

Ghost Story

Winter's Darkness



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CREDITS



CREDITS

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Invitation

Dinner at Rail Car 217, at Montcrief Station

Order of business regards the protection & guardianship during the evening and night hours from dusk until dawn this very day. Compensation is negotiable but favorable as well as a share of any treasures found at our clandestine destination.

Your discretion is appreciated and is a complete necessity. I thank you in advance for your highly anticipated presence.

MAJOR
Alfredo Montcrief



ADVENTURE INTRODUCTION

An elaborate invitation has made its way to you while you've been resting between adventures at the nearest tavern. The request came in the form of a scroll asking for your protection and to act as guardians and bodyguards for a man that goes by the name of Major Alfredo Montcrief. The invitation certainly gave you very little notice, as your presence was requested for *tonight*. Of all things, it is to be a dinner aboard something called a rail car at a place known as Montcrief Station. After making queries with certain tavern workers, you have learned that Montcrief Station is one of the very few stopping points connecting a network of tracks that propel a handful of steam cars that are also known as trains. In a short period of time, you have learned that these trains are enormous structures propelled along tracks by using steam power that comes from the burning of materials such as wood or coal.

The locals inform you that the Major that has summoned you has invested a fortune into one of these steam trains and has gone to the expense and trouble of fortifying this train further by adding steel plates over the entire framework. After gathering this information, your party gears up to meet this Major at the designated location. By the time you are fully prepared, night has fallen as well as a light snow. You follow a rough map drawn by one of the tavern keepers, and after just under an hour, you reach Montcrief Station.

Looking down from atop a cliff, you see beneath you a large mechanical carriage that is made up of six sections. Each section measures about 40 feet in length and each of the cars is just under 15 feet in height, and just as you were informed, steel plates have been bolted onto the entirety of the train's frame. The train is facing north, and each car is fitted with a wooden door situated between a pair of ornate stained-glass windows. From this first car, two men appear

and begin to make their way out. You observe that the men are waving you down the cliff face, welcoming you to join them. You carefully proceed down the side of the hill as the falling snow begins to pick up. You make it down to the flat ground and then ride slowly towards the men. The two men meet you halfway and are dressed in thick furs and hides. The man to your left is medium in height, with close-cropped black hair and facial hair. This man moves with a rare combination of grace and surety, suggesting that the man possesses both agility and confidence. The man to his left is much taller. He is an older man and carries an ornate black and silver walking stick in a way suggesting him having some form of regal air or someone that has had some form of training in social etiquette. This man also wears facial hair, but it is kept in a way befitting someone that has enjoyed the benefits of royalty. He has silver hair that nearly matches the color of his walking stick and settles upon his shoulders. Moments later, you are all face to face. The older gentleman bows politely and greets you with a warm and pleasant smile.

"Good evening, gentlemen. My name is Major Alfredo Montcrief and the man to my right is my bodyguard Boragho. We're delighted that you have decided to join us. I'm sure, judging by your reputations, that you will be very interested in what I have to propose to you and what I have to offer. Now, with that said, let us get out of this cold and escape to a much more civilized climate inside my steam train. My friends, I am pleased to present to you the finest train in the entire known world. **THE LEVIATHAN!**"

With a dramatic flourish, the major wields his ornately carved cane toward this creation. From this vantage point, the train looks even more impressive. The steel plates cover the entire train's surface, save for the windows, doors and

A TOUR OF THE LEVIATHAN

wheels. Atop the train, you notice loaded, heavy ballistae that have been affixed to the tops of the second, fifth and sixth train cars.

“Looks like someone is expecting trouble, isn’t that right? Isn’t that what you were thinking?” The Major asks, proud of his keen insight. He then turns and continues to the first train car, his bodyguard very close at his side. You reach the open threshold of The Leviathan, and you can immediately feel the heat coming from the first car. The car is brightly-lit, and the heat comes from a massive iron tank that has been painted green. This tank measures 8 feet wide and 20 feet long. Cut from the closest end of the tank, a bed filled with red-hot embers rests. From around the side of the iron tank, a hefty Dwarf wearing filthy grey overalls extends his hand in peace to each of you. He shakes each of your hands, and you soon realize that a layer of soot has now covered his hands and your own. The burly, bearded Dwarf flashes a fake smile as Major Montcrief introduces him.

“My friends, this is Renchek. He is the noble conductor of this train. He is the eyes, the ears and the heartbeat of this majestic creation. You need a man you can trust to be in charge of such majesty. Renchek may not have the most refined manners in human history, but he is quite faithful, and you can be assured that we will arrive quite safely at our destination. Come, let me give you a brief tour of my traveling home while I tell you a bit about what I would like to ask of you and your party.”

With that, the major turns and beckons you to follow him as he swaggers to the second train door. As this door opens, the Major turns back to you, his eyes alight and full of pride. He then points to the ground before you and you realize that to traverse to the next car, there is a space between each vehicle that is about 5 feet long. A flimsy grate connects each of the cars together.

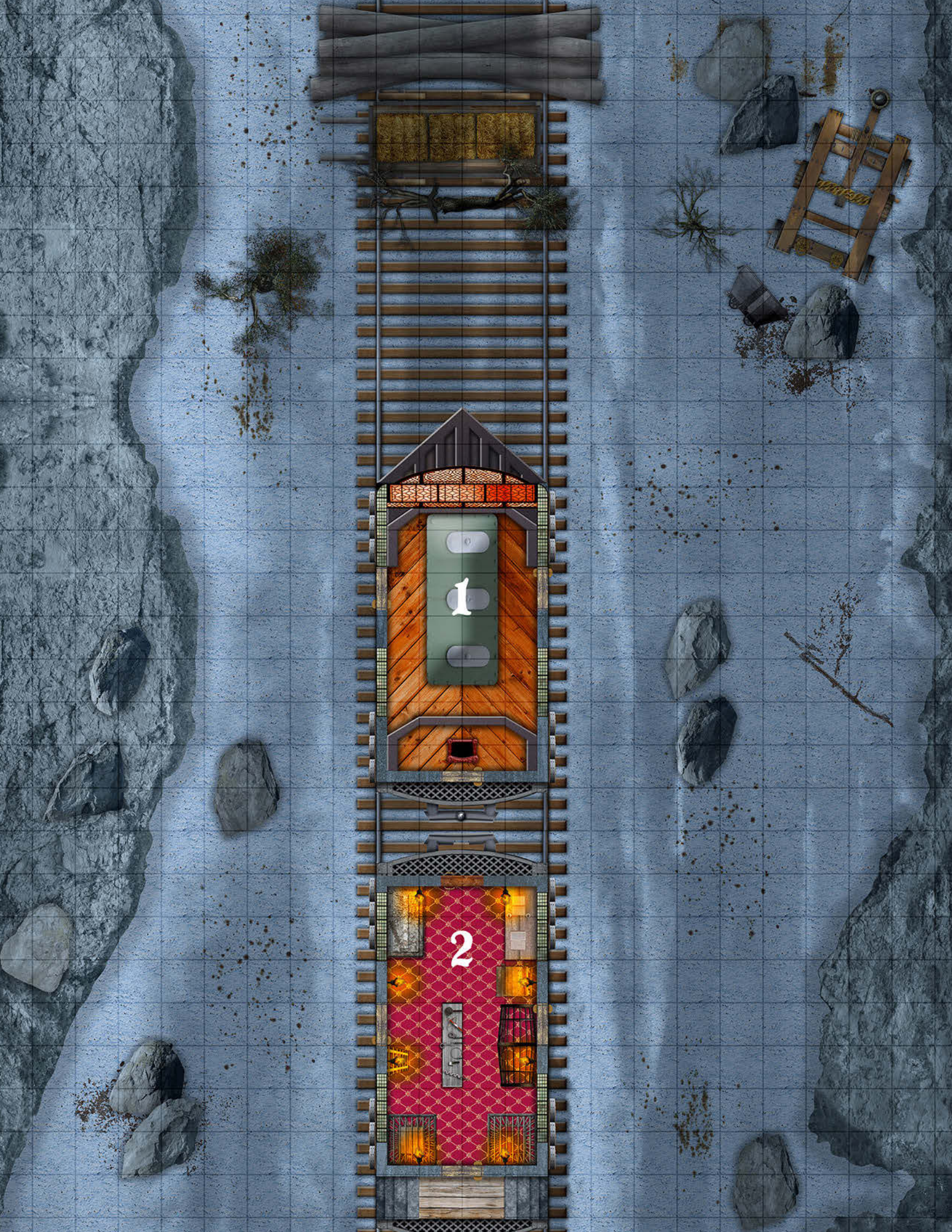
As you step across this iron mesh and into the next car, it becomes quite apparent that safely passing through from car to car is not exactly an automatic task.

