Relford.

**Ad-hoc xp:** If the weapons are returned to an envoy of the dwarf nations, award the party experience as if they had defeated a CR4 encounter.

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## 21D. VAULT B

*The door opens to reveal a simple chamber. It is empty.*

As unlikely as it seems (or perhaps their dwarfish greed got the better of them), the dwarves miscalculated the yield of mithral from this mine. Because of this, this chamber was left unused.

---

## 21E. WORK FACE (EL5)

*This roughly hewn cavern was once the heart of this mine. Ancient cobwebs cover the rock face, obscuring the pick and chisel marks.*

Most of the mithral and adamantine was mined from here. Now this cavern is the home to a colony of six spiders. The five smaller ones are web spinners, whilst the larger one is a hunter. The tangtal knows to leave these creatures alone.

---

#### SMALL MONSTROUS SPIDERS (5) CR ½

**hp** 7 each (*Pathfinder Bestiary*)

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#### LARGE MONSTROUS SPIDER (1) CR 2

**hp** 30 (*Pathfinder Bestiary*)

#### TACTICS

**During Combat:** The small spiders prefer to ambush their prey from above, using their Web abilities to trap their victims. The large spider then engages the entrapped victims hoping for easy kills.

**Treasure:** A mummified body of a hapless Iron League agent can be found in the northeastern section of this cavern. A leather satchel over his shoulder contains a map of Relford, marking the entrance to this mine, the remains of some iron rations, 20gp, a *potion of hide from animals* and an arcane spell scroll containing *see invisibility*, *command undead* and *spider climb* (CL 3rd).

# PART TWO:

## THE DAGGERSTONE MINES

Refer to Map 2 for a complete map of the Daggerstone Mines and the Temple of Dagon. The Daggerstone Mines have long been a rich source of garnets, amethysts, aquamarines and some diamonds. Despite its yield, Daggerstone Mine is a relatively small operation; only increasing in scope during mining booms. It was in these mines that Cantor Daggerstone discovered the Temple of Dagon when an earthquake partially collapsed the mine at **Part 2, Location 13**, trapping him and a number of other miners inside. Cantor was the sole survivor of that incident and his story is detailed elsewhere in this adventure. A fissure at **Part 2, Location 9B** leads into a series of natural caverns that eventually connect to the cavernous Deepearth. Up until recently, the grimlocks that occupied these caverns have gone unnoticed, but decided to expand their territory once the mine was first abandoned. After a number of cultists went missing, Kelnor became aware of the grimlocks, but was frustrated by their natural immunity to the visual charm of the Bride of Dagon. Inspired by his success in handling the undead in Daggerstone Manor, he released a cultist infected with *ghoul fever* into their midst. Now, the grimlocks hunger for any dead flesh they can find. Kelnor has since removed the ladders and feeds them regularly to ensure their obedience. Kelnor will release them when he is able to control their leader.

The Mine itself resembles an underground quarry, divided into sections by a series of plateaus and escarpments. The height difference between each plateau is approximately 30 feet and can only be safely traveled via a ladder (no check required) or careful climbing (DC15 Climb). Unless otherwise stated, the rocky ceiling is anywhere from 8 to 15 feet high, sloping evenly to match the contour of the escarpments. On occasion, a juddering, creaking sound echoes through the mine which is followed by rivulets of dust and rubble trickling down through cracks that reach high into the rocks above. A claustrophobic atmosphere pervades the mine; the low ceilings and wide-open spaces within the encroaching darkness should make the PCs feel quite vulnerable. As the GM, you should check for wandering encounters often, keeping the players on their toes. The depths of the world are a dangerous place and adventurers should tread lightly. It is recommended that the PCs be at or very close to 2<sup>nd</sup> level before attempting to explore the Daggerstone Mines.

### 1. ENTRY CHAMBER (EL2)

This chamber once saw a lot of mining traffic: Miners would gather here with their fellows before making the journey into the mine itself. Miners coming off shift were divested of their tools and searched to ensure that no-one was pilfering gems from the yield. A head count was also made for safety reasons. Now, this

chamber acts as a cultist guard post. At **Part 2, Location 1a** is a chamber where three black mastiffs lair. These dogs are vicious, well trained and are highly intelligent. They wait here and challenge any intruders with a series of growls and barks, charging to attack if any intruders linger or makes a dash for any of the other tunnels. Their kennel-lair reeks of dog odor and a number of humanoid femur bones litter the sandy floor. There is nothing here of value.

**BLACK MASTIFFS (RIDING DOGS) (3)** CR ½

hp 17, 16, 16 (*Pathfinder Bestiary*)

#### TACTICS

**During Combat:** The dogs are well trained, seeking to flank their targets. Where possible, they will overrun, seeking to knock their opponents from their feet, if this is not possible, they will charge and/or use trip attacks to barrel their opponents over.

**Development:** Unless they are somehow silenced or quickly incapacitated, their barks or sounds of battle will attract the cultists residing at **Part 2, Location 2**.

### 2. GUARD'S CAVERN (EL2 or 4)

Despite Jek Bartollo's threats, brigands do operate in the Daggerstone Hills. This small group of brigands lives in these chambers, led by a half-orc called Razzok Halfeye. Razzok and his band were captured when they were discovered in the mine by Kelnor. The brigands were exploring the closed mine, hoping to discover any gems left by the miners. Instead, they were taken before the Bride of Dagon. She charmed them and Kelnor stationed them here, to guard against interlopers like themselves. Their loyalty assured, Kelnor let them move into the entrance caverns. If Relford discover them before the cult has had a chance to take over the settlement, Kelnor plans to use the brigands as scapegoats for Father Arden's death.

This cavern is their common area, and the chamber is shared by Trekus, Raul and Saskar. They take their duties lightly as no-one other than the cultists have ventured into these mines. They generally spend their time playing cards, eating or joking around while Razzok broods in his own chamber at **Part 2, Location 2A**. Scattered around the cavern are the ill-gotten gains pilfered from several raids. It is possible to find up to 300gp worth of weapons, adventuring gear, as well as tools and other skill kits. There are no masterwork items of any description.

## DAGGERSTONE MINES – WANDERING ENCOUNTER TABLE

Closed by the cult of Dagon, the Daggerstone Mines are infested with Dagonspawn zombies and other dangerous beasts. The base chance of a wandering encounter is 16% in daylight and 24% at night. If successful, roll on the following table:

d%	Creature	Avg EL	Source
01-26	2 Giant Fire Beetles	1	<i>Pathfinder Bestiary</i>
27-40	1 Dagonspawn Zombie	1	See page 54
41-47	Bat Swarm	2	<i>Pathfinder Bestiary</i>
48-76	2 Dagonspawn Zombies	3	See page 54
77-84	Allip	3	<i>Pathfinder Bonus Bestiary</i>
85	Cruaver Eldak	4	See page 32
98-94	3 Dagonspawn Zombies	4	See page 54
95-99	3 Grimlock Ghouls	4	See page 41
00	Basilisk	5	<i>Pathfinder Bestiary</i>

**Allip:** The allip is the unfortunate soul of either a miner that was trapped within the cave in, or is the restless spirit of the original cult of Dagon that existed here 10,000 years ago.

**Cruaver Eldak:** The weresnake from the Black Skull Inn is following the PCs. He attempts to flee if discovered; otherwise he waits until the PCs are weakened before attacking in his hybrid form.

**Dagonspawn zombies:** These creatures are perhaps feeding on the hapless remains of some creature, or are searching for food. If disturbed, they attack.

**Grimlock Ghouls:** These ghouls have made their way out of **Part 2, Location 10**. They are searching for food. If disturbed, they attack.

### TREKUS, BRIGAND CR ½

Male Human Fighter 1  
NE Medium Humanoid (Charmed Cultist)  
hp 12 (*Appendix 1, pg.53*)

### RAUL, BRIGAND CR ½

Male Human Fighter 1  
NE Medium Humanoid (Charmed Cultist)  
hp 12 (*Appendix 1, pg.53*)

### SASKAR, BRIGAND CR ½

Male Human Rogue 1  
NE Medium Humanoid (Charmed Cultist)  
hp 9 (*Appendix 1, pg.53*)

#### TACTICS

**Before Combat:** If these three hear the mastiffs barking, they will investigate. Should they hear sounds of fighting; Trekus and Raul will overturn some of their crates to act as barricades, while Saskar will attempt to warn Razzok, before slipping into the shadows.

**During Combat:** Trekus and Raul will shoot any intruders with their crossbows, ducking behind once they are out of bolts. Saskar will attempt to sneak attack any spell casters.

If Razzok appears from his chamber, Trekus and Raul will fight by his side, looking to flank opponents.

**Morale:** If Razzok is among them, they fight to their deaths. Other-

wise, they surrender if two of their number is incapacitated or killed.

## 2A. RAZZOK'S CHAMBER (EL1)

This roughly hewn room was once a storage chamber for the miners who worked the Daggerstone Lode. It has since been divested of the picks, shovels, rope and other mining equipment, and now it serves as the personal chamber of Razzok Halfeye. A number of sleeping furs have been thrown in the north corner, and a small crate serves as a table. Several bottles of rotgut sit on the crate and a number of empty bottles are strewn around the chamber. The area stinks of sweat and alcohol. Razzok grew up in the Daggerstone Hills, the son of a human woman who was a captive of an orc chieftain. Razzok was hated for his human ancestry (one eye was human blue and the other was orc black) and was soon exiled to the human lands. Already prone to violent bouts of anger and rage, he soon discovered that his mighty temper commanded respect among the dregs of human society. He took to robbing travelers and soon was commanding others to do his bidding.

Since he was charmed by the Bride of Dagon, Razzok has been spoiling for a fight.

### RAZZOK HALFEYE CR 1

Male Half-Orc Barbarian 1 / Rogue 1  
CE Medium humanoid  
**Init** +2; **Senses** Darkvision 60 ft, Perception +5

#### DEFENSE

**AC** 16, touch 12, flat-footed 14  
(+4 Armor, +2 Dex)  
**hp** 21 (1d12+1 plus 1d8+1)  
**Fort** +3, **Ref** +4, **Will** +0

#### OFFENSE

**Spd** 40 ft  
**Melee** dagger +4 (1d4+3/19-20)  
greataxe +4 (1d12+4/x3)

#### TACTICS

**Before Combat** Razzok will attempt to move into a space where he can obtain a flanking position in order to deal a sneak attack. If cornered in his chamber, Razzok will use stealth to hide behind the door, hoping to ambush anyone with a sneak attack before raging.

**During Combat:** Razzok will enter rage immediately after engaging opponents in an effort to take down opponents quickly.

**Morale:** Razzok will attempt to use his potion to stay in the fight. Regardless, he fights to the death.

#### STATISTICS

**Str** 17, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +1 **CMB** +4; **CMD** 16

**Feats** Proficiency (Light), Armor Proficiency (Medium), Extra Rage, Martial Weapon Proficiency (All) Shield Proficiency, Simple Weapon Proficiency (All)

**Skills** Acrobatics +4, Appraise +1, Bluff +4, Climb +5, Diplomacy -1, Handle Animal +4, Intimidate +6, Perception +5, Ride +2, Sense Motive +5, Stealth +5, Survival +4, Swim +1

**Languages** Common, Giant, Orc

**SQ** Fast Movement +10 ft, Intimidating, Orc Ferocity, Rage (11 rounds), Trapfinding +1 Weapon Familiarity



**Gear** dagger, chain shirt, greataxe, hooded lantern, oil flask, *potion of cure serious wounds*, traveler's clothes

### 3. CRAWLWAY

The body of a deceased grimlock lies here, drained of blood. This grimlock was a scout who was seeking aid from another tribe in the area to help defeat the ghoul infestation which has now taken over the Grimlock settlement at **Part 2, Location 10**. The grimlock was inexperienced in the dangers of Deepearth and it was wounded by the choker who lairs at area **Part 2, Location 5A** but managed to escape. Unfortunately, a swarm of stirges from lower in the mine caught the scent of the grimlock's blood and came after the hapless creature. The stirges attacked the grimlock in **Part 2, Location 4** and the dying grimlock got as far as here before bleeding out completely.

A satchel at the grimlock's waist contains a clay tablet showing a rough layout of the mine, marking **Part 2, Locations 10** and **11** to as far as **Part 2, Location 5** (though the grimlock did not have time to mark the choker at **Part 2, Location 5A**). Another clay tablet contains a Braille missive written in spidery undercommon asking for aid against the 'deathdead hungersick', which of course refer to the ghouls and their undead king. Both handouts are detailed on pg.67 & 68. Other than a crude stone axe, the unfortunate grimlock had nothing else of value.

### 4. OLD MINE FACE (EL2)

This area was where Cantor Daggerstone first struck it rich, producing a succession of precious stones gems that were the size of his fist. Cantor used some of that wealth to fund a larger operation here, creating Relford in the process. This cavern is now played out, however. Flitting through the darkness are three stirges, the remains of the swarm who attacked and killed the grimlock at **Part 2, Location 3**. Still not sated, they attack anyone who enters here.

**STIRGES (3)** **CR ½**  
hp 6, 5, 4 (*Pathfinder Bestiary*)

**Development:** If two of the stirges are killed, the third attempts to flee deeper into the mine.

### 5. ENTRY PLATEAU

This plateau is where the miners would break off into their assigned teams and work in various sections of the mine. As such, the ground underfoot is well trodden, with pools of coarse grit gathered in the deeper depressions. To the northeast, a rock column supports the roof and another ladder runs up to a higher plateau. Anyone climbing up the northeast ladder runs the risk of being attacked by the choker that lurks in **Part 2, Location 5A**.

### 5A. CHOKER LAIR (EL2)

Ever since the miners broke into the Deepearth passageways a number of years ago (**Part 2, Location 9b**), the mines have been invaded by a number of natural and unnatural predators. Since that time, it has been prudent to conduct regular head-counts and sweeps of the mines, eradicating or driving off any creatures that have marked the mines as their territory. Since the permanent closure of the Daggerstone Mines, a number of these creatures now roam the mines unchecked. One such creature is the choker that lives here. It has discovered that the traffic in the mine has steadily increased and it has set up a lair here, hoping to catch an easy meal. The choker has obtained a large aquamarine that it keeps in the back of the alcove. It is worth 500gp. The drop off the eastern side of the plateau is 60 feet.

**CHOKER (1)** **CR 2**  
hp 21 (*Pathfinder Bestiary*)  
**TACTICS**

**Before Combat** The choker waits until someone is on the ladder leading up to this area before it attempts a grapple.

**During Combat** The choker has worked out that the people who work this mine rely heavily upon the ladders to traverse the escarpments and so it will also attempt pull up the ladder after it has captured someone.

**Morale:** If it is clear that it is going to be killed, the choker attempts to scale the sheer cliff face to the east of its alcove.

**Development:** So far, the choker has managed to get a number of meals from hapless cultists. The choker speaks halting undercommon. It knows of the 'hungree hungree' creatures in south west (**Part 2, Location 10**) and of the demon queen's tomb to the southeast (**Part 2, Location 13**). To get this information, quick thinking PCs will need to bribe it with a suitable and tasty meal.

**Ad-hoc xp:** If the PCs manage to bribe the creature, award the PCs as if they had defeated it.

### 6. TIRELESS MINERS (EL 3)

Kelnor is overly eager to see the cult's wealth increase and has worked a number of prisoners to death. Still not finished with them, he has animated their corpses as either skeletons or zombies to continue their tireless task. Six skeletons toil at this wall, dressed in shabby clothing, wielding heavy picks and shovels. A candle has been placed in their skulls and they burn with an eerie glow. This is so one of the acolytes from the Temple of Dagon can find them in the dark of the mines. They silently go about their business, retrieving precious stones from the mine face, placing them in a bucket by the wall. Inside the bucket are a number of precious stones (garnets, aquamarines, amethysts, agates, azurites and hematite) to the value of 440gp.

**SKELETONS (6)** **CR 1/3**  
hp 4 each (*Pathfinder Bestiary*)  
**TACTICS**

**During Combat:** The skeletons fight mindlessly and mechanically until destroyed.

## 7. BAT AERIE (EL 2 and 2)

Prior to reaching this section of the cavern, it is important to remind the players about the earthquakes which rocked this area about a year ago. Read or paraphrase the following:

---

*Dust trickles from the rock ceiling in a number of places, forming piles of sand upon the stone floor. Above you, the rock groans and creaks under enormous pressure, spilling more sand onto the floor through a widening split.*

---

Although ominous, this tremor is harmless. The sand stops flowing after the rocks give one last juddering groan. All is quiet until:

---

*A series of high-pitched squeaks and chitters fill the air as a cloud of leathery shadows engulfs you!*

---

The bats in the aerie have been startled by the tremor and now they make for the mine entrance.

### BAT SWARM (1) CR 2

hp 13 (*Pathfinder Bestiary*)

#### TACTICS

**Special:** The bats are harmless and will not attack unless they are attacked first. Despite their relatively harmless nature, the swarm of bats makes a disarm attempt on anyone carrying a light source as they fly past. As this provokes an attack of opportunity, anyone doing so will cause the bats to attack.

Ahead, the cavern roof in **Part 2, Location 7** suffered a partial cave-in a few months ago, killing a number of cultists and destroying the retinue of skeletons that were working the mine face. Their remains are still wedged into the guano-spattered rocks upon the cavern floor. The cave-in has created a vaulted ceiling that now reaches up almost 150 feet; a free space that was claimed by the colony of bats. A dire bat has emerged from the Deepearth and now broods in the darkness above. It attacks anyone who spends more than a minute, silently diving towards its prey.

### DIRE BAT (1) CR 2

hp 30 (*Pathfinder Bestiary*)

#### TACTICS

**During Combat:** The diving bat is treated as if it is charging. It fights to the death.

**Development:** On a subsequent return to the surface, the locals will report that another tremor struck Relford and a swarm of bats erupted from the mouth of the mine. In any case, the presence of an unstable section in the mine serves to remind the players that the mine itself is unsafe.

## 8. BAS-RELIEF

A pair of braziers with *continual flame* cast upon them, have been set up either side of the cavern wall, throwing light onto a scene from hell. Here, carved into the very rock are spiraling tentacles that surround the maw of the passageway; the symbol of the demon-lord Dagon. The symbol is an imitation of the work found

at **Part 2, Location 13**. A suitable check involving stonemasonry (DC15) will reveal that the work was finished within the last fortnight.

## 9, 9A & 9B. ABANDONED MINE FACE

This chamber is the result of the discovery of several rich deposits of precious stones, creating the biggest boom since the mines were first opened. The area was excavated and the stones removed as they were discovered. The most recent excavations have taken place at **Part 2, Location 9A**. An entrance to a natural cave system has opened at **Part 2, Location 9B**, which has allowed a number of denizens access to the Daggerstone Mines.

**Development:** Every 48 hours, the Ogre from **Part 2, Location 17A**, led in chains by 2 cultists brings a sack of 1d3 butchered corpses and throws them into the darkness at **Part 2, Location 9B**. A number of ghouls from **Part 2, Location 10** come to collect the corpses for their consumption.

## 10. THE GNASHING DARK (EL Varies)

This area was once a grimlock settlement. The grimlocks are foul, eyeless primitives who eat raw flesh that is preferably human in origin. Since the earthquake, the natural fissure that extends between **Part 2, Location 9B** and **10** widened, allowing the grimlocks easier access into the mine. However, they were eventually discovered when a lucky escapee alerted the cult of Dagon to their presence. Knowing that the Bride of Dagon could not control them truly, as their eyeless minds were immune to the charm of the Bride of Dagon, Kelnor sought another, more insidious way to ensure their loyalty: One of his cultists had become infected with *ghoul fever* for having been careless within Daggerstone Manor (see **Part 1, Location 10**). This cultist was given the task of filling the fissure with stones. Naturally, the grimlocks took him and ate him soon after.

It was a matter of days before the grimlocks elders became sick and died, only to rise as ghastly parodies of their kin, ravenously hungry and corrupted. A number of grimlocks escaped, having taken temporary refuge in **Part 2, Location 11**.

The grimlock ghouls are led by their chieftain, a powerful grimlock ghoullord named Throughol.

## 10A. COMMUNAL AREA

A palisade constructed of bone, bits of armor, and rusty weapons bound together with dried and brittle human hair stands boldly across the entrance to this cavern. This area was once a communal area of the grimlock tribe and even then it was a ghastly place. Countless bones lie scattered and split right across the cavern floor, half-buried in the grey dirt. The bones come from a vast variety of humanoids; humans, bugbears, elves, drow, dwarves, gnomes, goblins, orcs and even the occasional hill giant may be found here. There is also a variety of debris, from a variety of races and cultures. There is nothing here of value.

**DESIGNER'S NOTES: THE GHOULS OF DEEPEARTH**

This area is a dangerous encounter for low-level PCs. In a straight-up fight, Thraughol the ghoul lord is an EL4 encounter by himself, and each individual ghoul is a EL1 encounter. You may wish to consult the Pathfinder Roleplaying Game Core Rulebook to assist in adjusting the encounter to a CR suitable enough for your party to handle. As a suggestion, normal ghouls have darkvision; however this has been replaced with blindsight and scent. Remember that these ghouls cannot see by conventional means so it may be easier for industrious PCs to avoid being 'seen'. Although they are undead and are immune to illusions, the GM may want to consider if the grimlock ghouls can be confused by spells such as *ghost sound*, *silence* and *ventriloquism* (In play testing, one of the players wanted to take Ventriloquism as a skill based on her background. I ruled that Perform was the closest skill for her to do so. When this area was encountered, she used her perform skill here, managing to distract a number of ghouls I had placed, lurking in **Location 10A**. I allowed it because it showed ingenuity and was technically not a magical illusion).

In trying to keep the challenge at a reasonable level, Thraughol is missing a +4 Charisma bonus from the undead lord template and Thraughol's *summon undead* ability is limited to the ghouls already within the grimlock settlement. If this encounter is too powerful for your players to handle, you may wish to rule that the grimlock ghouls are mindless eating machines and as such, flee for a full minute should a cleric turn them successfully. This may give the PCs enough time to defeat Thraughol before they return. Although they have been left in, the GM may also wish to consider removing Thraughol's *Aura of Desecration* or *fear* ability as well.

-Andrew C Gale

**10B. LAIR OF THE RAVENOUS ELDERS (EL1)**

Within each of these caves lurks a grimlock ghoul. A number of half-eaten body parts lie strewn through this chamber and dried blood has congealed in the dirt on the floor. If the ghoul senses intruders, it attacks.

**CHARNEL GRIMLOCK (GHOUL) CR 1**

**hp**13 (*Pathfinder Bestiary*)

**Senses:** Blindsight 40ft; Scent

**10C. WITCHDOCTOR'S CAVE**

This chamber has been ransacked a number of times. Various charms made of human bones hang from twine made from hair, adorning various parts of the chamber. A shredded owlbear fur lies crumbled in one corner and rotting straw covers the floor. Buried in the soft dirt about a foot beneath the owlbear fur is a tarnished longsword. This sword once belonged to a paladin who ventured into the Deeperth two decades ago. The paladin was captured by the grimlocks and eaten. The sword was taken by the young acolyte who had felt the burning cold of her blade. That acolyte became the witchdoctor who once lived here. The sword is a +1 *frost longsword*.

**10D. THE CHARNEL KING (EL4+)**

Thraughol sits blindly atop a mountain of decaying corpses and half-eaten body parts. The ghouls in **Part 2, Location 10B** will occasionally sneak into this cavern on all fours in an attempt to steal a tasty morsel for themselves. Thraughol growls low in his throat at the appearance of any ghouls, but he knows he must keep his minions sated enough to be easily controlled. If they are spotted, Thraughol may mistake the PCs for hungry ghouls (something that should be exploited quickly if they are to maintain the ruse). If he discovers intruders, he attacks in a blind rage.

**THRAUGHOL THE CHARNEL KING CR 4**

Male Ghoul Lord

(*Tome of Horrors 2*)

CE Medium undead

**Init** +2; **Senses** blindsight 40 ft; scent; Perception +8

**DEFENSE**

**AC** 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

**hp** 32 (5d8+10)

**Fort** +2, **Ref** +4, **Will** +7

**Defensive Abilities** channel resistance +2, turn resistance +4

**DR** 5/magic

**OFFENSE**

**Spd** 30 ft.

**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

**Spell-like Abilities** (CL 5th)

1/day—*darkness*, *fear* (DC16), *summon undead* (up to 7HD of ghouls)

**TACTICS**

**During Combat:** Thraughol uses his *summon undead* ability at the first sign of trouble and then he fights with tooth and claw, seeking to spread his unnatural filth quickly and violently. If a cleric or paladin attempts to turn his 'subjects' Thraughol will use his *fear* ability in the same fashion.

**Morale:** Thraughol fights until destroyed.

**STATISTICS**

**Str** 17, **Dex** 17, **Con** —, **Int** 15, **Wis** 16, **Cha** 14

**Base Atk** +2; **CMB** +5; **CMD** 18

**Feats** Weapon Finesse, Power Attack

**Skills** Acrobatics +5, Climb +8, Perception +8, Stealth +8, Swim +5

**Languages** Undercommon

**SQ** *Aura of Desecration*, *Blindsight*, *Command Undead* (5/day DC14)  
Create Spawn, Scent, Undead Telepathy

**SPECIAL ABILITIES**

**Aura of Desecration (Su)** Thraughol constantly projects an aura in a 20-foot radius that functions as a permanent *desecrate* spell. The DC to resist negative channeled energy within the area gains a +3 profane bonus. Every undead creature entering or within this aura gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.



**Create Spawn (Su)** A creature slain by Thraughol rises in 1d4 minutes as a ghoul under his control

**Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 12; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a Ghast.

**Undead Telepathy (Su)** Thraughol can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

**Development:** Should Thraughol and the other ghouls be defeated, the Grimlock Refugees at **Part 2, Location 11** return to this cavern and hold a grudging respect for the PCs. They may even be persuaded to assist the PCs in assaulting the Temple of Dagon.

**Story Award:** If the PCs had decided to assist the Grimlock refugees at **Part 2, Location 11**, award them experience as if they had defeated a CR4 creature.

## 10E. ENTRANCE TO DEEPEARTH

A natural cavern gives way to a rocky and uneven passageway. Within the lightless depths beneath the world, the horrors of the Deepearth. Among them is Kelthuas, the kingdom of the Drow. This area has been left open if the GM wishes to expand on this adventure.

## 11. STAGNANT POOL (EL 3+)

Two grimlock warriors crouch in the darkness, by the natural pillar in this area. They watch for anyone who attempts to climb down to the bottom layer of this location, attempting to ambush them as they descend towards the pool. Below, another thirteen grimlock huddle in the darkness, refugees fleeing their former chieftain, Thraughol the Charnel King. The grimlocks are hostile when encountered; but is plain to see that they are defending their mates and young and they are all emaciated and weak from hunger.

**GRIMLOCK GUARDS** CR 1  
hp 11 each (currently 4) (*Pathfinder Bestiary*)

**GRIMLOCK JUVENILES & MATES (12)** CR 1  
hp 7 each (currently 2) (*Pathfinder Bestiary*)

**GRIMLOCK WITCHDOCTOR** CR 1  
hp 9 (currently 6) (*Pathfinder Bestiary*)

**Development:** If the PCs hesitate or attempt to parley, a wizened grimlock with white hair and cavernous wrinkles hobbles to the forefront of the group. If the PCs can understand undercommon, the wizened grimlock explains through needle-sharp teeth that the corrupted dead stalk their homes beyond the rock to the west and if they destroy them, he will reward the PCs with a magical treas-

ure. He of course means the *+1frost longsword* buried in the cave at **Part 2, Location 10C**. Should the PCs be successful in destroying Thraughol the Charnel King, the Grimlock witchdoctor will consider any entreaties in assaulting the Temple of Dagon.

## 12. PRISON GROTTO

An iron cage stolen from Koblin's Bizarre Bazaar has been dismantled and one of its sides leans across the grotto entrance. The bottom of this grotto, some 90 feet down, 13 prisoners huddle here in the dark, fearing their fates. These people are a mixture of **Com1** and **Exp1** (All CR  $\frac{1}{3}$ ). The cult uses the Ogre from **Part 2, Location 17A** to move and remove the bars when more are needed for their diabolical purposes. The cage wall is heavy, requiring a DC25 Strength check to move it successfully. This is also the likely area any captured or 'left for dead' PCs are placed. They are stripped of weapons and armor which is placed in **Part 3, Location 16**.

**Story Award:** If the prisoners are escorted to safety, award experience as if the party had defeated them in combat.

## 13. DAGON'S MAW (EL4)

Read or paraphrase the following:

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*An unearthly glow fills the cavern. Two stone braziers sit either side of an ornate bas-relief that has been shaped to depict a nightmare: Carved tentacles writhe around a creature's black maw whose gullet surely leads to hell itself.*

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This bas-relief appears identical to **Part 2, Location 8**; a pair of braziers with *continual flame* cast upon them, have been set up either side of the cavern wall. The entrance depicts the symbol of the Demon-Lord Dagon. This is the original work completed by the original cult of Dagon. The bas-relief showed masterful and detailed craftsmanship of elf origin.

A foul creature lurks in the shadows as guardian of this hellish gate; a giant, spiny octopus-creature known as a decapus lives in a vertical shaft above the tunnel behind the bas relief. It was *charmed* by the Bride of Dagon and is now a faithful guardian of the temple. The cultists keep the beast partially sated by feeding it, but it is still voracious. It considers anyone unfamiliar to it a potential meal; attacking those people unless they offer it a suitable substitute (the cultists know to do this before passing through the maw for the first time).

**THE MAW OF DAGON, GIANT DECAPUS** CR 4  
CE Large Aberration  
(*Tome of Horrors Revised*)  
Init +0; Senses darkvision 60 ft.; Perception +5

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**DEFENSE**

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AC 18, touch 10, flat-footed 17  
(+7 natural)  
hp 34 (4d8+16)  
Fort +5, Ref +3, Will +4

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**OFFENSE**

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Spd 10 ft; climb 30 ft.  
Melee 1 tentacle +5 (1d6+4) or 9 tentacles +5 (1d6+4)

**Space** 5ft; **Reach** 5ft (10ft with tentacles)

**Special Attacks** Improved Grab, Constrict (1d6+4)

**Spell Like Abilities**

At will – Illusion (As *minor image*, CL5th, DC13 Will save, Cha based)

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**TACTICS**

**During Combat:** When the giant decapus attacks, it uses its *minor image* ability (CL 5th) to make the bas-relief come to grinding alive; the tentacles writhe and snake into the maw, which then appears to snap shut around its intended victim. It will seem to anyone watching, that Dagon's Maw has claimed the unfaithful!

**Morale:** The decapus fights until reduced to 10 hit points or less. It will attempt to climb further into the shaft to escape those that are hurting it. The decapus returns after the danger has passed.

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**STATISTICS**

**Str** 18, **Dex** 11, **Con** 19 **Int** 10, **Wis** 11, **Cha** 12

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Alertness, Lightning Reflexes

**Skills** Acrobatics +5, Climb +17, Perception +5, Stealth +5

**SQ** Brachiation, Constrict, Giant Specimen, Illusion, Improved Grab, Sound Imitation

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**SPECIAL ABILITIES**

**Brachiation (Ex):** A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

**Constrict (Ex):** A decapus deals tentacle damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a decapus must hit a creature of any size with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals tentacle damage.

**Illusion (Su):** At will, a decapus can create an effect identical to the *minor image* spell (caster level 5th). Creatures that make a DC 13 Will save see through the illusion. The save DC is Charisma-based.