“This is what it is all about, my friends. This train car right here. This is the world’s first and only traveling oddities museum!”

Before you is a room that measures 18 feet by 35 feet. There are 8 torches that provide more than enough light for you to view the train’s contents. Lined along the east and west walls you see a collection of display tables, desks, and cages of various kinds. The walls are adorned with scores of framed pieces of artwork, scrolls, tapestries and scroll excerpts. A brass nameplate accompanies each of the artifacts and pieces of ephemera. In the center of the car is an iron-bound table encased in glass. The glass has somehow been magically fused around the iron shafts, almost as if it were made of hard, dry ice. Inside this glass casing are a variety of small trinkets and seemingly random objects. There must be hundreds of items ranging from the odd and dangerous to the truly bizarre. The Major’s smile broadens, his waxed mustache curling up nearly to the corners of his eyes. His eyebrows arched upward as if expecting each of you to either fall on your knees in admiration or to cheer loudly for an extended length of time.

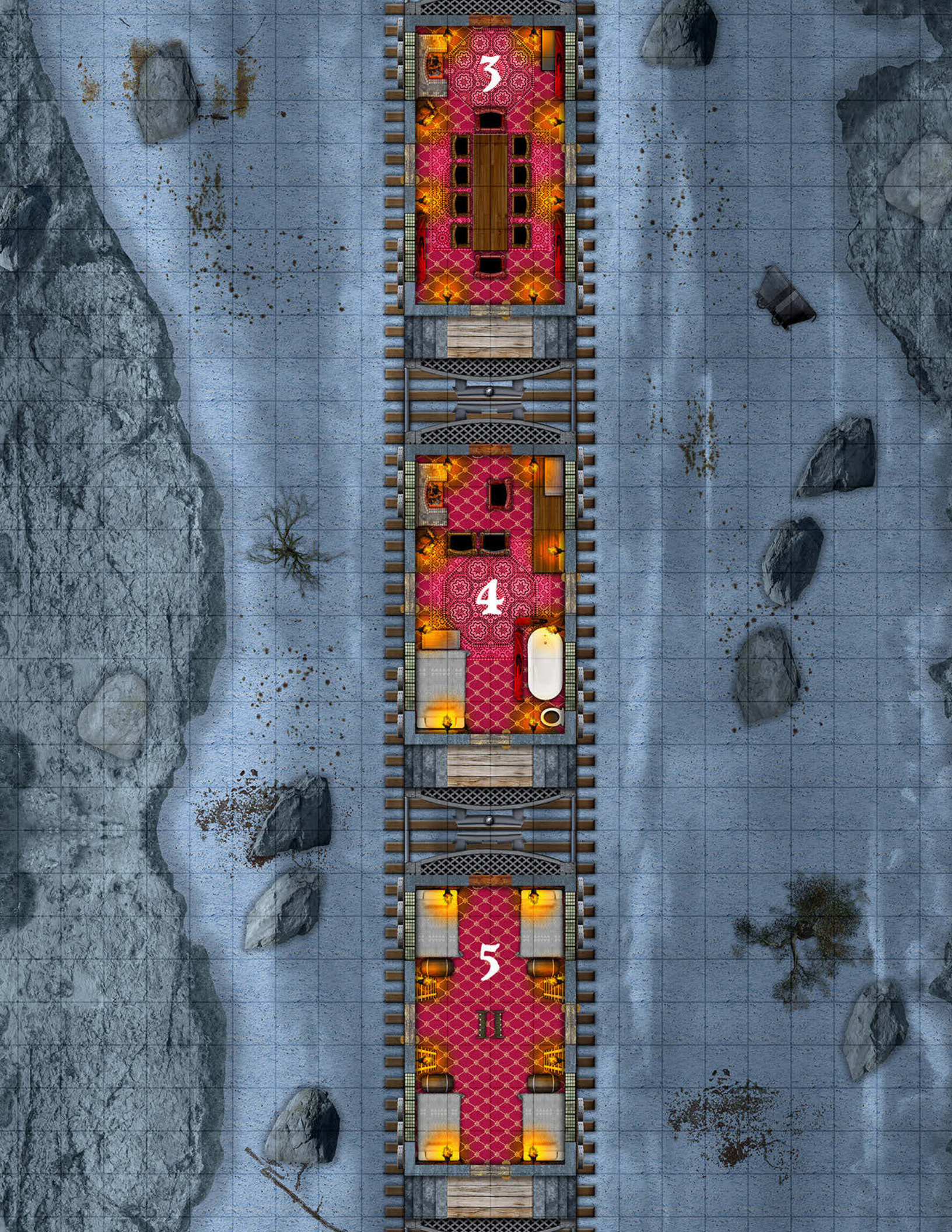
He then turns and proceeds to the next door. Another cold burst of air takes you off-guard. At one moment, you are in a warm train car, and the next, the bitter cold. The third car door is opened, and you see a train car that is also around 18 feet wide by 35 feet in length. It is obviously a meeting room of sorts.

“This is my meeting hall and war room of sorts. We do all of our planning here. I conduct business here and find it a wonderful place to do some of my writing when I have the time.”



1

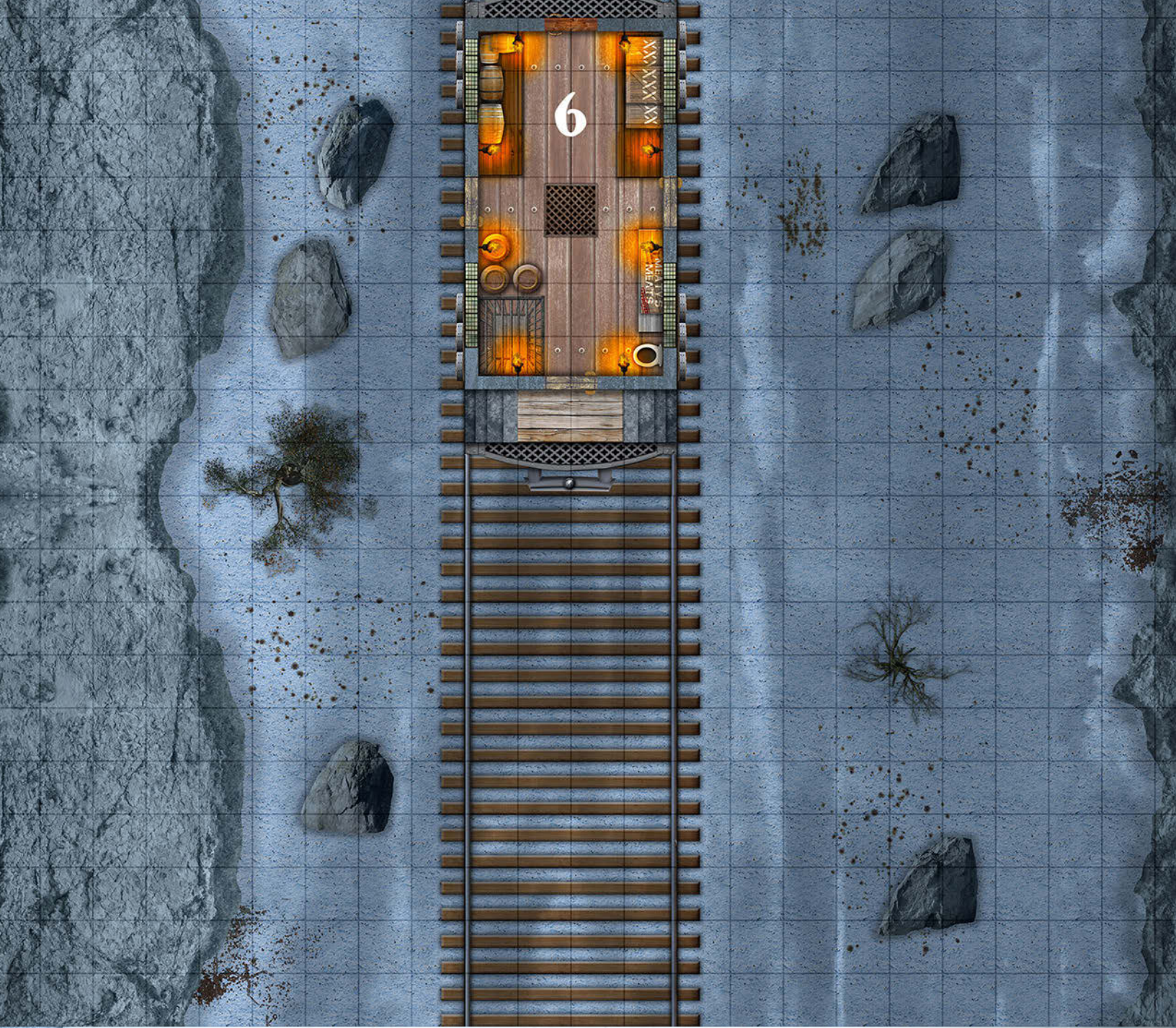
2



3

4

5



“When I am in here, I *prefer* to be left alone.”