**Sound Imitation (Ex):** A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

**Skills:** A decapus can choose to take 10 on Climb checks, even if rushed or threatened.

**Giant Specimen:** The decapus is a giant specimen of its kind. It has increased AC, damage and ability scores, as described in the *Pathfinder Bestiary*.

**Story Award:** For finding the entrance into the Temple of Dagon, award the PCs experience as if they defeated a CR4 creature, however this award is dependant on the style of game the GM is running.

# PART THREE:

## THE TEMPLE OF DAGON

The Temple of Dagon was a secret shrine hidden within the Temple of Mannanu in Que'eltalos. Some of Mannanu's clergy were secretly seduced by a coven of olhydrax hags, who gave them bodily favors and corrupted their souls with whispered promises of power. When Que'eltalos was consumed by the underwater volcano, the cult was buried along with the temple. The youngest olhydrax hag, —not yet an accomplished sorceress— pleaded with Dagon to be spared. Dagon cursed her with immortality, making her the divine guardian of his temple, and trapped for all eternity.

The temple was discovered when an earthquake collapsed a section of the rock face (Part 2, Location 13), revealing Dagon's Maw and trapping several miners within. Sensing life, the Bride of Dagon enthralled them and set in motions for reviving the cult. As one of the remaining few of her species, the Bride of Dagon has infected a number of cultists with her young, turning their bodies into soulless dagonspawn zombies, in the hopes that her young matures into a young olhydrax hag. (See Appendix 2 for more information about olhydrax hags and dagonspawn zombies).

Kelnor is the cult leader and is spending increasingly more time within the Temple of Dagon. If he has not already been defeated, he will be encountered somewhere within the temple itself.

### 14. TEMPLE DOORS (EL3+)

These ancient doors are made of stone (4in; Hardness 8; 60 hp). They are ornate and well crafted, depicting a carving of Dagon locked in a titanic struggle with Mannanu, the god of the sea. The intricate detail of the carving is a masterful work. These carvings make the doors worth 1200gp to the Church of Mannanu in Rel-Draxa or 2000gp to a collector. However, each door weighs in excess of 900lbs each, and requires a skilled stonemason to assist with removing them (DC25). Most importantly, the doors are trapped; the original cultists did not want prying eyes to discover their secrets, so they instilled a trap to catch the unwary. Unless a hidden catch in the carving is pressed (DC18 Perception), the trap activates when the doors are pushed open.

#### RUSTY SCYTHE TRAP CR 3

Type mechanical; Perception DC 20; Disable Device DC20

#### EFFECTS

Trigger location; Reset automatic reset

Effects Atk +20 melee (1d4+6/x4)

**Development:** Should intruders be discovered in the temple. Kelnor or the Bride of Dagon places two armed skeletons here. Their goal is not to stop intruders, but to raise an alarm however

they can.

#### SKELETON GUARDS (2) CR 1/3

hp 4 each (*Pathfinder Bestiary*)

#### TACTICS

**Before Combat:** One of the skeletons will try and ring the gong, in an effort to alert the temple.

### 15. GROTTO (EL 4)

A sturdy but unlocked portcullis bars the entrance to this room. A DC22 Strength check is needed to lift the gate far enough for someone to slip under. Inside is a short tunnel that drops into a natural grotto, some 10 feet below. Brackish water fills the floor of the chamber.

This grotto has been reserved as a nursery for the dagonspawn zombies to disgorge their young (See Appendix 2). Given their low survival rate, this chamber is keenly watched by Kelnor and the Bride of Dagon. The area marked 'A' on the map has a mass of decaying bodies here, some 27 in total. These are dagonspawn zombies whose bodies have failed before producing an olhydrax hag. Lurking in the south of this area, 3 dagonspawn zombies are in the final stages of gestation. Each of them has a 1% chance of producing a young olhydrax hag. The larvae inside them are quite aggressive and they attack anyone who enters.

#### DAGONSPAWN ZOMBIES (3) CR 4

hp 12 each (pg.54)

**Development:** This chamber is checked regularly by servants of the cult. Should they find anyone inside or discover that the zombies within have been destroyed, the Temple goes on alert, doubling the chance of wandering encounters.

### 16. ANCIENT ARMORY (EL3)

A new, wooden door has been affixed to a frame here and a partially used (but unlit) torch is wedged into a rack in the wall. The door is not locked. Once, before the original temple converted to evil, this chamber was used by the temple guards to stow their weapons and armor. This ancient armory is now a storeroom. Several crates of dried rations are stacked against the north wall and a number of barrels containing rainwater are also stored here. These supplies once belonged to Koblin's Bizarre Bazaar (Part 1, Location 17). The east section of the room has partially collapsed. An allip lurks in this room; it is the maddened spirit of an elf cultist



## THE TEMPLE OF DAGON - WANDERING ENCOUNTER TABLE

For over 10,000 years, the temple of Dagon has been as quiet as a tomb. Now that a new cult has arisen, its halls are once again filled with prayers to Dagon and the cries of his victims. The base chance of a wandering encounter is 14% in daylight and 28% at night. If successful, roll on the following table:

d%	Creature	Avg EL	Source
01-40	1 Dagonspawn Zombie	1	See page 54
41-47	4 Skeleton Workers	2	<i>Pathfinder Bestiary</i>
48-76	2 Dagonspawn Zombies	3	See page 54
77-84	Chanting Monks	3	See page 53
85-93	3 Dagonspawn Zombies	4	See page 54
94-98	Ogre Butcher + Cultists	4	See page 45
99	Cult Procession	varies	See Appendix 1
00	Drow Patrol	5	See below

**Chanting Monks:** These monks are on their way to **Location 18** in the hopes of being possessed by the quasit that lives in the idol there.

**Cult Procession:** 2d12 Cultists solemnly make their way down the hallways to the Chapel of Dagon (Location 19). They carry with them 1d6 prisoners from **Part 2, Location 12**. The prisoners's fate is to be transformed into dagonspawn zombies.

**Dagonspawn zombies:** These creatures wander the halls aimlessly. If encountered by any other cultists, the cultists bow and scrape until these foul dead shamble past.

**Drow Patrol:** Three Drow from the city of Kelthuas have managed to enter the Temple. They are searching for any evidence that this cult is a threat to the Drow. A female drow **Clr 2 / Ftr 1** leads two males; a **Ftr 1** and **Rog 1**.

**Ogre Butcher:** The demented ogre from **Location 17A** lumbers down the corridor, a bloody sack hangs over its lumpy shoulder and a heavy chain around its neck. Two Dagon Cultists (Cleric, Fighter, Monk or Rogue, as detailed in Appendix 1) accompany him. They are taking food to the Decapus (**Part 2, Location 13**) and the grimlock ghouls via **Part 2, Location 9b**.

who shut himself within the secret room, in a vain hope to escape the cataclysm that befell Que'eltalos. For him, this plan worked, but was ultimately still trapped underground and miles from the sea. As the seawater drained away, the cultist committed suicide, rather than slowly suffocate in the air. The allip has not attacked any of the new cultists yet, but its jealousy and hatred for all life is slowly getting the better of it. It appears in the north section of the west wall and attacks anyone who enters here.

**ALLIP (1)** **CR 3**  
**hp 26** (*Pathfinder Bonus Bestiary*)

### TACTICS

**During Combat:** If wounded, it retreats into the secret chamber where its moldering bones still lie. However, it still attacks anyone within range of its babble ability.

**Treasure:** The secret door may be opened by pressing in a pro-

truding brick, situated behind one of the crates (DC15). Within the small chamber is a skeleton of an aquatic elf. An ivory knife rests by its bony fingers. Hanging on the back wall however is a remarkable find. The weapons that once belonged to the captain of the temple guard still rest here: A trident made of narwhal ivory rests behind a shield bearing an intricate design of an urchin. The trident is a *trident of warning* and the shield is a *+1 spined shield*.

## 17. GRISLY LARDER (EL3)

This partially collapsed chamber is unlit. The single door leading here is sturdy and locked (2in; Hardness 5; 20 hp; Break DC25). The key to the door rests behind a brick in the north wall of the passageway, directly opposite the door (DC20 Perception). Two spears rest against the northwestern corner of the passageway. A hole has been bored into the door, through which is threaded a stout iron chain. The chain is affixed to a thick hook in the roof, and is easily reachable. The other end of the chain is connected to an iron collar that is clasped to the neck of a powerful ogre that lurks in the dark at 17a. Within the main part of the chamber are six emaciated prisoners and anyone else that has been captured and sentenced to death by the cult. The prisoners huddle in the darkness, terrified of the lunatic ogre. The ogre's mind is gone and he gibbers and bawls incessantly when left to his own devices.

To the cultists, the ogre is very obedient, taking his duties very seriously. When the cultists need to feed the grimlock ghouls or the decapus (**Part 2, Locations 10 and 13**), the cultists come to the ogre and tug on the chain three times. With glee, the ogre will locate one of the prisoners and drag him back to **Part 3, Location 17A**, where he forcibly dismembers the hapless prisoner by wrenching their limbs and head off. If he behaves, he knows that he will be taken for a walk in the mine, to feed the pets that live in the dark.

Koch Koblin escaped from this very chamber, leaving the remainder of his employees behind. These six men and women here; mere circus hands (**Exp2; hp 4** each), are all that remain of the traveling circus.

**OGRE (1)** **CR 3**

**hp 29** (*Pathfinder Bestiary*)

### STATISTICS

**Int 1**

**Ad-hoc xp:** If they are rescued from their plight and escorted from the mines, they are eternally grateful. Award the PCs as if they had defeated them in combat.

## 18. PRAYER ROOM (CR4+)

This chamber is lit by a brazier in each corner of the room. The chamber itself was once a prayer room. Ancient glyphs, symbols and other swirling motifs adorn the dark stones, all speaking of Dagon's power. In the centre of this chamber a stone plinth stands upon the floor, atop it rests an idol of a small winged creature. Two hooded cultists tap their staves rhythmically upon the stone floor. They are attempting to coax a quasit that lives in the statue to possess one of them. The quasit is perched invisibly upon the

statue, and is considering possessing one of the hapless fools and killing the other three. If the cultists are disturbed, they attack.

**DAGON CULTISTS (2)** CR ½

Male Human Monk 1  
hp 9 each (*Appendix 1, pg.53*)

**QUASIT (1)** CR 2

hp 13 (*Pathfinder Bestiary*)

**TACTICS**

**During Combat:** The Quasit does not enter combat immediately; rather it waits for several combat rounds then decides to randomly possess one of the cultists or one of the PCs.

**SPECIAL ABILITIES**

**Possess Creature (Su):** Once per day per 2 Hit Dice, a demon may attempt to possess an intelligent, corporeal creature within 10 feet as a full-round action. The target creature must succeed a Will save (DC 10 + ½ demon's racial HD + demon's Cha modifier). Success stuns the demon for 1 round; failure means that the demon joins with the target. The monks willing fail their Will save. A PC that fails their saving throw gains the Chaotic Evil alignment, a +4 dex bonus and all the Special abilities listed upon the following stat block. A possessed character attacks their former allies immediately.

**QUASIT-POSSESSED MONK** CR 1

Male or Female Human ex-Monk 1  
(*Advanced Bestiary*)  
CE Medium humanoid (Chaos, Evil)  
Init +3; Senses Perception +6

**DEFENSE**

AC 17, touch 17, flat-footed 12  
(+5 Dex, +2 Wis)

hp 9 (1d8+1); fast healing 2

Fort +3, Ref +7, Will +4

DR 10/cold iron; Resist poison 2, electricity 2; Spell Vulnerability (*protection from evil/chaos*)

**OFFENSE**

Spd 30 ft

**Melee** dagger +5 (1d4+1/19-20)  
quarterstaff +1 (1d6+1)  
quarterstaff (main -3 / off -7) (1d6+1/1d6)  
unarmed strike +5 (1d6+1)

**Special Attacks** Profane

**Spell-like Abilities (CL 1st)**

At will—*detect good, detect magic*

2/day—*invisibility*

**TACTICS**

**During Combat:** The demon-possessed cultist babbles incoherently when he or she attacks.

**Morale:** The quasit-possessed monk fights to the death.

**STATISTICS**

Str 13, Dex 21, Con 12, Int 10, Wis 14, Cha 8

Base Atk +0 CMB +7; CMD 18

**Feats** Agile Maneuvers, Improved Grapple, Improved Unarmed Strike, Monk Weapon Proficiencies, Stunning Fist, Weapon Finesse (Fists)

**Skills** Acrobatics +9, Bluff -1, Climb +5, Diplomacy -1, Escape Artist +9, Fly +5, Heal +2, Intimidate +3, Perception +6, Ride +5, Sense Motive +2, Stealth +11, Survival +2, Swim +1

**Languages** Common

**SQ** AC Bonus +2, Damage Reduction 10/cold iron, Demonic Quality, Flurry of Blows, Profane, Possessed, Spell Vulnerability

**Gear** dagger, flint and steel, hooded lantern, monk's robes, oil flask, quarterstaff

**SPECIAL ABILITIES**

**Demonic Quality—Fast Healing 2 (Ex):** The quasit-possessed monk gains fast healing 2 as part of gaining the demon-possessed template.

**Profane (Su):** Each of a quasit-possessed creature's melee attacks with a natural or manufactured weapons deals +1d6 points of extra damage to a creature of good alignment. All of its natural weapons are treated as magic and evil-aligned for overcoming damage reduction.

**Possessed (Su):** Each demon-possessed creature is inhabited by a specific demon: The demon can neither control the possessed creature nor read its mind and it perceives only what the possessed creature does. The possessed creature's alignment changes to chaotic evil until the possession ends. The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires regardless of language. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that a chaotic evil creature might find appealing. While possessing another creature, the demon does not have access to any of its supernatural, spell-like or extraordinary abilities. It cannot cast spells or take purely mental actions beyond thinking and using Intelligence based skills. It cannot be targeted by any spell or effect (except as described under spell vulnerability), but it can be detected normally by divination spells.

**Spell Vulnerability (Ex):** Certain powerful spells have special additional effects against demon-possessed creatures. These spell effects must first overcome the demon's spell resistance (if any) to have effect. A demon-possessed creature subjected to a *dispel chaos* or *dispel evil* spell must succeed on a Will saving throw or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from the possessed creature's body and appears in the nearest open square. A demon-possessed creature subjected to a *banishment* spell must succeed on a Will saving throw or lose the template until again possessed by a demon. Failure returns the demon to its home plane, as noted in the spell description. An *antimagic field* or any antimagic effect suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with the possessed creature, using its perceptions, and exiting its body (unless it dies) for as long as the demon-possessed creature remains in the antimagic area. In addition, particular spells can affect the weaker demon kinds. Specifically, if the demon-possessed monk is subjected to a protection from evil or protection from chaos spell, the demon is expelled as described for dismissal, assuming that the creature fails any associated saving throws and the spell penetrates the demon's spell resistances. If these spells are cast by the possessed creature, they have no effect.

**Development:** The cultists and the demon possessed cultists may be defeated by conventional means. The quasit materializes and attacks in a blind rage if the demon-possessed creature is defeated, or if the statue is smashed. If it is reduced to 3 hit points

or less, it attempts to turn into a centipede and flee into a nearby crack in the wall.

## 18A. CELLS

These small chambers contain a simple reed mat and a cushion. They are cells the cultists can use for private meditation, interrogation or resting.

## 19. CHAPEL OF DAGON (EL 5 or 5)

This shadowy chamber is lit by *continual flame* burning in a set of braziers set either end of the domed section of the chapel. At midnight, two cultists bring in an upturned, barnacle encrusted bell supported in a wooden frame. They place the bell in the front section of the chapel at 'A' and then kneel before it, in supplication. Soon after, the cultists from Relford arrive. At midnight, Kelnor conducts a ritual within this chamber, offering a sacrifice or selecting a 'fortunate' individual to drink from the unholy waters within the bell. If he is encountered in the chapel, Kelnor fights fanatically; using any and every means at his disposal.