There is a table about 15 feet long with 10 richly upholstered chairs surrounding it. In the northeast corner of the car is an iron shelf that has 5 drawers. All of the drawers are closed and have a keyhole for each. In the northwest corner there is a fireplace that any manor house lord would be most proud of. It is currently burning

quite brightly. Closed red velvet curtains completely cover three of the four stained glass windows. The curtains above the fireplace are wide open and safely away from the fire. The amount of snowfall that has progressed in mere minutes is quite noticeable.

Major Montcrief then ushers you to the next car. Past the cold wind and snow, you enter the fourth car. Upon entering, you instantly notice a beautiful woman resting on a bed in the southwest corner of the car. She has long, black hair and she is dressed in an alluring red

THE TOUR CONTINUES

robe. She looks up from the book she is reading, her eyes barely appearing above the safety of the tome that she reads. The Major then introduces this woman to you, and as he does, his head turns a bit upward, the barely concealed ghost of a sneer passes over his face.

“This, my friends, is Eldra Hargrove. She’s a witch. Aren’t you, my dear?”

Montcrief smiles triumphantly, awaiting her inevitable reply.

“Oh Monty, if you only knew the depths of my talents and skills. But then again, you’ve tried and did not fare too well, the last I recollect.”

The woman smiles broadly, then goes back to reading her book. As Montcrief continues into the room, you notice the title of the book this woman is reading. THE PARTS OF MAGIC. This train seems to have every luxury available. Rich rugs cover every inch of the floor. Tapestries and gloriously framed oil paintings line the walls. Three luxurious chairs surround a fireplace in the northwest corner, and a massive cabinet of rich walnut is in the northeast corner. Just past the narrow opening of an L-shaped curtain arrangement, you catch a glimpse of a massive porcelain tub and sink.

“This, my friends, is our room,” Montcrief says, flashing another winning smile as he turns to Eldra in a most pronounced way. The Major then beckons you to follow him across the cold divide to the 5th train car.

You enter the fifth car and see six soldiers sitting in the middle of the floor, just past a rack of spears. The men are wearing leather jerkins and swords. They all look up at you as you enter the train car and stand to attention. One of them speaks up in a loud and booming voice,

“Men at attention, Major!”

“At ease, sergeant Prozly, at ease,” Major Montcrief says in a measured, monotone voice. The men bow and return to their game of cards as Montcrief parts his arms as if unveiling even more art and belongings he is proud of,

“These are the barracks. The guards, *my men*, sleep here. Boragho and The Conductor sleep here as well. As you can see, four ladders are leading up to ballistae atop the roof. If any force were to ever attack us, we are more than prepared to not only do battle but to literally *obliterate* any enemies that stand in our path. This leads me to the task at hand. If you *do* undertake what we ask of you, there is a high probability that the train may be ambushed by a small group of those that would begrudge me of my rightful prize. But come, I will tell you more over dinner. We still have one last car for me to show to you.”

Montcrief leads you to the final car, and the snow has become a steady, heavy fall. Montcrief pushes open the last door, and you are escorted into a storage room. The room is filled with crates, barrels, weapons and ballista bolts. All the containers are bound twice with lengths of black rope bolted to both the walls and floor.

“As I stated previously, we are exceptionally well-equipped for just about anything. Besides extra muscle, we also need the skills that very competent healers, sorcerers, and thieves can provide. Tell me, do you feel that you fit the bill for the services that are required? More specifically, does your party have the means to dismantle the most lethal traps? Do you have healers that can save us from possible death? Do you have sorcerers that can blast through the thickest, and strongest of walls? These are the things I need to know that you can handle.”

DINNER WITH MAJOR MONTCRIEF

GM NOTES - At this point, Montcrief would like to know if the party is up for this adventure. He explains details a bit further over dinner.

After patiently listening to your reply, Major Montcrief smiles as if he just won a hand of cards with very high stakes on the line.

“Come with me then. Dinner should be served at about this time.”

You are led back to the third car. Everyone that you have met is now seated at a large dinner table. Several chairs pulled from other train cars have been put in place to accommodate you and your party. As everyone makes themselves comfortable, you hear a loud *thumping* coming from the first train car. You now hear and feel the thumping getting closer and it appears to have just passed through the second train car. The door to the meeting and dining hall opens, and a massive creature makes its way into the dining car. The beast standing before you does not appear to be a living being. It appears to be a construct of sorts and made from solid iron.

“It’s a golem, my friends,” Montcrief says calmly. There is no need to fear Borock. He is, after all, the most loyal follower that I have.”

At the end of Montcrief’s sentence, the golem places a massive banquet platter onto an equally massive serving table set off to the side. The golem appears to freeze in place as Boragho stands to reveal your dinner for the evening.

“Thank you, Borock. You may guard the storage room now. Thank you.”

The golem comes to life, and with no wasted movements, the golem lumbers off back to where it came. Boragho lifts the lids of the platters to reveal a truly magnificent meal.

“Beef tenderloins in pastry, roasted rutabagas, and potatoes, fresh salmon with dill and lemon and as much bread as you like. Beer, wine, ale, or even a *seasonal mead*?”

After being served your meal, the Major proceeds to add further details regarding the quest at hand.

“My friends, I am not going to lie to you. I did not bring you on board my most prized possession with the hopes of creating any future enemies. The plan is simple. We take the train to Alamora Station, a very small, self-sustaining city of sorts. A place where steam trains stop to gather and purchase extra tools, supplies, food and drink. This is also a place where travelers may stop for the night and sleep in a warm bed. Others crave the company of others to share that bed. You may even purchase mercenaries for your bloody work if needed. These stations, Alamora in particular, also has other hidden secrets. There is an underground bunker that acts as a massive, fortified safe. Within these lower levels are rare riches that I am sure you have never even heard of. There is only one way to gain entry into this underground complex, and no one has found it yet. My men and I have tried before, yet each time, we have been met with formidable opposition. The battles that we have endured have taken a toll and I have lost way more men than I care to admit. The factions of adventurers competing against us for this fabled hoard have been thinned down to just one remaining group. This band is led by a cruel and ruthless mountain necromancer that goes by the name of Matos Eronotan. The only thing that prevents this band from perching their fat, greedy hides over the station 24 hours a day are these bursts of arctic air that come and go all day and

IRON GOLEM CR 13 ~ AC 28 ~ HP 129 ~ XP 25,600

STR 32, DEX 9, CON —, INT —, WIS 11, CHA 1

MONTCRIEF MURDERED ROBECK

night. The town is a ghost town and much of the station has been destroyed in attempts to find this entryway to the underground entrance. *Time is very narrow here.* These battles have taken place over a short period and now, there are but two sets of hunters for this treasure - Matos and me. As I have mentioned before, we need a group that can heal, fight with missile and melee, perform various skills befitting that of a thief, and to put it bluntly, spell-crafters that can blast away certain unyielding objects.”