### DAGON CULTISTS (2) CR ½

Male or Female Monk 1  
hp 9 each (Appendix 1, pg.53)

### KELNOR, THE VOICE OF DAGON CR 4

Male Human Cleric 5 (Dagon)  
hp 39 (Appendix 1, pg.51)

If Kelnor has been slain prior to encountering him here in the Chapel, he has arisen as a Huecuva. He will be accompanied by 5 dagonspawn zombies:

### HUECUVA CR 2

hp 16 (Pathfinder Bonus Bestiary)

### DAGONSPAWN ZOMBIES CR 1

hp 12 each (pg.54)

**Development:** By defeating or destroying Kelnor, the charming effect held over the cultists begins to waver. Any other charmed cultists are in the room are allowed to make an additional save to break the enchantment. Those that do, look around in bewilderment. Some cry out and others just blankly stare as the realization of the horrors they perpetrated finally sink in. The PCs should use this confusion to locate and destroy the Bride of Dagon once and for all!

**Story Award:** For finally defeating the Voice of Dagon, award experience equal to defeating a CR 3, 4 or 5 creature; depending on the game's level of progression. The Bride of Dagon is a CR 6 encounter; it is advised that the PCs be at or close to 3<sup>rd</sup> level before attempting it.

## 19A. TABERNACLE AND FRESCO

At the front of the chapel, an ancient and cracked bell has been turned into a font of unholy water. The water within the bell is brackish and cloudy, having come from the pool in **Part 3, Location 23A** and is filled with the Bride of Dagon's larval young. Anyone drinking from, or immersing themselves in this water must make a DC15 Fortitude save or contract Abyssal Ascariasis:

### ABYSSAL ASCARIASIS

**Type** disease, contact; **Save** Fort DC16

**Onset** immediate; **Frequency** 1/day

**Effect** 1d2 Con, this damage cannot be healed while the creature is infected; **Cure** 2 consecutive saves. Anyone who dies while infected rises as a dagonspawn zombie in 2d4 hours.

Kelnor has been known to use debilitating poisons upon the victim to increase the chances of the victim transforming into a dagonspawn zombie. If *remove disease* is cast upon the victim at any time prior to them rising as dagonspawn zombie halts the process. A fresco depicting the symbol of Dagon sits on the north-

### DAGON'S BELL

When Qe'eltalos was destroyed, a number of neighboring island kingdoms also suffered, their temples to Mannanu fell into the sea before being consumed in a fiery inferno. Some fell so far into the Lightless Depths that they came into *Thos*, the realm of Dagon. Dagon took these bells and cursed them, before instructing his minions to return them to the mortal world. These bells became known as *Dagon's Bells*; terrible one-use artifacts that can cause destruction on a wide scale by merely sounding them. This bell is inert; the Bride of Dagon sounded it when she sensed excavations of the miners were nearing her temple and tomb. The *earthquake* spell she released was the one that rocked the region and trapped the miners in her Temple.

Written on the bell in abyssal is a prophecy about a cursed sea-captain who sailed to the watery depths of *Thos* rather than be defeated by those who betrayed him. The prophecy goes on to explain that this sea-captain will return to those who betrayed him seeking revenge. When all is done, he will claim a shining jewel in Dagon's name. This event is recounted in **WG1: Temple of the Kraken**, by Sagawork Studios.

ern face of the chamber, overlooking the bell.

## 20. CHAMBER OF DREAMS

The east and west walls are adorned with carvings of Dagon war- ring against various deities and devouring various sea creatures. Fourteen stone slabs, spaced at regular intervals, are lined in two rows of seven in the centre of the chamber. Upon each slab lays an unconscious cultist or other victim of the cult. They have drunk from either the water in the bell at **Part 3, Location 19A** or from the spawning pool at **Part 3, Location 23A** and are now transform- ing into horrid dagonspawn zombie. To assist in this transforma- tion, these victims are given mild doses of *Blue Whinnis* or *Oil of*



*Taggit.* These poisons are all Cruaver's concoctions (**Part 1, Location 13**). One of the dreaming chosen is Jesrel (Com2); the sister of Tol-lard (**Part 1, Location 7B**). It is left to the GM to decide how close Jesrel is to becoming a dagonspawn zombie.

## 21. STATUARY

Six statues depicting various incarnations of Dagon line the walls here. If the GM wishes to run Event K or Event L (listed under **Events in Relford**); Barad will have collected one of the statues from here.

## 22. KELNOR'S SANCTUM

This is Kelnor's private chamber. A trunk sits before a demonic statue in the northeastern corner, and a simple altar sits against the centre of the north wall. The demonic statue is in fact a Gargoyle that Kelnor encountered a few months ago. Kelnor offered the creature employment as the guardian of his sanctum in the mines and as a spy. The Gargoyle agreed, and has served Kelnor well. Now it sits here, guarding this room. If anyone makes to investigate the altar or the trunk, the gargoyle attacks.

**GARGOYLE (1)** **CR 4**  
**hp 37** (*Pathfinder Bestiary*)

**Treasure:** The trunk contains a simple cloth sack that appears approximately half full of coins and gems. In actual fact, the sack is a *Type II Bag of Holding* and within is the wealth of the cult; some 2397gp in gold and gems.

## 23. THE BRIDE OF DAGON (EL6)

Read or paraphrase the following:

*The door opens into an ancient vault with pillars supporting a ceiling lost in shadow. Standing before a wide set of steps that lead down through an archway, is a 15' tall statue depicting an immense man-eel monstrosity with an impossibly wide maw filled with needle-sharp teeth. Numerous suckered tentacles cover his body, two of which end in finger like digits tipped with sharp talons. The steps lead down to a pool filled with black liquid. Wraithlike smoke rises up from the surface of the water.*

The statue itself radiates foul evil and is explained in detail below. Within the dark pool (**Part 3, Location 23A**); the olhydrax hag enjoys immortality as the Bride of Dagon. It is to this chamber that the cultists take their new abductees. Here, they bear witness to the fell majesty of Dagon's power before they are charmed by the Bride of Dagon. Those that resist are either immediately consumed in the pool or are taken to the ogre's larder at **Part 3, Location 17**.

One of the last few remaining Olhydrices, the Bride of Dagon has allowed the priest Kelnor to rise through the ranks of the cult. Once the Bride of Dagon is certain that the future of her race is secured, she will dispose of Kelnor take over the cult herself, and

watch her new coven grow. When they are ready, they will flood the Daggerstone Mines and rule its Lightless Depths in Dagon's name. That day is soon.

If the Bride of Dagon senses intruders in this chamber, she will rise silently from the pool, a writhing monstrosity and the final guardian of Dagon's Temple.

<b>THE BRIDE OF DAGON</b>	<b>CR 6</b>
Olhydrax Hag Divine Guardian ( <i>Advanced Bestiary</i> )	
CE Large Monstrous Humanoid (Aquatic, Chaos, Evil)	
<b>Init +4; Senses</b> darkvision 60 ft.; Perception +11	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)	
<b>hp</b> 32 (4d8+9); fast healing 5	
<b>Fort +4, Ref +4, Will +4</b>	
<b>Defensive Abilities</b> SR 14	
<b>OFFENSE</b>	
<b>Spd</b> 60 ft, swim 100 ft.	
<b>Melee</b> 2 Claws +9 (1d4+5) or mwk trident +10 (1d8+5), Tentacles +9 (1d6+5)	
<b>Face</b> 10 ft; <b>Reach</b> 10 ft	
<b>Special Attacks</b> Horrific Appearance, Charming Gaze, Improved Grab	
<b>Spell Like Abilities</b> (CL4th) At will – <i>dimension door</i> 3/day – <i>alarm, knock</i> 2/day – <i>darkness</i> 1/day – <i>arcane lock</i>	
<b>TACTICS</b>	
<b>Before Combat:</b> The Bride of Dagon will attempt to use its <i>charming gaze</i> on as many opponents as possible. Should it be successful, it will order those <i>charmed</i> to attack its allies or bathe in the pool at <b>Part 3, Location 23A</b> .	
<b>During Combat:</b> The Bride of Dagon attacks the nearest PC with its tentacles and if it hits, attempts a grapple check as a free action. If it is successful, the Bride of Dagon drags its captive to the bottom of the pool at <b>Part 3, Location 23A</b> , where its victim possibly contracts Abyssal Ascariasis and runs the risk of drowning. The Bride of Dagon then uses <i>dimension door</i> and <i>darkness</i> to ambush remaining PCs. If anyone attempts to destroy the statue of Dagon, the Bride of Dagon attacks wildly with its trident.	
<b>Morale:</b> In defending the inner shrine, the Bride of Dagon fights to the death.	
<b>STATISTICS</b>	
<b>Str</b> 21, <b>Dex</b> 13, <b>Con</b> 16, <b>Int</b> 10, <b>Wis</b> 13, <b>Cha</b> 18	
<b>Base Atk</b> +4; <b>CMB</b> +10; <b>CMD</b> 20	
<b>Feats</b> Alertness, Power Attack	
<b>Skills</b> Climb +7, Craft or Knowledge: (any one) +5, Perception +11, Sense Motive +5, Swim +7	
<b>Languages</b> Abyssal, Common	
<b>SQ Ability</b> Healing, Amphibious, Blessed Life, Darkvision, Dimension Door, Fast Healing 5, Immunity to Mind-Affecting Effects, Immunity to Disease and Poison, Sacred Site, Spell Resistance 14	
<b>Gear</b> mwk trident	
<b>SPECIAL ABILITIES</b>	
<b>Ability Healing (Ex):</b> The Bride of Dagon heals 1 point of ability damage per round, in each damaged ability score	
<b>Blessed Life (Ex):</b> The Bride of Dagon does not age or breathe. It	

does not require food, drink or sleep.

**Charming Gaze (Su):** Any creature within 10 feet of an olhydrix hag that meets its gaze must succeed on a DC18 Will save or be affected as though charmed by a *charm monster spell* (CL 4th).

**Dimension Door (Su):** At will, the Bride of Dagon can use dimension door to reach any location within the Temple of Dagon, but not the mine or beyond.

**Horrific Appearance (Su):** The sight of the Bride of Dagon is so revolting that anyone (other than another hag) who sets eyes upon her must succeed a DC15 Fortitude save or instantly be weakened, taking 2d6 points of strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

**Immunity to Mind-Affecting Effects (Su):** The Bride of Dagon is immune to all mind-affecting effects.

**Immunity to Disease and Poison (Su):** The Bride of Dagon is immune to disease and poison.

**Improved Grab (Ex):** To use this ability, the Bride of Dagon must hit a creature of equal size or smaller with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals tentacle damage.

**Jet (Ex):** When in the water, the Bride of Dagon can jet backwards once per round as a full-round action, at a speed of 400 feet. It must move in a straight line but does not provoke attacks of opportunity while jetting.

**Sacred Site (Ex):** The Bride of Dagon is assigned to guard the Temple of Dagon. If the Bride of Dagon moves beyond the stone doors at **Part 3, Location 14**, the boundary defined as Dagon's holy site, it immediately loses the divine guardian template and any spellcasting ability Dagon granted based on its class levels. The Bride of Dagon cannot regain the template unless it atones for its failure (usually by completing a quest or via an *atonement* spell) and re-enters the site within 1 week. Otherwise it loses the template permanently, taking 6d6 points of Constitution drain as the years of lost food, drink and sleep return to it tenfold.

**Skills:** An olhydrix hag has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It may choose to take 10 on a swim check even when distracted or endangered. It can use the run option while swimming, provided it swims in a straight line.

## 23A. THE HAG'S SPAWNING POOL

The water here is brackish and cloudy. Anyone that drinks the water or immerse themselves in it may contract Abyssal Ascariasis as explained under the olhydrix hag entry in Appendix 2. This is the same effects as the water at **Part 3, Location 19A**. If the Bride of Dagon is defeated, the larval young die off in 1d6 days.

**Treasure:** The bottom of the pool opens into a small, lightless cavern, some 60 ft down. There, the bones of the original cult members lie amid the fallen masonry and jagged bedrock. Affixed to slimy stone plinth upon the cavern floor is a *decanter of endless water*; the Bride of Dagon planned to flood the mines so her progeny would once again be free. The decanter is stuck with *sovereign*

### DESIGNERS NOTES:

#### DEFEATING THE BRIDE OF DAGON

There are a number of ways to defeat the Bride of Dagon. The first way is to engage her in combat. The second way is to destroy the link that provides her immortality. When the olhydrix hag prayed to Dagon for her survival, it was to the statue in this very chamber that she prayed to.

In designing this adventure, the key to the Bride of Dagon's power is alluded to in Event L; this mnemonic works especially well if Kelnor has arisen as a Hecuva after praying to Dagon for immortality. Even if your players do not get the connection, give your players an Intelligence check after a few rounds of combat with the Bride of Dagon, or if things are going badly for the players.

As a divine guardian, she becomes severely weakened if she moves too far from the statue of Dagon or if the statue is destroyed. The likelihood of the Bride of Dagon moving beyond the Temple of Dagon is remote in the extreme, but it is possible should the PCs come up with some ingenious plan to do so. Destroying the statue is much easier, which can be accomplished in a number of ways: Pushing the statue down the steps will surely make it topple over and break, or it can be sundered with weapon damage. The statue weighs over 4000 pounds and requires a combined Strength of 29 to push it 5 feet per round (Consult the *Pathfinder Roleplaying Game Core Rulebook* for rules regarding encumbrance and pushing objects). Both the *adamantine battleaxe* (**Part 1, Location 4**), the *adamantine longsword* (**Abandoned Mine, Location 21C**) are both made by Lugas, and Koch Koblin's *ring of the ram* (**Part 1, Location 17**) are valuable items to do either: The *battleaxe*, *longsword* and the *ring* can be used to simply damage the statue; or using 3 charges from the *ring* gives the wearer enough force to push the statue 5 feet. The statue needs to be pushed 10 feet before it before it topples over and smashes into smithereens. Anyone caught beneath takes 6d6 points of damage. Otherwise, the Statue of Dagon may be treated as a huge inanimate object with AC 13; **hardness** 8; **hp** 84. It makes no attacks and is immune to all combat maneuvers, such as trip, and overrun. Depending on how well the party is equipped for this encounter, the Statue may also have a *sonic vulnerability*.

-Andrew C Gale

*glue*. Also scattered through the rocks and dirt is 991gp, a black pearl from an abyssal oyster worth 800gp, a narwhal ivory statuette of Mannanu worth 330gp, a *wand of scorching ray* (CL 3<sup>rd</sup>, 23 charges), +2 *ghost touch heavy mace*, a *cloak of the manta ray* and a *pearl of power* (2<sup>nd</sup>-level spells). The GM is free to substitute, add or remove any of these items as required.

THUS ENDS THE HORROR AT DAGGER ROCK.

## EPILOGUE AND FURTHER ADVENTURES:

Once the Bride of Dagon is defeated, the enchantment she held over those charmed cultists is no more. Shock and revulsion grips these people as they come to terms with the atrocities they committed.

The PCs can return to Relford as heroes, having earned the heartfelt gratitude (and in some cases grudging respect) of the locals for having defeated the cult of Dagon. If Galwinn survived, he is elected Relford's new mayor. Galwinn's first task is to eradicate any foul legacies of Dagon's cult that remain Relford. He will task the PCs with these actions over the coming weeks. Galwinn will move into Daggerstone Manor once it is free from its foul taint. If Ngoa survived, the half-orc steps up as Relford's impromptu spiritual leader. He spends a large amount of time in Relford's temple, conducting rites to cleanse the place. Finally, he hires Zachary Finn to rebuild the shrine of Rax before returning to the life of a simple liveryman.

The Daggerstone Mines remain closed: The mines and the temple are still dangerous. However, Galwinn makes contact with the dwarf nations, who promise to enter the mine and collapse the tunnels leading to the temple and those that lead to the cavernous Deepearth; but not before the remaining areas are cleared of their foul taint and any prisoners released. The dwarves set up camp along the south road to the mine, assisting the local miners to reclaim what is rightfully theirs. They may ask for the PCs help to do this. The dwarves also secretly investigate their 'abandoned' mine in the Daggerstone Hills (**Part 1, Location 21**). When they can see that it has been tampered with, they ask the PCs to investigate and mediate the theft of the ore. If the PCs have come into the possession of these weapons, the dwarves consider their actions and may even allow the PCs to keep them, especially if they were used in defeating the Bride of Dagon. If Gaddin Vaas or Ramath Lane survived, they will notify the Iron League of these events. The Iron League will send their agent out to reclaim these weapons, by deadly force if necessary.

If the opportunity presents itself, Jek Bartollo claims the Black Skull Inn as his own, gleefully running the Cauchemar and the Black Skull with his savvy business acumen. He holds off on any road-agent activity until things return to relative normalcy.

Although the earthquake has altered the region irrevocably, the *decanter of endless water* in the Hag's spawning pool (**Part 3, Location 23A**) would be very useful to the people of Relford and the people in the surrounding area. If the device is removed and buried in a suitable location close to where the Rel River diverted, the groundwater could be restored and the drought broken. Such a trek would be fraught with danger; harpies and other denizens of the Daggerstone Hills must be braved if the expedition is to be successful.

If Koch Koblin survived, he makes his presence known and assists in identifying the other 'true' cultists, taking personal glee in pointing out the Farrowes in their farmstead and Cruaver Eldak from the Black Skull Inn. Koch's wagons are eventually removed from the corn and are repaired by anyone who can help. If the PCs were entrusted with it, Koch also asks for his *ring of the ram* back (even if the charges have been depleted). If they do not return it, he attempts to steal it from them. He also asks for Tabaxu

to be returned (if the leopard survived or was adopted by one of the PCs), however a throaty snarl from the hunting cat is enough to retract that demand. If the PCs did save Koch at some point, the dwarf ringmaster,(now bearing a small beard if his dwarf brethren showed up), will quickly tire of Relford and remind the PCs that they are obliged to escort him to Rel-Draxa (Koch can push a promise or an obligation to the nth degree). There, Koch hopes to unwind -however a series of events are about to transpire that will have Rel-Draxa at the mercies of the very sea itself. This adventure is told in **WG1: Temple of the Kraken** coming soon from Sagawork Studios.



# APPENDIX ONE:

## THE CULT OF DAGON

Under the control of the olhydrax hag known as the Bride of Dagon, the cult of Dagon has grown steadily. Additionally, a number of the cult's core members now serve the Bride of Dagon willingly, rather than through her *charming gaze*. Leading the cult is Kelnor, a middle-aged man who was posted to this region by the Church of Rax. Under the watchful eye of Father Arden, then the senior priest of the Relford temple, Kelnor suffered the ignominious and menial tasks thrust upon him as the temple's caretaker. Kelnor has a calm exterior, but is a bitter man given to private fits of anger. It was by chance that he was abducted and taken before the Bride of Dagon. Kelnor's mind snapped when his eyes fell upon the hag's horrid form. He became the Bride of Dagon's instrument of Chaos upon the surface world. Kelnor has become cruel and is now a calculating figure who orchestrates the desires of the Bride of Dagon. He killed Father Arden and covered up the murder, spreading rumors that the temple was raided by inhuman tribes or brigands. Kelnor has since assumed Father Arden's role in Relford, living a double life as Relford's spiritual advisor and the cult's Voice of Dagon.

The cult of Dagon has a large number of rank and file fanatics that are ready to lay down their lives for the olhydrax hag and Dagon. Their statistics are given on pages 52-54.

Kelnor may be encountered in a number of places throughout Relford, within the Daggerstone Mines and within the Temple of Dagon. For ease of presentation, his statistics are presented here:

KELNOR, THE VOICE OF DAGON	CR 4
Male Human Cleric 5 (Dagon)	
CE Medium humanoid	
Init +1; Senses Perception +4	
DEFENSE	
AC 18, touch 11, flat-footed 17	
(+6 Armor, +1 Dex, +1 Shield)	
hp 39 (5d8+10)	
Fort +5, Ref +2, Will +6	
OFFENSE	
Spd 30 ft	
Melee +1 heavy mace +6 (1d8+3)	
Special Attacks Channel Negative Energy (DC14, 3d6); Command Undead (DC14) 5/day, Spontaneous <i>Inflict</i> spells	
Spell-like Abilities (CL 5th)	
5/day— <i>Icicle</i> (1d6+2), <i>Touch of Evil</i> (2 rounds)	
Spells Prepared (Spell Save DC: 12+spell level)	
3rd – <i>Dispel Magic</i> , <i>Magic Circle against Good(D)</i>	
2nd – <i>Bear's Endurance</i> , <i>Desecrate(D)</i> <i>Shatter</i> , <i>Undetectable Alignment</i>	
1st – <i>Command</i> , <i>Divine Favor</i> , <i>Obscuring Mist(D)</i> , <i>Protection from Law</i> , <i>Shield of Faith</i>	
0 – <i>Bleed</i> , <i>Stabilize</i> , <i>Detect Magic</i> , <i>Guidance</i>	

D – domain spell (Evil, Water)

### TACTICS

**Before Combat:** If Kelnor is able to do so, he will try to have *Undetectable Alignment* cast prior to meeting PCs in non-combat situations. If encountered in the Temple of Dagon, he will instead prepare *bulls strength* in place of *Undetectable Alignment*. Prior to any combat, Kelnor casts *bear's endurance*, *bull's strength* (if prepared), *protection from law* and *shield of faith* upon himself. If he has had time to bolster his position before entering combat, he prepares *animate dead* in place of *dispel magic* and casts it within a *desecrated* area. He will try to establish himself in an easily defensible position, bolstering it with *Magic Circle against Good* if necessary.

**During Combat:** Kelnor is not afraid to use his Channel Energy ability even if it means he will capture allies within its area of effect. He also readily casts spontaneous *inflict* spells if he is sure that he does not need the spell it is replacing. If he encounters a melee class, Kelnor will cast *shatter* upon their weapon.

**Morale:** Kelnor maintains a calm exterior despite the turmoil raging within him. He is in love with the Bride of Dagon and fights to defend her. If reduced to less than 5 hit points, he will attempt to use his *Cloak of the Bat* and flee.

### STATISTICS

Str 15, Dex 12, Con 13, Int 10, Wis 15, Cha 15

Base Atk +3 CMB +5; CMD 16

**Feats** Acrobatic, Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Command Undead (DC 14), Deceitful, Shield Proficiency, Simple Weapon Proficiency - All

**Skills** Acrobatics +2, Bluff +4, Climb -2, Diplomacy +8, Escape Artist -1, Heal +2, Intimidate +2, Knowledge (Religion) +4, Linguistics +4, Perception +4, Ride +1, Sense Motive +2, Spellcraft +4, Stealth +4, Survival +2, Swim -2

**Languages** Common, Abyssal

**SQ** Aura, Channel Negative Energy (3d6, 5/day), Spontaneous Casting,

**Gear** +1 *glamered scale armor*, +1 *heavy mace*, cleric's vestments, *cloak of the bat*, holy symbol of Dagon, holy symbol of Rax, light steel shield, *wand of cure light wounds* (17 charges), Keys: Kelnor's Manse, Relford Temple and Crypt, Rax's Shrine, Daggerstone Manor.

**Development:** If Kelnor is killed, he arises as a Huecuva a day later and haunts either the Shrine of Rax in the Relford Temple, or the Temple of Dagon. He attacks any non cult members, spitting blasphemous curses against the gods. If encountered in the Temple of Dagon, he appears as he did in life, thanks to his disguise spell. This façade drops as soon as he faces his enemies.

**HUECUVA** **CR 2**

CE Medium undead  
**Init** +6; **Senses** darkvision 60 ft.; Perception +5  
**Aura** faithless (30 ft)

---

**DEFENSE**  
**AC** 17, touch 12, flat-footed 15  
 (+2 Dex, +5 natural)  
**hp** 16 (3d8+3)  
**Fort** +2, **Ref** +3, **Will** +4  
**DR** 5/magic or silver; **Immune** undead traits

---

**OFFENSE**  
**Spd** 30 ft.  
**Melee** 2 claws +4 (1d6+1 plus disease)  
**Spell-Like Abilities** (CL 3rd)  
 3/day—*disguise self*

---

**STATISTICS**  
**Str** 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12  
**Base Atk** +2; **CMB** +3; **CMD** 14  
**Feats** Improved Initiative, Weapon Focus (claw)  
**Skills** Perception +5, Stealth +7

---

**SPECIAL ABILITIES**  
**Disease (Ex)** Claw, *save* Fort DC 12, *frequency* 1d3 days/1 day, *effect* 1d3 Dex damage and 1d3 Con damage, *cure* 2 consecutive saves. The save DC is Charisma-based.  
**Faithless (Su)** The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any effects based off that ability. This bonus stacks with channel resistance.

## THE ACOLYTES OF DAGON

The following statistics represent the rank and file followers within the cult of Dagon. They can be used to pad out existing encounters or as the basis of custom-built encounters.

**ADEPT CULTIST** **CR 1/3**

Male or Female Human Adept 1 (Dagon)  
 CE Medium humanoid  
**Init** -1; **Senses** Perception +3

---

**DEFENSE**  
**AC** 10, touch 9, flat-footed 10  
 (+1 Armor, -1 Dex)  
**hp** 6 (1d6)  
**Fort** +0, **Ref** -1, **Will** +3

---

**OFFENSE**  
**Spd** 30 ft.  
**Melee** club +1 (1d6+1)  
 dagger +1 (1d4+1/19-20)  
**Spells Prepared** (Spell Save DC: 11+spell level)  
 1st — *Burning Hands, Sleep*  
 0 — *Stabilize, Ghost Sound, Touch of Fatigue*

---

**TACTICS**  
**During Combat:** These cultists will use *sleep* or *burning hands* to take out as many adversaries as possible, including allies in the spells effects only if necessary. If forced into close quarter combat, adepts will single out melee opponents and use touch of

melee upon them.  
**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

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**STATISTICS**  
**Str** 12, **Dex** 9, **Con** 10, **Int** 8, **Wis** 13, **Cha** 13  
**Base Atk** +0 **CMB** +1; **CMD** 10  
**Feats** Alertness, Armor Proficiency (Light), Simple Weapon Proficiency - All  
**Skills** Acrobatics -1, Appraise -1, Bluff +1, Diplomacy +1, Escape Artist -1, Heal +1, Intimidate +1, Perception +3, Ride -1, Sense Motive +3, Spellcraft +3, Stealth -1, Survival +1, Swim +1  
**Languages** Common  
**SQ** Bonus Feat, Skilled  
**Gear** club, dagger, commoner's clothes, cultists robe, flint and steel, holy symbol of Dagon, hooded lantern, oil flask, Padded Armor

**CLERIC CULTIST** **CR 1/2**

Male or Female Human Cleric 1 (Dagon)  
 CE Medium humanoid  
**Init** +1; **Senses** Perception +2

---

**DEFENSE**  
**AC** 16, touch 11, flat-footed 14  
 (+4 Armor, +1 Dex, +1 Shield)  
**hp** 9 (1d8+1)  
**Fort** +2, **Ref** +1, **Will** +4

---

**OFFENSE**  
**Spd** 30 ft.  
**Melee** heavy mace +1 (1d8+1)  
 dagger +1 (1d4+1/19-20)  
**Special Attacks** Channel Negative Energy (DC12, 1d6); Command Undead (DC12) 5/day, Spontaneous *Inflct* spells  
**Spell-like Abilities** (CL 1st)  
 5/day—*Icicle* (1d6), *Touch of Evil* (1 round)  
**Spells Prepared** (Spell Save DC: 12+spell level)  
 1st — *Command, Detect Good, Obscuring Mist (D)*  
 0 — *Bleed, Stabilize, Guidance*  
 D — domain spell (Evil, Water)

---

**TACTICS**  
**Before Combat:** These cultists will attempt to cast *guidance* on those who need it.  
**During Combat:** These cultists will use *Obscuring Mist* to conceal allies and use *command* to put adversaries within harms way. Kelnor is not afraid to use his Channel Energy ability even if it means he will capture allies within its area of effect. He also readily casts spontaneous *inflct* spells if he is sure that he does not need the spell it is replacing. If he encounters a melee class, Kelnor will cast *shatter* upon their weapon.  
**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

---

**STATISTICS**  
**Str** 15, **Dex** 12, **Con** 10, **Int** 10, **Wis** 15, **Cha** 14  
**Base Atk** +0 **CMB** +1; **CMD** 12  
**Feats** Armor Proficiency (Light), Armor Proficiency (Medium), Command Undead (DC 12), Eschew Materials, Shield Proficiency, Simple Weapon Proficiency - All  
**Skills** Acrobatics -2, Bluff +2, Climb -2, Diplomacy +2, Escape Artist -2, Fly -2, Heal +6, Intimidate +2, Knowledge (Religion) +4, Linguis-

tics +4, Perception +2, Ride +1, Sense Motive +2, Spellcraft +4, Stealth -2, Survival +2, Swim -2  
**Languages** Common, Abyssal  
**SQ** Aura, Channel Negative Energy (1d6 5/day), Domain Powers, Spontaneous Casting  
**Gear** chain shirt, cleric's vestments, dagger, flint and steel, holy symbol of Dagon, hooded lantern, heavy mace, oil flask, light shield

**FIGHTER CULTIST** **CR ½**

CE Medium humanoid  
**Init** +1; **Senses** Perception +3  


---

**DEFENSE**  
**AC** 15, touch 11, flat-footed 14  
 (+4 Armor, +1 Dex)  
**hp** 12 (1d10+2)  
**Fort** +4, **Ref** +1, **Will** +0  


---

**OFFENSE**  
**Spd** 30 ft  
**Melee** club +4 (1d6+3)  
 dagger +4 (1d4+3/19-20)  
 longsword +5 (1d8+3/19-20)  
**Ranged** light crossbow +2 (1d8/19-20)  


---

**TACTICS**

**During Combat:** These cultists will engage adversaries in hand to hand combat, using tactics such as bull rush, charge, disarm and aid another to assist their fellows.  
**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

**STATISTICS**  
**Str** 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8  
**Base Atk** +1 **CMB** +4; **CMD** 15  
**Feats** Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Combat Reflexes, Martial Weapon Proficiency (All) Shield Proficiency, Simple Weapon Proficiency (All), Tower Shield Proficiency, Weapon Focus (Longsword)  
**Skills** Appraise +1 Bluff -1, Climb +1, Diplomacy -1, Escape Artist -1, Intimidate +3, Perception +3, Ride +1, Sense Motive +2, Stealth -1, Survival +4, Swim +1  
**Languages** Common  
**SQ** Bonus Feat, Skilled  
**Gear** crossbow bolts (x30), chain shirt, club, dagger, cult robes, flint and steel, hooded lantern, light crossbow, longsword, oil flask, peasant's or traveler's outfit

**MONK CULTIST** **CR ½**

Male or Female Human Monk 1  
 LE Medium humanoid  
**Init** +3; **Senses** Perception +6  


---

**DEFENSE**  
**AC** 15, touch 15, flat-footed 12  
 (+3 Dex, +2 Wis)  
**hp** 9 (1d8+1)  
**Fort** +3, **Ref** +5, **Will** +4  


---

**OFFENSE**  
**Spd** 30 ft  
**Melee** dagger +3 (1d4+1/19-20)

quarterstaff +1 (1d6+1)  
 quarterstaff (main -3 / off -7) (1d6+1/1d6)  
 unarmed strike +3 (1d6+1)

**Special Attacks** Stunning Fist, Flurry of Blows  


---

**TACTICS**

**During Combat:** These cultists will use all manner of combat maneuvers to defeat their opponents. Also, they will try to keep melee opponents disarmed and flanked.  
**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