GM NOTES - It is at this time that the PCs might have many questions. The answers that Montcrief will provide will almost certainly be lies, exaggerations, or half-truths. The reality of the situation is that Major Alfredo Montcrief's plans are as follows: Montcrief needs the party to help fight Matos' WIKKAWAK "men" that the evil necromancer uses as part of his small army. Montcrief knows (via scouts) of the Wikkawak ambush that lies in wait for him. Montcrief wishes to strategically and carefully use the party members as fodder to spring the many dangers in the vaults below. He will try to gauge things to where select party members are "allowed to survive" in order to haul away the heavier and bulkier treasures. If the party is successful in their mission and they live to make it back to the train, Montcrief will then get the train in motion as soon as possible. He will then call Baragho (or any survivor of the GM's choice) to fetch several bottles of celebratory wine. This is the signal for all of Montcrief's surviving men (and Eldra) to attack and try to kill all of the party members and throw them out of the train as if they were mere trash.

The two reasons that Montcrief has set this death quest up is for obvious greed, but also to rekindle the lost and unrequited love of the woman that he has slain in a violent fit of rage. The deceased, Maribel, is now a ghost that may be found at area 2. **THE MUSEUM CAR.**

Major Montcrief has been traveling in The Leviathan for over a year. In that time, he has had other entrepreneurs and investors take part in the construction of six other stations. Shortly after traveling over the lands in his train, his favorite station to visit quickly became Alamora Station. It was this location that seemed to be the most promising, and with having all of the vices that the Major greatly enjoys. Alamora Station had everything from trading to supplies, gambling, prostitution and more. It was this latter vice that led Major Montcrief to meet the woman that not only tamed his loins but captured his heart as well.

Maribel was the most beautiful woman that the Major had ever met. She was young, spirited, vivacious, full of enthusiasm and with incomparable beauty. Despite her shady profession, Montcrief found himself smitten with the charming lass. Over time, Montcrief got to know more and more about Maribel and eventually asked her to come with him and be his wife. To the Major's utter shock, Maribel spurned his advances in disbelief and told the Major that while her body shamefully belonged to most anyone with enough coin, her heart and soul belonged *only* to a young man by the name of Philmore Robeck. Philmore was a handsome young man whose future seemed quite bright. Philmore would visit Maribel as often as he could at the end of every month. Upon learning this knowledge, Montcrief crafted a plan to eliminate his only "competition" for the young woman's love. Major Alfredo Montcrief made plans to visit Alamora Station at the end of the month to dispose of the young man in any way he could. Montcrief had stopped short of Alamora Station that night, accompanied by Boragho and Renchek while the rest of his men guarded the train. Upon seeing Philmore arrive that night, Montcrief and his men apprehended the young man and issued him a warning at the point of three wicked blades. Not only did Philmore refuse, but he fought back. With three blades poised at his chest, the heroic Philmore had no chance.

MURDERING MARIBEL

Robeck was immediately slain. For good measure, and for the audacity of putting Montcrief through this insult and inconvenience, The Major severed the young man's head. In a mad decision fueled by his rage, Montcrief ordered his men to dispose of the man's lifeless body down a nearby well. In the meantime, the Major retrieved the young man's severed head, placed it in a thick, velvet bag and then proceeded to meet with Maribel in a madman's attempt to talk sense into her.

Being a regular at both bar and brothel, Montcrief was met without suspicion by anyone. Neither the barkeepers nor the bouncers had any clue as to what was to come. Stamping up the stairs, Montcrief allowed himself into Maribel's room. In shock, Maribel demanded to know the meaning of this violent and unscheduled meeting. As if to answer her queries in the most dramatic fashion, the Major tore the severed head from the sack and held it out to her, mere inches from her terrified face. A mixture of rage and the most profound sorrow overcame Maribel. With a strength that few could muster, she attacked the major, cursing him and clawing at his face. Maribel's fight was to no avail. Defending his own life, Major Montcrief threw the woman to the ground madly trying to reason with her. Montcrief's desperate pleas were met with nothing but disdain and vile hatred from the wounded woman. Enraged by this spurning, Montcrief drew his blade from his sword cane and stabbed the woman he loved again and again and again. In all, the woman was stabbed dozens of times, many were quite deep. Blood was everywhere, yet she did not die just yet. With every ounce of her strength and endurance, Maribel managed to sit up and between coughing bouts filled with blood, she managed to make good on her threat to curse the insane Major Montcrief.

"I swear on my soul, *you will never have me!* You may have killed me and my love, but we will come back for you. *We will come back and make you wish you had never crossed our paths!*"

With that, the woman died. But that is far from being the end of this story. In a move that only a madman would understand, Montcrief gathered her bleeding body and stormed down the stairs with her corpse into the cold winter air.

Desperate to remedy the dire situation, Major Montcrief tried to revive the dead woman. Desperate for a solution, he cleaned the dead woman's wounds. He wrapped her in the finest linen and created a chamber for Maribel to be preserved until he could find a way to resurrect her. He immediately had this room made for her. A very special room that could only be made possible by means of magic, or a modified chamber on a train in the middle of winter.

Upon consulting every being that had knowledge of the magical arts, none of them had the powers to resurrect the slain Maribel. Then an idea brewed in Montcrief's darkened mind. The vaults below Alamora Station was no secret. Montcrief's most affluent investor, Sir Drakob Alburic owned Alamora Station, and he was rich. Very rich. His money came from the vices of men. They included gambling, massive fine-liquor sales, mercenaries for hire, prostitution, and even assassinations. In fact, Alburic was so good at what he did, he had never been arrested for the entirety of his adult life. Not only lucky but brash beyond that of a normal man, Alburic often bragged about his riches to anyone that would listen. Rumor had it that Alburic would play cards deep into the night and would rant and rave about how rich he was and about how powerful he was to yet become. Legends say that Alburic would claim to have an underground bunker deep below, filled with traps, and magical and mechanical monsters guarding his vast and exotic treasure hoard. The most ridiculous, yet the most intriguing item that Sir Alburic claimed to have happened to be a Staff of Resurrection that he intended to have his men use on him immediately after his first death. The stories sounded so ludicrous that most would have never

MONTCRIEF'S GRAND PLAN

believed him. The only thing that made the residents and inhabitants of Alamora Station believe in the wild tales were the facts that despite Alburic being a notoriously mean and obnoxious drunkard, his story had never changed one bit. This very story gave Major Alfredo Montcrief an idea that he was desperate to put into action.

Montcrief plans on getting as much help as possible from the party and then killing them and dumping their remains from the traveling train into the deep, frosty ravine below. The GM may choose to have Montcrief have the party killed and left behind in the underground vaults if s/he deems it is a better fit for the adventure. The dinner is the time when the party may ask Montcrief any questions that they may have. Some of Montcrief's statements are provided below. A **T** means it is a **TRUE** statement, and the letter **F** conveys that what he says is **FALSE**. Here are a few prompts to get things going.

"Drakob Alburic partially owned Alamora Station. He was my best investor, but also the biggest pain in my ass. He was a pain to everyone. The only things he cared about were money and power." T

"Alamora Station was attacked by a vast horde of marauders. They killed everyone in the town and gutted what was left. I have no clue where this entryway to the treasure vault is, but that is why I called upon professionals such as yourselves. You do these things full-time, and we are all very grateful for your presence and consideration."

F - Alamora Station was attacked and gutted by Major Montcrief and his band. Montcrief does **not** know where this one-way entry is and is counting on the party for their help. The only thing Montcrief will be grateful for is the party absorbing much of the potential damage that Montcrief's men might face. He also intends to kill every member of the party after they have served Montcrief's purpose.

"Now to discuss your payment. For carrying out the following services, you will be rewarded in 4 tiers as follows. Tier 1, departing here and arriving at Alamora Station in one piece with train fully functional, 1,000 gold pieces each. Tier 2, finding the hidden entryway to the vaults below, 2,500 gold pieces each. Tier 3, surviving the vaults and Alamora Station, 5,000 gold pieces apiece. Tier 4, an equal share of all treasure awarded to all survivors." T/F - This is partially true. The only important thing to make a note of is that after Montcrief makes any of these payments, he will then try to kill the entire party at the end of the adventure and take it all back.