**STATISTICS**  
**Str** 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8  
**Base Atk** +0 **CMB** +5; **CMD** 16  
**Feats** Agile Maneuvers, Improved Grapple, Improved Unarmed Strike, Monk Weapon Proficiencies, Stunning Fist, Weapon Finesse (Fists)  
**Skills** Acrobatics +7, Bluff -1, Climb +5, Diplomacy -1, Escape Artist +7, Fly +3, Heal +2, Intimidate +3, Perception +6, Ride +3, Sense Motive +2, Stealth +7, Survival +2, Swim +1  
**Languages** Common  
**SQ** AC Bonus +2, Flurry of Blows  
**Gear** dagger, flint and steel, hooded lantern, monk's robes, oil flask, quarterstaff

**ROGUE CULTIST** **CR ½**

Male or Female Human Rogue 1  
 NE Medium humanoid  
**Init** +3; **Senses** Perception +3  


---

**DEFENSE**  
**AC** 16, touch 13, flat-footed 13  
 (+3 Armor, +3 Dex)  
**hp** 9 (1d8+1)  
**Fort** +0, **Ref** +5, **Will** -1  


---

**OFFENSE**  
**Spd** 30 ft  
**Melee** dagger +3 (1d4+1/19-20)  
 sap +3 (1d6+1)  
 shortsword +3 (1d6+1/19-20)  
**Ranged:** light crossbow +3 (1d8/19-20)  
**Special Attacks** Sneak Attack +1d6  


---

**TACTICS**

**During Combat:** These cultists attempt use stealth and subterfuge to flank an opponent, where they will be able to maximize their sneak attack ability. They prefer to use ranged weapons over close combat abilities in this regard.  
**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

**STATISTICS**  
**Str** 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 8, **Cha** 14  
**Base Atk** +0 **CMB** +3; **CMD** 14  
**Feats** Agile Maneuvers, Armor Proficiency (Light), Rogue Weapon Proficiencies, Simple Weapon Proficiency, Weapon Finesse  
**Skills** Acrobatics +6, Appraise +1, Bluff +2, Diplomacy +2, Escape Artist +2, Fly +2, Heal -1, Intimidate +2, Perception +3, Ride +3, Sense Motive +3, Slight of Hand +6 Stealth +6, Use Magic Device +6  
**Languages** Common  
**SQ** Sneak Attack +1d6 Trapfinding +1



**Gear** acid flask, crossbow bolts (30), dagger, flint and steel, hooded lantern, light crossbow, oil flask, sap, shortsword, studded leather armor, thieves' tools.

**WARRIOR CULTIST** CR 1/3

Male or Female Human Warrior 1

CE Medium humanoid

Init +0; Senses Perception +2

**DEFENSE**

AC 13, touch 13, flat-footed 13

(+2 Armor, +1 Shield)

hp 12 (1d10+2)

Fort +3, Ref +0, Will -1

**OFFENSE**

Spd 30 ft

Melee club +2 (1d6+1)

dagger +2 (1d4+1/19-20)

**TACTICS**

**During Combat:** These cultists attempt to engage their adversaries in hand to hand combat. They will try to flank their opponents to assist the more capable combatants to take down their foes.

**Morale:** Morale varies between individuals. Charmed cultists will generally surrender when disabled. Dagon Cultists are more fanatic and will fight to the death.

**STATISTICS**

Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 10

Base Atk +1 CMB +2; CMD 12

**Feats** Acrobatic, Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Martial Weapon Proficiency (All), Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency

**Skills** Acrobatics +2, Fly +1, Heal -1, Intimidate +4, Perception +2, Sense Motive +1, Stealth -1, Survival -1

**Languages** Common

**Gear** buckler, club, dagger, flint and steel, hooded lantern, leather armor, oil flask

**DAGONSPAWN ZOMBIE** CR 1

NE Medium Undead

Init +0; Senses Darkvision 60 ft; Perception +0

**DEFENSE**

AC 12, touch 10, flat-footed 12

(+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits; mottled skin

**OFFENSE**

Spd 30 ft

Melee slam +4 (1d6+4), tongue +4 (1d6+4)

**Special Attacks** Abyssal Vomit, Blood Drain

**TACTICS**

**During Combat:** Similar to a ghoul, a dagonspawn zombie is voracious in its appetite for flesh and blood.

**Morale:** A dagonspawn zombie fights until destroyed.

**STATISTICS**

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

**Feats** Toughness

**Skills** None

**SQ** Abyssal Vomit, Blood Drain, Mottled Skin, Speed, Lifespan

**SPECIAL ABILITIES**

**Abyssal Vomit (Su):** Every 1d4 rounds as a standard action, a dagonspawn zombie may call upon the inky abyssal waters of Thos and vomit it from its ruined jaws. Such an attack is made at the zombie's base attack bonus, modified for dexterity and is considered a splash weapon. It has a range of 10 ft. Abyssal vomit can generate one of the following effects (d20):

d20	RESULT
1-15	<b>Dagon's Bile:</b> deals 1d6 acid damage.
16-18	<b>Olhydrix Ink:</b> contact; <i>save</i> Reflex DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Dex modifier or be blinded for 1d4 rounds.
19	<b>Thos Ague:</b> contact; <i>save</i> Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> immediate; frequency 1/round; <i>effect</i> ; target becomes sickened. Creatures sickened by Thos Ague also count as good for the purposes of spells with the evil descriptor; <i>cure</i> 2 consecutive saves.
20	<b>Abyssal Ascariasis:</b> contact; <i>save</i> Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> 1d4 days; <i>frequency</i> 1/day; <i>effect</i> 1d2 Con, this damage cannot be healed while the creature is infected; <i>cure</i> 2 consecutive saves. Anyone who dies while infected rises as a dagonspawn zombie in 2d4 hours.

**Blood Drain (Ex):** The feeder tentacle is sinuous enough to be able to initiate a grapple check. If it succeeds, it drains blood from its opponent, inflicting 2 points of strength damage before the tongue detaches.

**Lifespan:** The full gestation cycle of an olhydrix is 2d4 weeks and only 1% of dagonspawn zombies will produce an olhydrix hag. This is because the body of the host creature generally fails before the olhydrix can fully mature, destroying the dagonspawn zombie and killing the immature olhydrix. Dagonspawn zombies carrying a matured olhydrix find a secluded area by a tide pool or similar water source in which to disgorge their 'child'. Such an event will always destroy the dagonspawn zombie. The olhydrix child is identical to a mature olhydrix with the Young Creature template as described in the *Pathfinder Roleplaying Game Bestiary*. The young creature template is applied twice. Like its larvae form, a young olhydrix has a voracious appetite and it soon feeds upon the remains of the dagonspawn zombie that carried it.

**Mottled Skin (Ex):** The skin of a dagonspawn zombie has a reflexive color-morphic quality that can be adjusted to blend in with its surroundings. A dagonspawn zombie gains a +5 racial bonus to stealth checks.

**Speed:** Unlike normal zombies, a dagonspawn zombie can run. In addition, a dagonspawn zombie does not possess the staggered condition.

# APPENDIX TWO: NEW MONSTERS

## HAG, OLHYDRIX

*From within the half-submerged ruins comes a creature borne of a demon's nightmare: Rising over 10 feet, this creature is a horrid amalgam of a giant squid and a humanoid. The head, arms and upper torso are vaguely female; needle-like teeth line her voluptuous mouth and her eyes are white and pupil-less. White hair spills from her head in flowing tresses, clinging wetly to her body. The creature's lower body tapers into that of a giant squid; its black skin glistens as it pulls itself forward on powerful tentacles that could crush a man in an instant.*

### HAG, OLHYDRIX CR 5

CE Large Monstrous Humanoid (Aquatic)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +6

#### DEFENSE

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

**hp** 27 (4d8+9)

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

**Defensive Abilities** SR 14

#### OFFENSE

**Spd** 30 ft, swim 50 ft.

**Melee** 2 Claws +9 (1d4+5) or by weapon, Tentacles +9 (1d6+5)

**Face** 10 ft; **Reach** 10 ft

**Special Attacks** Horrific Appearance, Charming Gaze, Improved Grab

**Spell Like Abilities** (CL 4th)

2/day – darkness

#### STATISTICS

**Str** 21, **Dex** 13, **Con** 16, **Int** 10, **Wis** 13, **Cha** 14

**Base Atk** +4; **CMB** +10; **CMD** 20

**Feats** Alertness,

**Skills** Climb +7, Craft or Knowledge: (any one) +5, Perception +6,

Swim +7

**Languages** Abyssal, Common

**SQ** Amphibious, Darkvision, Spell Resistance 14

#### ECOLOGY

**Environment** any subterranean or aquatic

**Organization** solitary, or covey (3 hags of any kind plus 1-8 ogres and 1-4 evil giants)

**Treasure** standard

#### SPECIAL ABILITIES

**Charming Gaze (Su):** Any creature within 10 feet of an olhydrix hag that meets its gaze must succeed on a DC16 Will save or be affected as though charmed by a *charm monster* spell (CL 4th).

**Horrific Appearance (Su):** The sight of an olhydrix hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed a DC13 Fortitude save or instantly be weakened, taking 2d6 points of strength damage. This damage cannot re-

duce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, an olhydrix hag must hit a creature of equal size or smaller with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals tentacle damage.

**Jet (Ex):** When in the water, an olhydrix hag can jet backwards once per round as a full-round action, at a speed of 200 feet. It must move in a straight line but does not provoke attacks of opportunity while jetting.

**Skills:** An olhydrix hag has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It may choose to take 10 on a swim check even when distracted or endangered. It can use the run option while swimming, provided it swims in a straight line.

Even the earliest scripts of the merfolk detail a sect of female aquatic elves who had given themselves over to the evil gods of the deep. Calling themselves the 'Brides of Dagon' these elves consorted with Shroth demons (*Tome of Horrors II*). Their frequent and vile unions soon corrupted the elves, warping their very bodies: Their skin grew oily black and their eyes lost their pupils. Their lustrous green hair bleached white, like coral in the sun and within their voluptuous mouths grew rows of needle-like teeth. Worse, their lower bodies tapered and twisted beyond recognition, becoming squid-like. These creatures were the first olhydrix; foul hags of the deep.

#### ECOLOGY

As a race borne of demons, olhydrix hags have no real place in nature. They use other species to protect and propagate their race through coercion, enchantment and dark magic. It is possible for an olhydrix hag to mate with all manner of humanoid races; their offspring are always an olhydrix hag. After mating, an olhydrix hag will lay young larvae in a special spawning pool. When a humanoid creature is immersed in an olhydrix hag's spawning pool it may contract Abyssal Ascariasis:

#### ABYSSAL ASCARIASIS

**Type** disease contact; **Save** Fort DC = 10 + the olhydrix's Hit Dice + the olhydrix's Cha modifier

**Onset** immediate; **Frequency** 1/day

**Effect** 1d2 Con, this damage cannot be healed while the creature is

infected; **Cure 2** consecutive saves. Anyone who dies while infected rises as a dagonspawn zombie in 2d4 hours.

This is further explained in the dagonspawn zombie entry.

## HABITAT & SOCIETY

Like other hags, Olhydrices can form or be part of a hag covey. These foul triunes are explained in the *Pathfinder Roleplaying Game Bestiary*

## ZOMBIE, DAGONSPAWN

*Brittle and wiry hair spills from her head but does little to obscure her horrid visage; the skin of her face and neck is dead and mottled grey. Dangling obscenely from her ruined jaw, a long tentacle-like tongue writhes; sniffing the air; seeking food. Blind eyes stare at you with unerring accuracy as a low moan bubbles though the inky-black water welling in her throat.*

Similar to a void zombie (*Pathfinder 14: Children of the Void*, pg 81), a dagonspawn zombie is a creature that is infested with the larval young of an olhydrix hag. They are called dagonspawn after the Shroth demons (*Tome of Horrors II*) that originally sired the first olhydrix millennia ago.

Those who perish whilst suffering Abyssal Ascariasis become dagonspawn zombies. Within 2d4 hours of the creature's death, the strongest of the olhydrix's larvae infesting the corpse worms its way into the spinal fluid and eventually into the brain cavity, where it undergoes a swift gestation. During this time, the parasite takes total control of the corpse and mutates its genetic codes so as to best serve as a vehicle for obtaining food. As it grows, the squid-like parasite becomes too large to fit inside the skull and relocates to the creature's stomach cavity. The parasite's feeding tentacle soon grows thick enough to dislocate the creature's jaw, lolling outwards like an obscene tongue. When encountered, dagonspawn zombies are often mistaken for ghouls. A DC 10 Knowledge: Undead can correctly identify the difference.

A dagonspawn zombie has the same statistics as a humanoid zombie with the following abilities. A full stat block may be found on page 54.

**Challenge Rating:** As a normal zombie +1 (Minimum CR of 1)

**Speed:** Unlike normal zombies, a dagonspawn zombie can run. In addition, a dagonspawn zombie does not possess the staggered condition.

**Attacks:** In addition to its normal slam attack, a dagonspawn zombie has a secondary tongue attack (the feeding tentacle of the parasite that hangs from the zombie's ruined jaws) that deals 1d6 points of bite damage

**Special Attacks:** A dagonspawn zombie gains the following special attacks:

**Blood Drain (Ex):** The feeder tentacle is sinuous enough to be able to initiate a grapple check. If it succeeds, it drains blood from its opponent, inflicting 2 points of strength damage before the tongue detaches.

**Defensive Abilities:** The dagonspawn zombie has the following defensive abilities:

**Mottled Skin (Ex):** The skin of a dagonspawn zombie has a reflexive color morphic quality that can be adjusted to blend in with its surroundings. A dagonspawn zombie gains a +5 racial bonus to stealth checks.

**Special Abilities:** The dagonspawn has the following special abilities:

**Abyssal Vomit (Su):** Every 1d4 rounds as a standard action, a dagonspawn zombie may call upon the inky, abyssal waters of Thos and vomit it from its ruined jaws. Such an attack is made at the zombie's base attack bonus, modified for dexterity and is considered a splash weapon. It has a range of 10 ft. Abyssal vomit can generate one of the following effects (d20):

d20	RESULT
1-15	<b>Dagon's Bile:</b> deals 1d6 acid damage.
16-18	<b>Olhydrix Ink:</b> contact; <i>save</i> Reflex DC = 10 + ½ the zombie's Hit Dice + the zombie's Dex modifier or be blinded for 1d4 rounds.
19	<b>Thos Ague:</b> contact; <i>save</i> Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> immediate; frequency 1/round; <i>effect</i> ; target becomes sickened. Creatures sickened by Thos Ague also count as good for the purposes of spells with the evil descriptor; <i>cure 2</i> consecutive saves.
20	<b>Abyssal Ascariasis:</b> contact; <i>save</i> Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; <i>onset</i> 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; <i>cure 2</i> consecutive saves. Anyone who dies while infected rises as a dagonspawn zombie in 2d4 hours.

**Lifespan:** The full gestation cycle of an olhydrix is 2d4 weeks and only 1% of dagonspawn zombies will produce an olhydrix hag. This is because the body of the host creature generally fails before the olhydrix can fully mature, destroying the dagonspawn zombie and killing the immature olhydrix. Dagonspawn zombies carrying a matured olhydrix find a secluded area by a tide pool or similar water source in which to disgorge their 'child'. Such an event will always destroy the dagonspawn zombie. The olhydrix child is identical to a mature olhydrix hag with the Young Creature template as described in the *Pathfinder Roleplaying Game Bestiary*. The young creature template is applied twice. Like its larvae form, a young olhydrix hag has a voracious appetite and it soon feeds upon the remains of the dagonspawn zombie that carried it.