"You may be asking yourselves why I am going through all of this trouble and risking lives and limbs for a treasure that has not even been proven to exist? Drakob Alburic was a partner of mine. I was supposed to make 20% of all of his earnings, yet it was more like a paltry 5%. There are no realistic ways to catalog the earnings that have made Alamora Station such a prosperous and profitable oasis, but I am no fool. Alburic was the greediest son of a bitch that has ever crossed my path. My goals are quite honest, I assure you. I have nothing to hide, and I am proud to say that I plan on creating a much more extensive network of stations. Create more trains just like this one - to sell to other enterprising minds, and to build a vast network of two-way tracks and railways connecting everything together. This new two-way plan will more than triple my investors, my potential paying travelers, and my profits." T



CALM BEFORE THE STORM

“My goals are admittedly quite lofty, but there is nothing wrong with a man taking advantage of his brilliance!” T - Major Montcrief’s plans are exactly as described. What he is conveniently leaving out are the facts that he is more than willing to commit callous and evil acts to get to this level of wealth, status and power. He is confident that a **Staff of Resurrection** exists deep in the vaults below, and he is indeed correct. He intends to buy Maribel’s love, and he just does not have any plans in place for if the deceased Maribel has the audacity to tell him no. If the party agrees to the terms, Major Montcrief lifts his arm with a clenched fist. The Conductor then stands and marches toward the north door of the dining hall. It opens and closes. Major Montcrief smiles and nods his head and triumphantly addresses the party.

“My friends, I thank you for your services. So now, let the adventure begin!”

Moments later, a whistle blows and the sound of metal harshly screeching against metal is heard. A sudden lurch follows, then you can feel the train start to move.

“Gentlemen, (and ladies if applicable) I do suggest that you rest and gather your strength. We will arrive at Alamora Station in a bit over three hours. A quarter of an hour before we reach our destination, I will wake you. We have arranged makeshift beds for each of you in this very dining car. Until then, I bid you all a very splendid evening.”

The Major leaves along with everyone else. The lovely Eldra enters with bedrolls and pillows. She grins seductively at each of you, then without saying another word, she leaves as gracefully as she came. Your party is now completely alone, and you now have the freedom to either sleep or to think about what you are getting into and what lies ahead of you. And to plan for any contingencies.

GM NOTES - It is at this time that the GM should allow the players to explain what they do over the next three hours. Most everyone has retired to their chambers to relax, sleep or prepare. The first encounter is called **WIKKAWAK AMBUSH**. At some point along this initial journey, a faction of Wikkawaks has been ordered to barricade and ambush any and all trains that may pass through the area by using several very stout and sturdy fallen trees. They intend to surround the train from every direction and to demand that every one of the occupants exits the train. The reason for this ambush is to kill every member aboard the train and to loot every square inch of it.

Any of the potentially surviving Wikkawaks will report back to their current lord and master, the Necromancer **MATOS ERONOTAN**.

The diagram following the next page shows the positioning of every Wikkawak. There are indeed several of these bloodthirsty Bugbears, but this adventure is designed to give the party and all aboard the train more than a fair chance at surviving this encounter. There are 6 ballistae ready to fire, as well as the train offering tremendous cover. The armor has the following stats.

STEEL-LINED HEAVY DOOR
Hardness 12, Hit Points 100,
Break DC-Stuck 30, Break DC-Locked 30

You are at peace after discussing elements of this quest with your fellow party members, but that peace is rudely interrupted by a sudden shudder of the train, followed by a loud horn. Shortly after, you hear booted feet stamp towards your room. A door bursts open and a soldier yells,

“Hey, you lot! Get up NOW! We are under attack! We need all of you alert and at the ready. Follow me right now!”

WIKKAWAK AMBUSH

Two guards stand over you, urging you to get geared up and ready for battle. As you grab your weapons, one of the soldiers fills you in on the situation at hand.

“No need to panic. We’re surrounded. There are two to three dozen armed and armored bandits that have surrounded The Leviathan. The train is armored, but we all have to be at the ready. Grab your missile weapons and get ready!”

The two guards lead you to the second train car. The curtains are pulled aside for you to get a glimpse between the bars on the windows. You are looking out the west window and you immediately see at least a dozen large, hairy humanoids with a variety of ranged weapons pointing at you. The average range is around 30 feet, and they have found partial cover behind boulders and dead trees. It is at this time that you realize that Montcrief, Eldra, Boragho, The Conductor and four of the guards are missing. A loud voice booms from the front of the train.

“We have hijacked your train against your will, but it does not mean that you die. If you all disembark from your vessel immediately, you have my word that you can walk away from this completely unharmed.”

The silence is broken by the howling winter wind. Heavy, ice rattles against the sides and roof of the train. Both of the soldiers look at you and shake their heads side to side. The next thing you hear is the telltale sounds of a heavy crossbow firing. These sounds are from a ballista at the top of the train. The battle has now commenced! The soldiers open the windows and proceed to fire at the enemy.

GM NOTES - There are many different strategies that the **32 WIKKAWAKS** may choose to take. Some suggestions are as follows:

FULL STORM - All 32 Wikkawaks storm the train all at once in a uniform pattern, spreading out their forces evenly over all 6 train cars.

HALF STORM - Same as FULL STORM, but half of the Wikkawaks storm the train while the other half stay behind cover and fire down upon the train.

FRONTS AND BACKS - The Wikkawaks may gamble on assaulting the first car and the last car. The philosophy behind this is to take out the commanders at the front and the likely lighter strength at the very back.

ATTACK THE BALLISTA CARS - The Wikkawaks will see the ballistae mounted atop cars 2, 5 and 6. This may be the most intelligent strategy as it is apparent that the hatches to get to the tops of these cars work both ways.

The Wikkawak’s LIGHT CATAPULT is cocked back and poised to fire directly at the front of the train. It is unlikely that a single catapult missile would do much damage against an armored train car. It is the GM’s discretion to determine if the Wikkawaks use flaming missiles.

The locations of Montcrief and his men and lady are up to the GM, or you may follow this suggestion:

FRONT CAR - Montcrief and The Conductor.

CAR 2 - The party and 2 guards.

CAR 3 - Boragho waiting.

CAR 4 - Eldra preps the spell **WIND BLADES**.