# APPENDIX THREE: PREGENERATED CHARACTERS

## BALTHAZEUS



### MALE DWARF

DEITY Agnostic  
HOMELAND Al-Qamaj

### CHARACTER TRAITS

CLASS/LEVEL Wizard 1  
ALIGNMENT Neutral Good  
INITIATIVE +0  
SPEED 20 ft

### ABILITIES

STRENGTH 12  
DEXTERITY 10  
CONSTITUTION 10  
INTELLIGENCE 15  
WISDOM 15  
CHARISMA 12

### DEFENSES

HP 6  
AC 10, touch 10, flat-footed 10 (+0Dex, +0  
Armor)  
Fort +0, Ref+0, Will +4

### SKILLS

Appraise +6, Bluff +1, Climb +1, Diplomacy  
+1, Heal +2, Intimidate +1, Knowledge: Ar-  
cana +6, Linguistics +6, Perception +2,  
Sense Motive +3, Spellcraft +6, Survival +2,  
Swim +1

### FEATS

Combat Casting, Scribe Scroll

### GEAR

6 trail rations, alchemist's fire (flask) x2, backpack, crossbow bolts x30 (in backpack), dagger, light crossbow (in backpack), flint and steel, hooded lantern, oil flask, scroll case, *scroll of burning hands*, *scroll of charm person* (CL 1st), spell component pouch, traveler's outfit, walking stick (treat as a club), 28gp

### NOTES

#### Spellbook-

1st - *endure elements*, *mage armor*, *magic weapon*, *protection from evil*, *sleep*, *summon monster*  
0 - *all*

Balthazeus is in many ways not an average dwarf. He keeps his black beard plaited and his moustache twirled in the Qamaji style, but most importantly, Balt is a magesmith: A dwarf wizard and one of the few in the world with the aptitude to practice the craft. He has heard that there are secrets of the dwarf nations buried somewhere within the Dagrestone Hills. He means to uncover those secrets in mastering his craft.

# JOREUNE



## DEFENSES

HP 10  
 AC 19, touch 12, flat-footed 17 (+2 Dex, +5 Armor, +2 Shield)  
 Fort +2, Ref+2, Will +3

## OFFENSE

**Melee** longsword +3 (1d8+2/19-20)  
 dagger +3 (1d4+2/19-20)  
 trident +4 (1d8+2)  
**Ranged** trident +3 (1d8+2)  
**Base Atk** +1; **CMB** +3; **CMD** 15  
**Special Abilities** Aura of Good, Detect Evil, Smite Evil 1/day (+3 to attack, +2 damage)

## SKILLS

Acrobatics -4, Bluff +2, Diplomacy +6, Escape Artist -4, Fly -4, Heal +4, Intimidate +2, Knowledge: Religion +4, Perception +3, Ride +2, Sense Motive +5, Stealth -4, Survival +1, Swim -4

## FEATS

Skill Focus: Heal, Weapon Focus: Trident

## GEAR

backpack, dagger, flint and steel, heavy steel shield, holy water (flask), hooded lantern, longsword, scale mail, silver holy symbol, trail rations x3, traveler's outfit, trident, 32 gp

## NOTES

Joreune is the half human child of an aquatic elf, so for her, the lure of the sea has always been strong. Her mother was Aquanara the Fish Queen; the main attraction in a travelling circus famous for its bizarre creatures and wondrous acts. When the circus was in the port-city of Rel-Draxa, Joreune ran away and joined the church of Mannanu, hoping to become one of the elite Knights Mariner; the Paladins of Mannanu and Rel-Draxa's protectors. Now that day has come, Joreune has taken leave to find her mother to thank her and to properly say good-bye.

Joreune is a hal-elf who favors her human heritage, as such Joreune does not have the aquatic subtype.

## FEMALE HALF-ELF

DEITY Mannanu  
 HOMELAND Rel-Draxa

## CHARACTER TRAITS

CLASS/LEVEL Paladin 1  
 ALIGNMENT Lawful Good  
 INITIATIVE +2  
 SPEED 30 ft

## ABILITIES

STRENGTH 15  
 DEXTERITY 14  
 CONSTITUTION 10  
 INTELLIGENCE 10  
 WISDOM 12  
 CHARISMA 15

## LLANDER



### MALE HUMAN

DEITY Atheist  
HOMELAND Verda

### CHARACTER TRAITS

CLASS/LEVEL Ranger 1  
ALIGNMENT Lawful Evil  
INITIATIVE +3  
SPEED 30 ft

### ABILITIES

STRENGTH 12  
DEXTERITY 17  
CONSTITUTION 10  
INTELLIGENCE 10  
WISDOM 14  
CHARISMA 13

### DEFENSES

HP 10  
AC 15, touch 13, flat-footed 12 (+3 Dex, +2 Armor)  
Fort +2, Ref+5, Will +2

### SKILLS

Acrobatics +3, Bluff +1, Climb +5, Diplomacy +1, Disable Device +4, Escape Artist +3, Fly +3, Handle Animal +5, Heal +2, Intimidate +5, Knowledge: Nature +4, Perception +6, Ride +3, Sense Motive +2, Stealth +7, Survival +6, Swim +1

### FEATS

Point Blank Shot, Precise Shot

### OFFENSE

**Melee** longsword +2 (1d8+1/19-20)  
dagger +2 (1d4+1/19-20)  
**Ranged** repeating crossbow+4 (1d8/19-20)  
**Base Atk** +1; **CMB** +2; **CMD** 15  
**Special Abilities** Favored Enemy, Track +1, Wild Empathy +2

### GEAR

antitoxin, crossbow bolts x40, repeating crossbow, dagger, hooded lantern, leather armor, longsword, oil flask, smokestick, tanglefoot bag, tindertwig x10, trail rations x4, traveler's outfit, 16gp

### NOTES

Llander is a bounty hunter, before that, he was the second in command to one of the largest outlaw bands in Verda. Llander's first successful mission as a bounty hunter was leading his outlaw comrades into an ambush of Verdian Ranger Knights. He was paid handsomely for the deed. Since that day, Llander has wandered south, competing in several Marksman's Tournaments, using the winnings to fuel nights of drunken debauch. Finally tired of such pursuits, Llander has made his way to Rel-Draxa, where some merchant or other seeks someone to investigate the Daggerstone Mining operation: Apparently, the mine's yield has dropped dramatically and the merchant wants to find out where his money has gone. Llander hopes that this hunt will give him the excitement he is yearning for.



## RONGO



### MALE HALF-ORC

DEITY Ancestor Worship  
HOMELAND Trackless Isles

### CHARACTER TRAITS

CLASS/LEVEL Bard 1  
ALIGNMENT Chaotic Good  
INITIATIVE +1  
SPEED 30 ft

### ABILITIES

STRENGTH 16  
DEXTERITY 12  
CONSTITUTION 10  
INTELLIGENCE 13  
WISDOM 10  
CHARISMA 15

### DEFENSES

HP 8  
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 Armor)  
Fort +0, Ref+3, Will +2

### SKILLS

Acrobatics +3, Appraise +1, Bluff +2, Climb +5, Diplomacy +6, Escape Artist +3, Fly -1, Intimidate +4, Knowledge: History +6, Perception +4, Perform: Tribal Dance +6, Ride +1, Stealth +3, Swim +1

### FEATS

Arcane Strike

### GEAR

backpack, crossbow bolts x30, chain shirt, greataxe 12lbs hooded lantern, light crossbow, spell component pouch, sunrod x3, tindertwig x10, throwing daggers x5, trail rations, traveler's outfit, 24gp

### OFFENSE

**Melee** great axe +3 (1d12+4/x3)  
shortsword +3 (1d6+3/19-20)  
dagger +3 (1d4+1/19-20)  
**Ranged** light crossbow +0 (1d8/19-20)  
dagger +0 (1d4+1/19-20)

Base Atk +0; CMB +3; CMD 14

**Special Abilities** Bardic Knowledge +1, Bardic Performance (countersong, distraction, fascinate, inspire courage +1)

**Spells Known** (CL 1st)  
1st (2/day) – cure light wounds, summon monster 1  
0 – detect magic, ghost sound, mage hand

### NOTES

Brought up by the tribal people that live in the Trackless Isles, Rongo knows little of his true heritage. Despite looking different, the Mjaori tribes always treated him as an equal and saw his great strength a boon of the spirits. When Rongo came of age and the *tamoko* tattoos were placed upon his face, he heard the spirits calling to him for the first time. With the haka; the tribal dance of his people Rongo can channel this spirit energy to do many wondrous things. But it is the spirit that resides within him that does not rest. Rongo has left the Trackless Isles, coming north into the civilised lands. Rongo has come to Relford to speak with another half-breed such as he is, to learn more of the spirits that guide him.

## HANDOUT 1 – JOURNAL OF THE FORGOTTEN MINER

(Permission is given to photocopy all of the handouts contained in this module)

(DATED 13 MONTHS AGO)

*Hangover today: I drank too much Cauchemar whiskey. Galwinn was kind enough to let me sleep. I missed today's roster. Garrod: You're a damn fool for drinking too much!*

(DATED LATER IN THE SAME IN THE DAY)

*Disaster! An earthquake has caused part of the mine to collapse. Cantor Daggerstone was down there working and he is among those trapped. Despite my frailties, I descended to see what aid I could offer. We can hear them digging on the other side.*

(DATED 3 DAYS LATER)

*It has been three days. The sound of digging is weaker and less distinct. They are running out of air. I have barely slept.*

(DATE IS CROSSED OUT)

*I woke up in the Miner's Rest this morning. Galwinn says I collapsed and was brought out. I went to the mine again, but the foreman would not let me dig. He said that there'd already been enough accidents for one day. I'm off to the Cauchemar.*

(DATED 6 DAYS AFTER THE EARTHQUAKE)

*Cantor was brought out of the mine today, at dusk. Of those poor workers, he was the only survivor. I saw him, being helped up to his manor. There was a wild and haunted look about him. Those with him looked similarly haunted. The mine is still shut.*

(DATED 7 DAYS AFTER THE EARTHQUAKE)

*I awoke at dawn, eager to see the mines for myself. My strength has returned and I vow that I shall put away the bottle. Some of the miners were gathered by the old oak. Cantor has decreed that the mines are to remain shut pending a geological survey by some official in Rel-Draxa. A lot of us do not know what to do in the meantime.*

(DATED 8 DAYS AFTER THE EARTHQUAKE)

*The level in the Rel River has dropped. Trout and other fish flop in the mud.*

(DATED 12 DAYS AFTER THE EARTHQUAKE)

*I went up to Daggerstone Manor to register a new claim I am scouting in the western section of the hills. However, I cannot raise anyone at the door. As a matter of fact, I have not seen Cantor and his lady wife since the quake. Surely they have not locked themselves in their house? Their shutters are closed and their doors are locked. Strange.*

(DATED 16 DAYS AFTER THE EARTHQUAKE)

*The flow of the Rel River has been reduced to a trickle. It is late spring and there are no leaves on the trees yet. I asked Galwinn about it, he says that the land has changed since the earthquake. This is ominous news indeed. Galwinn said that he is going to range the area to try and find out what has happened. I will go with him I think; I need to get out of Relford for a bit.*

(DATED 20 DAYS AFTER THE EARTHQUAKE)

*The earthquake has changed the very nature of the land; both Galwinn and I followed the path of the Rel River up into the hills, close to the mountains. A landslide has destroyed the waterfall here, diverting the river further north. Its new course takes it some miles from Relford. This is bad news indeed.*

(DATED 24 DAYS AFTER THE EARTHQUAKE)

*It is as if we have arrived in a town alien to us, but this is Relford. All the miners' tents are gone from the southern road leading to the mine and the Miner's Rest is empty, except for me and Galwinn, that is. Galwinn has not talked much since returning. He said he needed to do some thinking so he went outside to chop wood. I need to think as well, so I am off to the Cauchemar.*

(DATED 25 DAYS AFTER THE EARTHQUAKE)

*My money pouch is gone and I have a splitting headache, thanks to a lump the size of a goose egg on the back of my skull. Galwinn says that I was brought in last night by three of Jek's Boys, Vaskar, Crais and Tollard I think. Jek is the owner of the Cauchemar. Apparently, the whiskey I drank did not agree with me and I took a tumble off the bridge. I don't remember it. I reckon I've been robbed.*

(DATED 1 MONTH AFTER THE EARTHQUAKE)

I went up to the Temple to pray; it has been a month since the earthquake. I saw that farmer; Craddoc Farrow talking with the new priest...Kelnor is his name. He is a cleric in the Church of Rax I hear. Their church built the temple here back when Relford was just a few tents and bark huts. Father Arden is away in Rel-Draxa and is due to return in a few months. There is something about Kelnor I do not like.

(DATED 1 MONTH AND 7 DAYS AFTER THE EARTHQUAKE)

At the temple again. If Craddoc is a man of Tychas, why does Craddoc now pray in the shrine of Rax? I would have thought his wife would have had something to say about that, the pious woman she is. I forget her name. Come to think of it, I saw Barad the Blacksmith and Davven Se-ward in Rax's shrine too.

(DATED 1 ½ MONTHS AFTER THE EARTHQUAKE)

Work is scarce around Relford. Galwinn allows me to stay on at the Miner's Rest, but I can tell that my presence is taking a toll. I have taken to doing odd jobs around Relford.

(DATED 2 MONTHS AFTER THE EARTHQUAKE)

Garik Karel's oxen are a problem; they keep on knocking over the low stone wall surrounding his yard and getting into the small cornfields that Craddoc has sown. Garik has paid me to repair the wall, but it is hard work and I am no stonemason. I saw Craddoc's wife looking out from an upstairs window in their farmhouse. I thought nothing of it until I looked over some hours later and saw her still standing there, watching. Very strange: Was she watching me?

(DATED 3 MONTHS AFTER THE EARTHQUAKE)

I have now realized that a number of people have just simply disappeared. A number houses stand empty, as if their entire families have fled in the night.

(DATED 3 AND A HALF MONTHS AFTER THE EARTHQUAKE)

Galwinn tells me that Cantor and Elise Daggerstone have suffered a stroke. They now rest in their beds and Kelnor has food brought to them from the Black Skull Inn. There is no word on the Geologists yet.

(SEVERAL PAGES HAVE BEEN RIPPED OUT)

(DATED 4 MONTHS AND 20 DAYS AFTER THE EARTHQUAKE)

Worked for the Livery today. Ngoa is a native from the hotter regions, but his face betrays his half-breed ancestry. I was shoveling hay in the loft when I noticed that a number of mummified animals hang from the rafters. What manner of vile gods does he follow?

(DATED 6 MONTHS AND 11 DAYS AFTER THE EARTHQUAKE)

The Day of the Unhallowed. Apparently the Cauchemar is named after a demon horse ridden by hellish knight that once terrorized this area. Jek normally celebrates Unhallowed Eve by offering tours of his cellar, where the horse's hoof prints are supposedly burnt into the ground. I don't believe it of course, but the whiskey is good.

(SAME DAY)

Jek is not celebrating Unhallowed Eve this year; however I do not believe that anyone is surprised. Galwinn came back from the hills this evening, saying that he found the corpses of three travelers. They were killed by the Harpies that nest on Dagger Rock.

(A NUMBER OF PAGES HAVE BECOME FADED AND UNREADABLE)

(DATED 7 MONTHS AND 1 DAY AFTER THE EARTHQUAKE)

I am shaking. I was taking a shortcut back to the Miner's Rest. This route takes me by the edge of Craddoc's farm. I was almost to the road by the Old Oak when I heard a strangled yelp. Squatting hunched in a ditch was who I believe to be Mrs. Farrow, Craddoc's wife. She was dressed in a filthy shift and her black, bedraggled hair obscured her face. Thinking her to be in trouble, I was about to go to her, but one of Craddoc's sons emerged from their darkened farmhouse, dressed in a nightshift, carrying a lantern. He was making soft crooning noises as he approached his mother, who seemed not to have noticed his approach. It was only when he reached her that she jumped; dropping into what can only be described as a feral posture. Putting an arm around her, Craddoc's son escorted the woman slowly back into their home. It was only after they had gone, that I realized that the woman was hunched over the corpse a small dog; several bites had been taken out of its flesh. I stood, bile rising in my throat until I heard the door to the farmhouse open again. It was Craddoc himself this time, carrying a shovel. I watched as



he took the remains of the dog and buried it by the old tree in the corner of his property.