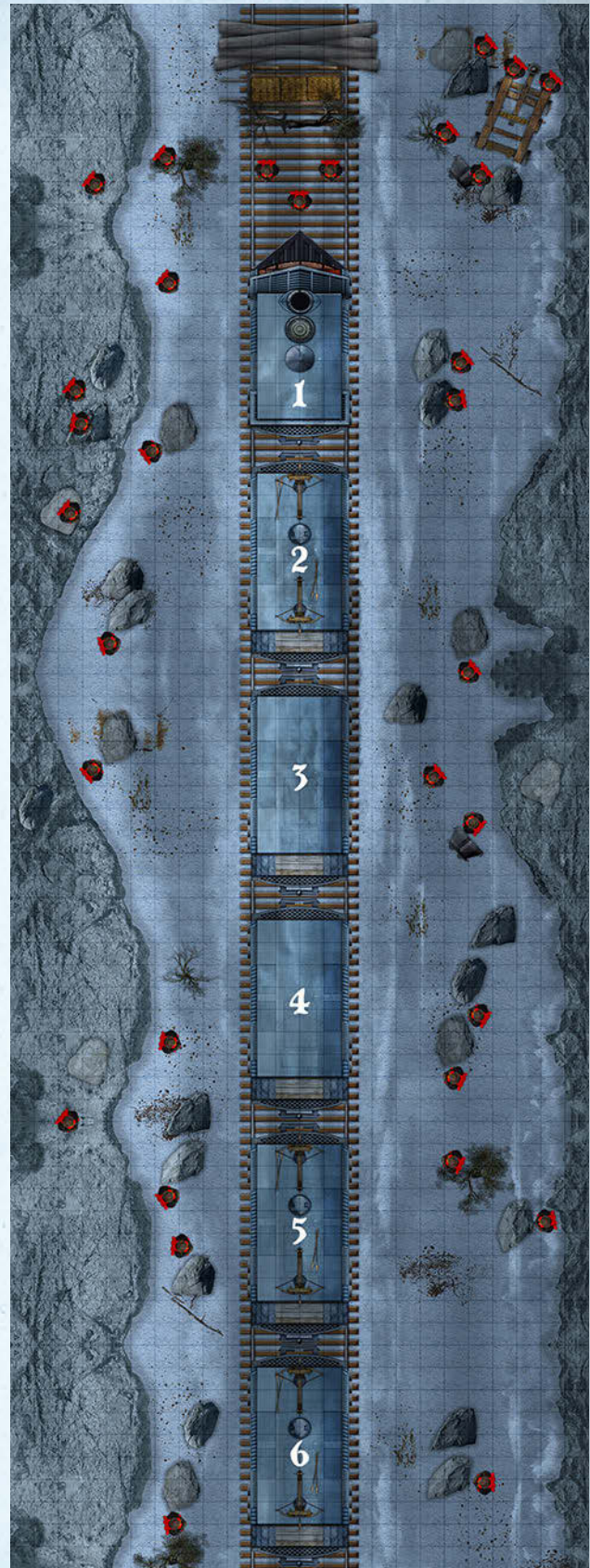
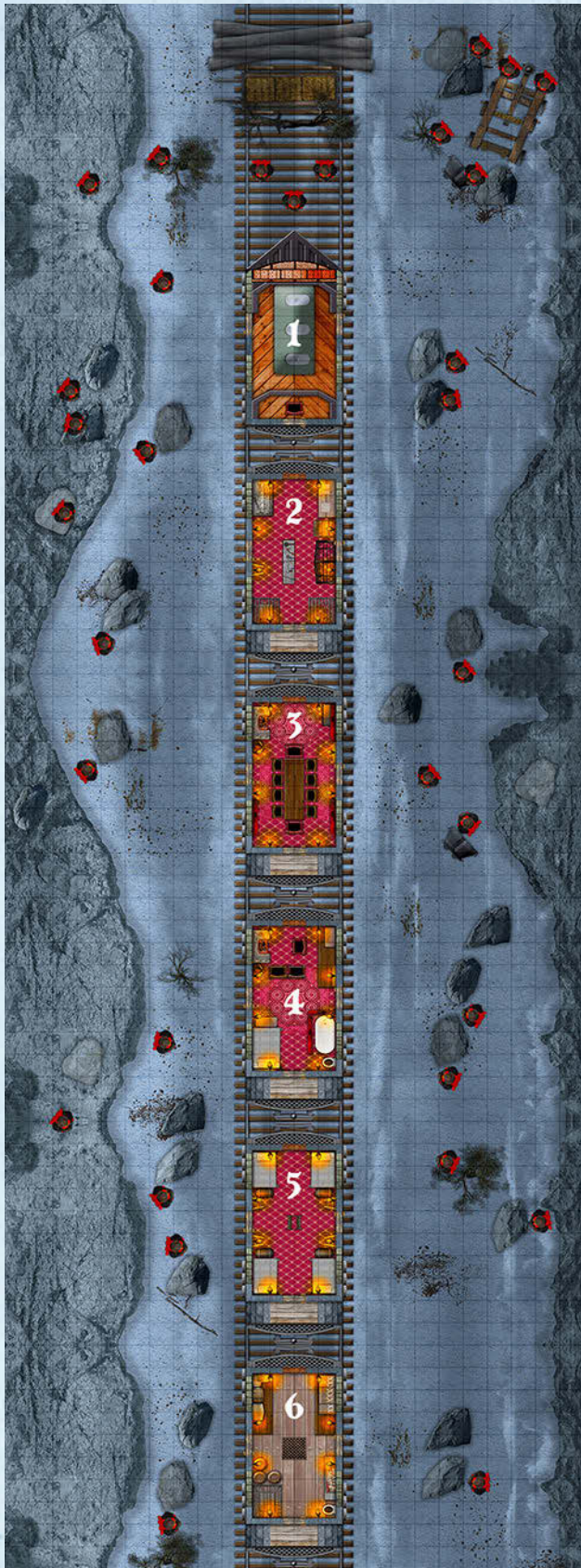
CAR 5 - 2 Guards on the roof.

CAR 6 - 2 Guards on the roof. Borock waiting.

Total treasure from the Wikkawak horde consists of 32 axes, 640 arrows, 420gp, 160sp, 320 cp. The chief (center of the map) carries a +2 **Battleaxe**.

WIKKAWAK CR 4 ~ AC 19 ~ HP 39 ~ XP 1,200
STR 20, DEX 17, CON 15, INT 12, WIS 13, CHA 12

WIKKAWAK ATTACK MAPS



THE LEVIATHAN INTERIOR CARS 1 & 2

1. **THE ENGINE CAR** - The front car known as the engine room is 18 feet wide by 33 feet in length. The floor is made from a bright golden wood that has been treated with some form of a protective film. You can feel the heat coming from coals burning in the massive green tank. A thick, three-foot wide pipe runs up through the roof, and there are a variety of shovels, picks and pry bars in a pair of vertical cabinets to the left and right of the tank. A small room with a single chair is behind the green tank. The windows ahead are made very much like that of a heavily armored knight's visor. There is glass behind the steel louvers made from a single sheet, but it does not seem to have the functionality to be opened in any way. Hundreds of unused coals are stored in a barrel next to the steam engine. These coals are separated from the coals that are now burning.

GM NOTES - This car, like all of the cars that make up this train, has a door at the starboard side as well as the port side. There is also a door in the rear of the train car which leads to the museum car.

2. **THE MUSEUM CAR** - This is the car that is obviously the pride and joy of Major Alfredo Montcrief. The car is the atypical 18-foot wide by 35 feet in length, but there is a distinctive air of mysticism and magic that pervades it. 8 ornate torches light the room quite thoroughly and each of the torch cressets is carved into the shape of a different demonic figure. In the northeast corner is a wide and long grey sarcophagus with arcane symbols carved into the top and sides. In the northeast corner of the car is a sturdy oak bookcase filled with dozens of books. Atop this bookcase is two impressive-looking scrolls that are spread wide open. Just to the right of the bookcase is a trapdoor that is locked with a massive iron lock.

A ten-foot-wide monster cage is tied to the east wall. The cage is occupied by the upright skeleton of some unknown beast and there is an unmarked brass nameplate attached to the base of the cage. Two square cages are in each of the southeast and southwest corners, and they too have brass nameplates welded to their bases. Each of these square cages has the taxidermied frame of a large humanoid figure. Both are nearly ten feet tall and one is covered with brown fur and the other is covered with white fur. One is labeled SASQUATCH and the other is labeled YETI. Heaps of humanoid bones have been huddled at the feet of both of these forms, undoubtedly to delight onlookers. A very narrow glass-topped table takes up the center of the car and is filled with a wide variety of weapons layered in three tiers. There is a ladder bolted to the floor and west side of the car and it leads up into a hatch in the ceiling.

GM NOTES - The hatch leads up to a locked hatch which leads to the top of the train. There are 2 ballistae that have been bolted to the tops, and there is a battery of 6 ballista bolts roped to the sides of each loaded ballista.

The weapon display in the center of the car has a wavy-bladed ceremonial sword made from seven different metals, an iron flail, a whip whose knots resemble demon's heads and faces, a bloodstained hatchet, a loaded crossbow with a **silver bolt +3**, and a mace whose head is too large and heavy to be wielded by any normal man. Below this assortment of weapons is a half a dozen sinister-looking torture tools and devices. Below that and resting on the bottom shelf is a variety of exotic weapons including a pair of bombs, a bottle with oil and sawdust in it stoppered with a filthy rag, 6 masterwork barbed arrows and a pouch of **16 silver sling bullets +1**. There is also a collection of world maps and scrolls that seem to be focused on some unknown land called ENGMAR.

THE GHOST OF MARIBEL

The trap door holds one of the greatest secrets of this adventure. There are 3 padlocks guarding this area, as well as it having the spells **ARCANELOCK** and **MAGICMOUTH** cast upon them. Anyone breaking through the first layers of protection will open the trap door, but will also activate an extremely loud Magic Mouth voice that takes the form of a woman's hideous dying scream. This otherworldly scream lasts for quite some time, and it is loud enough to alert anyone within 50 feet of the bloodcurdling shriek. These wards guard Major Alfredo Montcrief's darkest secret, for this is the special compartment that extends an extra two feet beneath the typical train undercarriage. Resting in frozen slumber is the hacked and stabbed body of Maribel, the woman that spurned Montcrief's advances and inadvertently invoked The Major's darkest rages. See page 12 for a further explanation. This is indeed where Montcrief has chosen to keep Maribel's body frozen to retrieve at a future time for him to revive with the Staff of Resurrection rumored to be found deep in the vaults below Alamora Station. Little does The Major know that his beloved that he butchered so mercilessly, has become a very bitter and very violent and vengeful GHOST.

You have bypassed all 3 locks and have withstood the horrendous screeching of the scream emanating from the Magic Mouth spell. What lies before you now is far worse. A woman with long, dark hair is frozen solid and is in a fetal position, almost as if she fell asleep and froze to death without her even knowing. Her white nightgown is completely covered with dark red bloodstains that have frozen fast to the dead woman's body. The air is extremely cold as this woman has been placed into an open-air casket of some sort. You can see the icy ground and tracks race by you as you gaze upon the scene. This tiny death chamber has obviously been made this way on purpose as you notice the perfect holes punched through

the base of this chilling secret grave.

As cold as the air is, the air somehow gets even colder. A crackling noise can be heard. It is coming from the dead woman. *She is starting to move.* The dead woman's eyes turn up into her head revealing nothing but a cloudy, milky white. Her mouth turns into a cruel sneer and trembles violently. A bright whitish blue form begins to appear from the very center of the corpse. It forms into a tall, conical shape and finally takes its full form. These things happen so fast you barely have time to react. What has materialized before you in mere seconds is clearly something from the other side of the grave. The ghostly thing attacks as it yells its bitter accusation,

"Where is my husband to be? You have taken his head, and so I shall take all of yours! You and your master Montcrief must pay!"

GM NOTES - The **GHOST** is that of the recently slain Maribel. This is her first spectral manifestation, and she is in a state of confusion, madness and deep rage. She remembers the traumatic things that led to her death, and the only thing that her mind can comprehend is to exact revenge upon Major Montcrief, and in the most dramatic and gruesome way possible. Her mind is a mass of very violent actions that must be carried out. The GM may have her attack the party with all of her strength, or she may demand the party to deliver Montcrief to her for appeasement. She may also put up a fight temporarily, then vanish, and then return at a later time during the adventure.

The three locks to this hidden death pit should each be treated as (**GOOD DC 30 Disable Device**) quality locks.

GHOST CR 7 ~ AC 17 ~ HP 77 ~ XP 3,200

STR —, DEX 12, CON —, INT 10, WIS 11, CHA 20



DINING HALL & MONTCRIEF'S ROOM

If the subject of why a woman hacked to death was found in such a gruesome way is brought up, Montcrief has the following (optional) answers, doing anything he can to avoid the truth.

“She is one of the many assassination attempts that have been placed on me by my competitors hunting for these vaults. I think it goes without saying that Boragho is a very good bodyguard.”

“My friends, that poor woman you have found is the dead body of one of my own party. She is the only one that did not make it. Surely, you cannot expect me to call off this entire mission for one dead body alone?”

GM NOTES - A closer examination of the **large sarcophagus** will reveal this stone casket to be of human make. A successful (DC 15) Perception check will reveal that the lid is made of painted wood and that it is designed to swivel to reveal an armored corpse lying within the casket. The corpse's armor is ceremonial and ornate, but it does not seem to be of any great value. The gems that have been encrusted into the helm and breastplate seem to be of significant worth, however. In all, these gems are worth the following:

1. **HELM** - 5 Fire Opals worth 160gp each.
2. **BREASTPLATE** - 1 Ruby worth 300gp.
3. **FINGERS** - (left) 1 Platinum ring worth 250gp.
4. **FINGERS** - (right) **RING OF WARMTH**.

The **golden oak desk** in the northeast corner is locked with a GOOD quality lock (DC 30 Disable Device) and there is a wide variety of items inside each of the 5 locked drawers as well as the 2 unfurled scrolls on top. These shelves hold the following items from top to bottom.

1. **GIANT CRAWLING HAND** (Timothy)
2. **NINGYO** (Tekeno)
3. **PICKLED PUNK** (Oscar)
4. 8 Arrowheads. 2 Platinum (100gp each)

GIANT CRAWLING HAND CR 5 - AC 19 - HP 52 - XP 1,600

STR 21, DEX 15, CON —, INT 2, WIS 13, CHA 14

NINGYO CR 1 - AC 13 - HP 15 - XP 400

STR 8, DEX 13, CON 12, INT 6, WIS 15, CHA 11

PICKLED PUNK CR 1 - AC 13 - HP 14 - XP 400

STR 3, DEX 13, CON —, INT 4, WIS 12, CHA 13

- 2 Gold (70gp each), 2 Silver (50gp each)
- 2 Copper arrowheads (20gp each)
- 5. Silver flask with a wolf's head engraved, 130gp.

The 2 scrolls are spell scrolls. (GM discretion)
OCCULTIST SCROLL (5) - Spell Immunity, Dimension Door, Scrying, Ball Lightning, Flaming Sphere

ALCHEMIST SCROLL (5) - Detect Undead, Enlarge Person, Stone Fist, Cure Moderate Wounds, Empower Holy Water

5d10 of the oil paintings have a value between 10-60gp each. A successful DC 15 Knowledge (Local) check will allow the PC to discern that there is one masterpiece of dark art that hangs in Montcrief's collection. The piece is 5 feet wide by 3 feet in height. This grand masterwork is an early **VLAS BELAGOS** oil painting original. The brass nameplate reads: **TERRORS AT NIGHT!** The painting is of a town on fire and demons are running away with small parcels in their barbed and taloned hands. These parcels are newborn babies screaming to no avail. This oil painting is worth a small fortune to a true collector of the darkest art. (4d6 x 1,000gp value)

3. DINING HALL - The 5-foot by 15-foot table is the centerpiece of the room. There is a lit fireplace to provide warmth in the northwest corner and an iron cabinet directly across from it. Rich, red velvet curtains shroud three of the four stained glass windows in this car.

MONTCRIEF'S PRIVATE CHAMBERS

GM NOTES - The **iron cabinet** is locked with a **GOOD** quality lock (DC 30 Disable Device) and there are 3 drawers that contain:

1. 8 decanters of Bergen Brandy, 40gp each.
2. **+2 Sword Cane** with a skull head handle.
3. **SKELETON KEY** unlocks all doors on board.

4. MAJOR MONTCRIEF'S PRIVATE CAR - This train car is the most decadent of all six of the train cars here. The rich smell of vanilla pipe tobacco hangs heavy in the air and the crackling fire from the stone fireplace brings a brief moment of welcome peace to you. This train car is the standard 18 feet by 33 feet in size and has every luxury you could want while traveling. This car is fully-furnished with three overstuffed armchairs, tub with curtains, toilet, king-sized bed with footlocker, and an enormous 15-foot wide mahogany armoire that towers 8 feet in height. You can barely see a container at the top of this armoire. It is a light grey trunk with Major Montcrief's emblem engraved onto its side. An Ogre Mage armorial trophy is situated at the left side of the fireplace. This trophy stands 10 feet tall and the armor is a shiny red and black. The trophy holds a massive greatsword before it. Its black blade is etched with bold red runes.

GM NOTES - The **footlocker** is unlocked and contains the following items.

1. Library of 26 occult books for witches.
2. 13 colored silk spell component bags.
3. Coffers with 60pp, 44gp, 46sp, and 22cp
4. **STAFF OF TOXINS** with 9 charges.

The **grey trunk** atop the armoire is locked (DC 30) and it holds the following items of note:

GIANT PHANTOM ARMOR CR 4 ~ AC 18 ~ HP 37 ~ XP 1,200

STR 20, DEX 11, CON —, INT 7, WIS 11, CHA 15

1. 6 colorfully-painted human skulls.
2. Obsidian "**Bulgharese Falcon**" worth 360gp.
3. Megalodon teeth trophy worth 240gp.

The **armoire** has the best set of locks (DC 40) on it and is the source that conceals yet another one of Major Montcrief's dark secrets. If any attempt is made to unlock the armoire, or if anyone merely touches it, the armorial trophy springs to life and attacks as a **GIANT PHANTOM ARMOR**.

If the PCs defeat the Phantom Armor and open the armoire, the following contents will be discovered.

1. The exhumed coffin of famed witch Esmerelda Crow with her skeleton inside. It's a worthless fake.
2. Wood chess set from the Hanging Tree of Alms. (both of these trophies have their own nameplates.)

There are 2d12 oil paintings from various talented artists that adorn the walls of this car. Each of these paintings is worth 8d10 gp apiece.