(DATED 7 MONTHS AND 2 DAYS AFTER THE EARTHQUAKE)

I told Galwinn of my encounter. I do not think he believed me. There is something bad going on here, I can feel it. I found some money in an old sock and I went to the Cauchemar to buy a meal; their food always cheers me. It was on the way that I ran into the Finns. Zachary runs the Wainwright and is Relford's carpenter. His little girl was in tears; their dog had run away. Realization hit me then and I lost my appetite. I did not have the heart to tell them what I saw. My nerves are on edge and I am afraid to go to out after dark.

(DATED 8 MONTHS AFTER THE EARTHQUAKE)

We awoke this morning to find a gaudy circus has arrived in Relford. Called the Bizarre Bazaar, this sideshow supposedly contains all manner of creatures to astound and amaze. However, there is something about them; a hard edge and a fey quality, as if they do not belong on this earth. The circus owner, a bizarre clean-shaven dwarf with a square jaw, a ragged top hat and a faded brocade coat, paraded a cadre of his sideshow attractions around town with much pomp and fanfare.

(DATED THE SAME DAY)

I am glad to see that Father Arden has returned to Relford today also. I will make it my business to see him as soon as possible. Evil has gripped Relford, I am sure of it.

(DATED THE SAME DAY)

The Bizarre Bazaar is a sorry affair, although some of the acts are quite good: 'Iorgos the Bear' is a man who contains limitless strength and bestial power. Also, Aquanara the Fish Queen has a beautiful voice. She appears to be an elf, but is unlike any I have previously encountered; her skin is green.

(DATED 7 MONTHS AND 3 DAYS AFTER THE EARTHQUAKE)

A terrible thing has happened. Father Arden has been found murdered. His body was found in the street, naked in a pool of his own blood, with hellish sigils carved into his flesh. Lugas' Smithy has also burnt in the night; Lugas and his family perishing in the blaze. Kelnor is claiming devil worshippers have taken residence in the Daggerstone

Hills. For want of a better explanation, I believe him, but I also think that they have already infected the town with their evil ways. I told Zachary about their dog and implored that he and his family leave Relford as soon as possible.

(DATED THE SAME DAY)

Garik Karel only just returned and has left town again in a terrible hurry, after Evaine, the madam of the bordello spoke with him. She has a haunted look upon her face. I am going to implore anyone who will listen to leave Relford.

(DATED THE SAME DAY)

Galwinn is an obstinate fool. As his friend, I fear for him greatly, but I also fear for my own safety and anyone else that has come to this accursed place.

(UNDATED)

Despite the murder, the circus is still here. I will go to them tonight, just after nightfall and warn them to leave.

(UNDATED, SHAKY HANDWRITING)

I do not know what has happened to this place. I went and sat in the dead woodlands to the south of Relford, trying to muster the courage needed to face Koch Koblin and his Bizarre Bazaar. No one believes me. It was then I noticed robed figures stealing through the shadows ahead of me, surrounding the circus. They silently stormed the circle of caravans, pinning the circus folk to the ground and foully slaying anyone who resisted. These robed men and women then took their prisoners south, through the trees.

I considered backtracking and grabbing Galwinn, but I was afraid that I would lose them. They must have been the devil worshippers that Kelnor was talking about. This procession entered the Daggerstone mines, guided by lanterns they had obviously stowed by the entrance. It was an easy matter to follow them through the dark, underground passageways, as I remembered the mine's layout quite well.

However, I was not ready for the sight I beheld.

The procession was led to the cave-in where Cantor Daggerstone and the other unfortunate miners had become trapped in the earthquake. There, upon the rock was carved a hellish maw that that looked as if it had al-

ways been there. The procession disappeared inside and I was loathing following them, however curiosity got the better of me and after a swig of whiskey, I followed too.

The maw led into an ancient passageway, with carvings etched into the walls. They depicted alien creatures that swam in the water, much like the singing elf in the Bizarre Bazaar. The procession continued, carrying its struggling prisoners, deep into the far reaches of what must be some ancient temple to a god whose vileness has been long forgotten.

I nearly lost myself within those alien corridors, until I at last emerged into a wide, pillared chamber. There, a statue of a hideous demon leered at a black pool. The robed cultists knelt in supplication before a tall man, who clutched a sacrificial knife above the body of the hapless elf singer, before driving it home into her breast. Two cultists lifted the dying elf into the black water, which churned at the action of some nameless horror that lurked beneath the surface.

The terror within me was palpable; I barely noticed that I was standing too close to a brazier and my coat had caught fire. I removed it as quickly as I could and I ran blindly into the darkness. I cannot say for certain if those vile demon-worshippers saw my face, but they must surely know that an intruder was in their midst.

I ran through the darkness, barely noticing that I emerged from the mine until I fell down the ravine where the Rel River once flowed. I crawled down and slept for a time under the stone bridge. Strangely, I feel safe down here.

(UNDATED)

Sun is coming up, but it fills me with little hope. I can see the circus wagons are gone: They've been taken. It is not safe here and I fear for Relford. There is a number of mines on the outside of town, I might see if there is one I can use as a bolt hole for the time being.

(LAST ENTRY)

It is safer here. I did not tell Galwinn I was leaving. Feeling very tired; my chest hurts and my left arm is numb, but I expect that is because of these cramped conditions. As abhorrent as the concept is, I'll spend the night in this crawl mine and then begin my journey to the city tomorrow. There has to be someone that can help Relford.

Gods, I need a drink.

## HANDOUT 2 – LETTER TO JEK BARTOLLO

Dear Mr. Bartollo,

I hope that this missive finds you well Sir,

We too, felt the earthquake here in Rel-Draxa, the docks were briefly swamped by abnormal tidal patterns and the city walls have cracked in no less than three places.

I am familiar with the Daggerstone Mines and I am sure that Relford's plight is a desperate one. However, I can assure you that we retain no record of any such investigation being conducted or scheduled for the immediate future. If such an investigation is to take place, I suggest that the controlling interest of the mine make a written application to our offices. According to our records, that individual remains Cantor Daggerstone; a resident of Relford.

Emet Malachus  
Esteemed Geologists Guild  
Rel-Draxa, Western Shore.

## HANDOUT 3 – GALWINN’S LETTER:

*Garrod,*

*Since your departure, things have gone from bad to worse. Relford as a settlement almost ceases to be and we cling desperately to a vain hope that the evils that have beset us over the last year will be forgotten.*

*However, they are not. We are in dire need of someone to help us and I beseech you to either return to Relford so we may battle this malaise together, or find someone who can help us, in this dark time.*

*You are a worthy friend and ally, Garrod.*

*Galwinn*



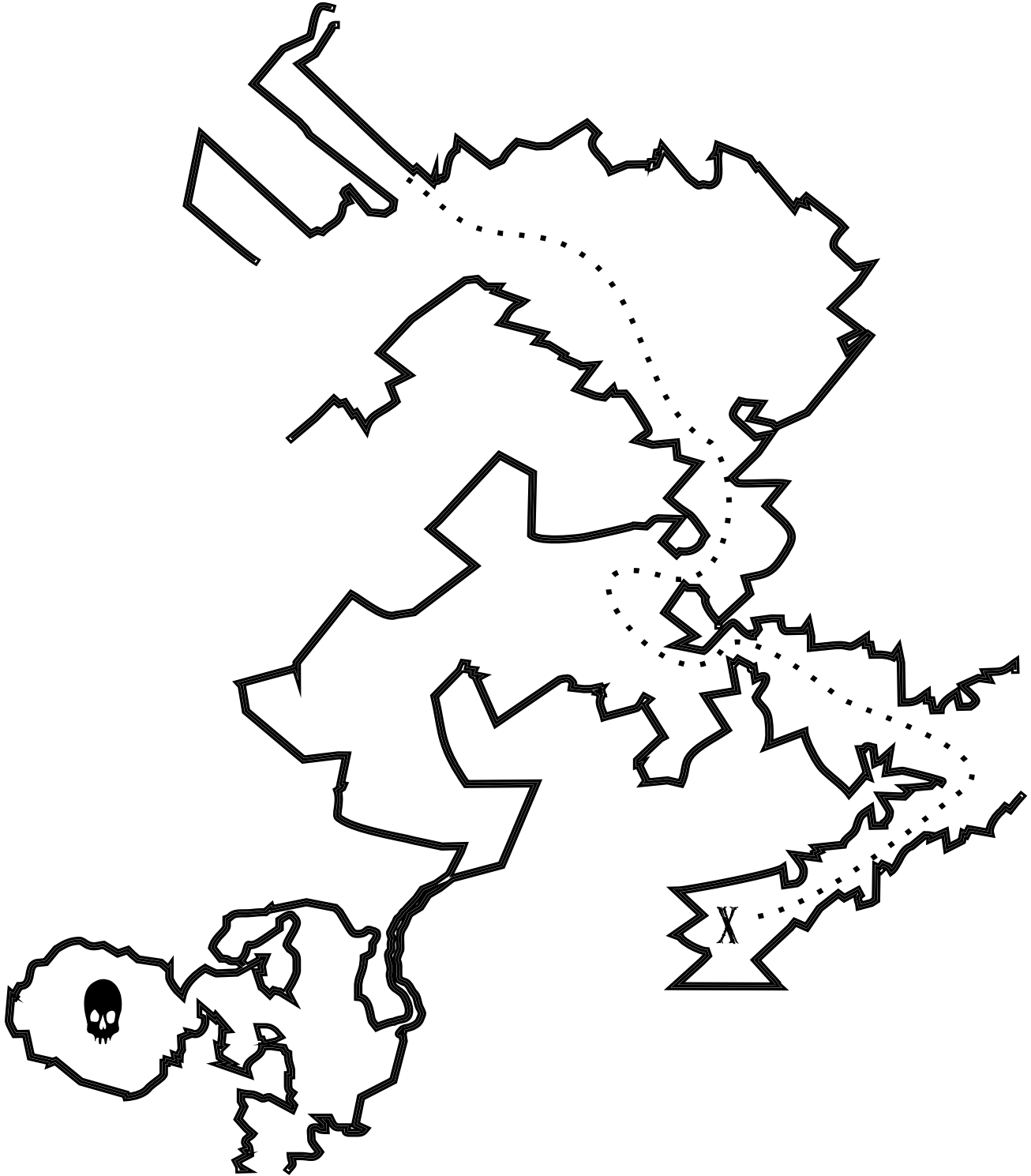
## HANDOUT 4a – UNDERCOMMON MISSIVE

THROUGHOL KING DEATHDEAD HUNGERSICK

NEEDS MORE GRIM TO KILLSTOP DEATHDEAD

NOT EATS FLESHES. HUNGERSICK GROW

## HANDOUT 4b – CRUDE MAP



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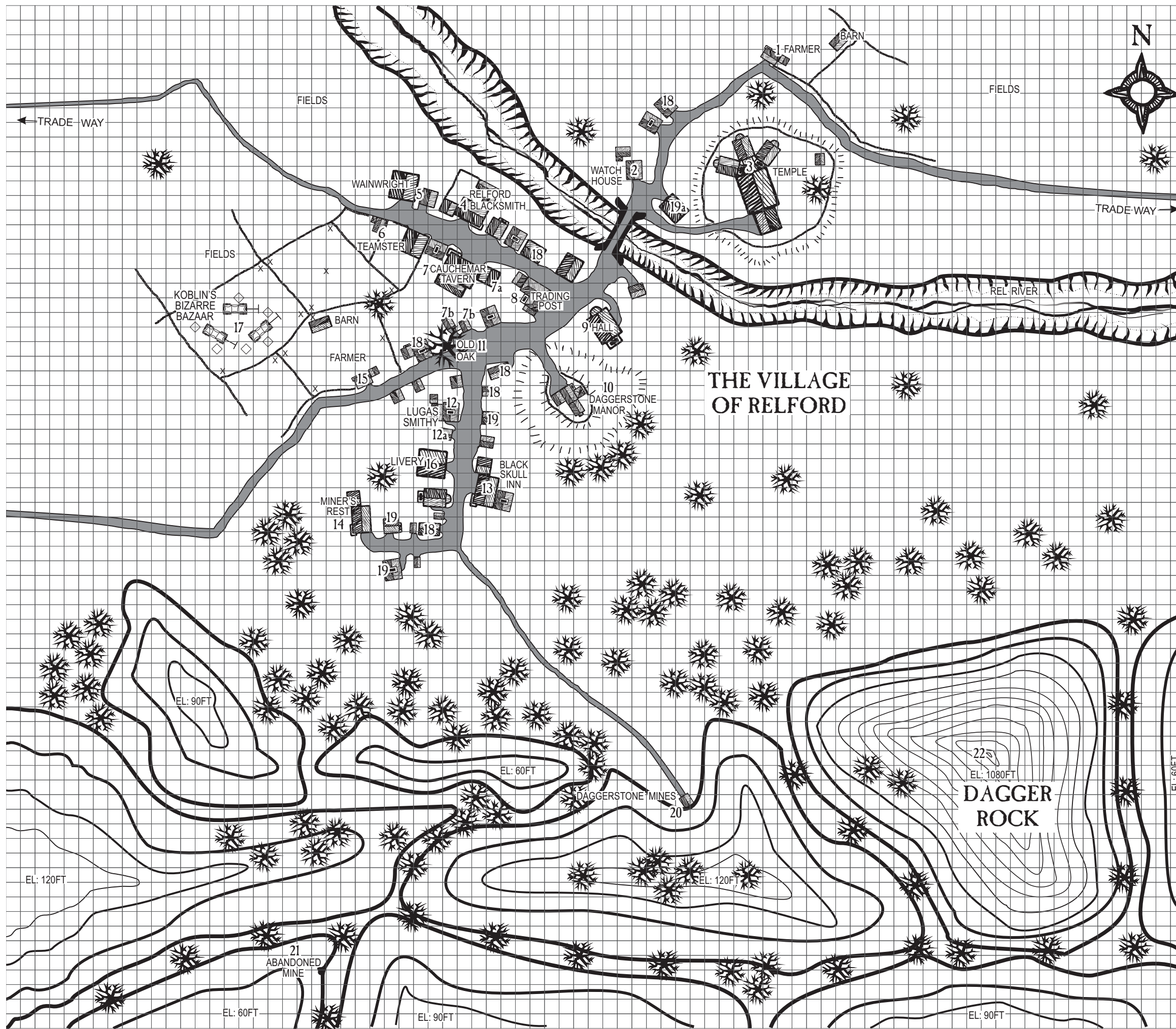
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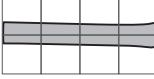


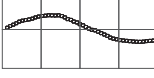


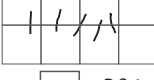
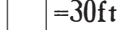
# TEMPLE OF THE KRAKEN

# MAP 1: THE VILLAGE OF RELFORD

## GM'S MAP



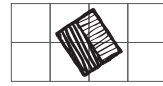
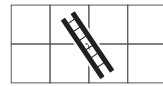
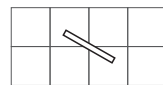
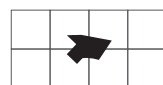
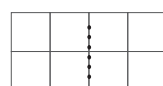
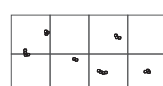
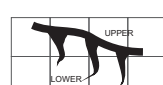
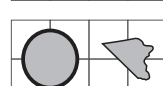

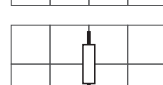
### LEGEND

-  Bridge
-  Dead Tree
-  Road
-  Rocky Hill
-  Stream
-  Stone Wall
-  Gully
-  Building
-  Mound
-  =30ft



# MAP 2: DAGGERSTONE MINE & TEMPLE OF DAGON

## LEGEND

-  Mine Entrance
-  Ladder
-  Bench Seat
-  Rock Column
-  Portcullis
-  Rubble
-  Escarpment
-  Stagnant Pool
-  Statue
-  Door