BARRACKS AND STORAGE CARS

5. BARRACKS - This car has a bunk bed in each of the 4 corners of this car. At the base of each bed is a massive footlocker nearly 5 feet wide. 4 ladders lead up to 4 hatches in the ceiling and the room is brightly-lit with 8 torches.

GM NOTES - This is the car where the 6 guards sleep as well as Boragho and The Conductor. 3 of the footlockers are unlocked. All 3 of the unlocked footlockers are for the 6 guards to share. Each of these footlockers contains the following items:

Decks of playing cards, extra blankets, a bullseye lantern. Various rums and gins and various loot: 1d4 x 10pp, 1d6 x 10gp, 1d8 x 10sp and 1d12 x 10cp. One of the guards is a very bad poet. This can easily be discerned by the very first poem that is read in his book of poems. It goes like this:

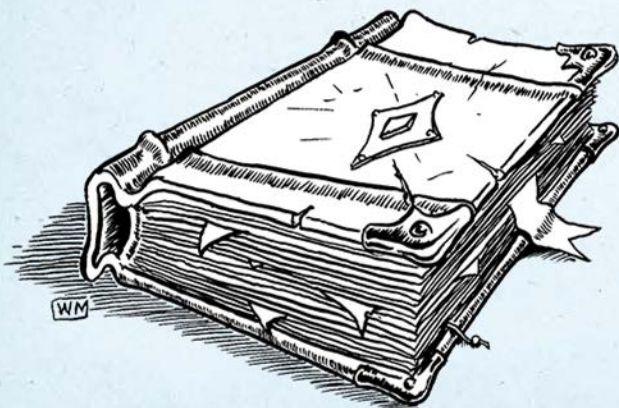
FAIR WINDS FLY!

*OH, FAIR WINDS, TAKE ME NOW!
I AM ABOARD THIS IRON 'ORSE NOW!*

*AM PAIRED WITH 5 OTHER FINE MEN!
SO BOUND UP, I FEEL LIKE A HEN!*

*T'WILL BE BEST WHEN WE NEXT LAND!
NOW EXCUSE ME WHILST I REST
MY RATHER FINE HAND!*

~ ETHAN NATHAN ALAN SMITHEE



The footlocker in the northwest corner is locked (DC 30) and contains the following items:

BORAGHO'S BELONGINGS

1. A set of small (solved) woodcut puzzles.
2. Gold locket with a "B" rune worth 125gp.
3. 13pp, 66gp, 88sp and 113cp.
4. A **Silver +3 Dagger** with a name inscribed upon it: ~ **BORAGHO** ~

THE CONDUCTOR'S BELONGINGS

1. Massive birchwood pipe and vanilla tobacco.
 2. 15pp, 72gp, 90sp and 120cp.
 3. **13 Crossbow Bolts +2.**
-

6. STORAGE - This is the last car of The Leviathan, and it is without a doubt the train's storage car. Boxes, sacks, crates, and barrels are strapped to the sides and corners of the car. There is a long work desk in the southeast corner with a variety of items resting upon it. A man-sized cage in the southwestern corner appears to be silver-plated. Manacles for both hands and feet have been welded to the base of the cage. An iron mesh trapdoor is cut into the floor in the very center of the car. The wind whistles through small holes that have been drilled into the sides of the train and the car is definitely cold enough to preserve foodstuffs.

GM NOTES - **BORLOCK** the Iron Golem will be here silently guarding the rear door of the train unless he has been summoned to be elsewhere. This car is filled with valuable supplies:

1. 3 barrels of water, 1 of rum and 1 of wine.
2. 1 hogshead of water.
3. 4 stacked crates filled with salted pork, venison, biscuits, dried beans, pickles, flour, potatoes, and various grains.
4. A large cabinet filled with supplies, including:

MAJOR ALFREDO MONTCRIEF'S STATS

- A. 48 ballista bolts.
- B. 12 Bullseye lanterns.
- C. 60 iron spikes, 16 quarts of flaming oil, 24 prepared torches, 6 pairs of iron manacles.

GMNOTES - The stat blocks for Major Montcrief's group of dregs is listed here for the party to aid in the Wikkawak battle and in the event that all plans go awry and the battle planned to occur at the end of this adventure should happen sooner than expected. The GM is encouraged to utilize the silver-tongued lies of Montcrief to dissuade any premature outbreaks of battle. That is, until Major Montcrief is ready to surprise attack the party when he is quite good and ready.

WINDOWS - The beautiful stained glass windows are also the weak spots of The Leviathan, and are to be treated as normal windows. The windows at the front of the train cannot be opened, but the windows on the sides of the train can be opened from the inside to allow for missile fire.

Treat the **6 GUARDS** by using this stat block. They wear full plate and wield bows and a spear.

WATCH GUARD CR 6 ~ AC 20 ~ HP 60 ~ XP 2,400

STR 18, DEX 12, CON 14, INT 13, WIS 8, CHA 10

The following graphics apply to the various doors, crates, and walls found on the train. If any of these statistics do not match up with any updated core game data, simply change the statistics to how you feel that these stats should be.

STEEL-LINED HEAVY DOOR
Hardness 12, Hit Points 100,
Break DC-Stuck 30, Break DC-Locked 30

DOUBLE DISTRESSED DOOR
Hardness 10, Hit Points 90,
Break DC-Stuck 33, Break DC-Locked 35

LARGE HEAVY CRATE
Hardness 5, Hit Points 30, Break DC 23

MAJOR ALFREDO MONTCRIEF - Human

CR 11 - XP 12,800

Medium Humanoid

Investigator level 12

Init +6; Senses; Perception +13

DEFENSE

AC 17, Touch 13, flat footed 14

(Chain Shirt, Shield, none)

(+2 Dex, +4 armour, +1 feats)

hp 105 (0d8+12d8+24+12+12);

Fort +8, Ref +10, Will +7

OFFENSE

Speed 30

Melee

Single Attack(+2/+2) Rapier +14 (1d6+3/18-20)

Anarchic or Crossbow, hand +11 (1d4 /19-20 X2)

Full Attack

(+2/+2) Rapier +14/9 (1d6+3/18-20) Anarchic

or Crossbow, hand +11 (1d4 /19-20 X2) range 30

Space 5ft.; Reach 5

Special Attacks

Studied Combat (Ex)

Studied Strike (Ex)

Swift Alchemy (Ex)

Investigator Spells

CL 12 Concentration 17

Level 1 (7) DC 16

Alleviate Addiction, Crafters Fortune,

Detect Secret Doors, Detect Undead,

Magic Mouth, Monkey Fish, Shield

Level 2 (6) DC 17

Cure Moderate Wounds, Darkvision, Deathwine,

Fire Breath, Protection from Arrows,

See Invisibility

Level 3 (5) DC 18

Bouncing Bomb Admixture, Cure Serious Wounds,

Tongues, Water Breathing

Level 4 (4) DC 19

Cure Critical Wounds, Discern Lies, Fire Shield,

MONTCRIEF'S STATS CONTINUED

Touch of Slime

STATISTICS

Str 13, Dex 14, Con 14, Int 20, Wis 8, Cha 11

Base Attack 9 CMB 10; CMD 23

Feats

Camouflage (Ex)

Combat Inspiration (Ex)

Nimble Climber (Ex)

Sapping Offensive* (Ex)

Sickening Offensive* (Ex)

Alertness: +2 Perception +2 Sense motive,

Armour Prof Light,

Dodge: Add 1 to AC ,

Great Fortitude: +2 Fortitude save,

Improved Initiative: +4 Initiative checks,

Simple Weapon Proficiency,

Toughness: +3 Hit points or +1 per hit dice,

Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 13, Appraise 5, Bluff 0, Climb 12, Craft 5, Diplomacy 0, Disable Device 15, Disguise 0, Escape Artist 13, Heal 12, Intimidate 13, Know Arcana 18, Know Arch & Eng 18, Know Dungeon 5, Know Geography 5, Know History 5, Know Local 5, Know Nature 18, Know Nobility 5, Know Psionics 5, Know Religion 5, Know the Planes 5, Linguistics 17, Perception 13, Perform 0, Profession -1, Sense Motive 13, Sleight of Hand 12, Spellcraft 17, Use Magic Device 12

Languages Common

SPECIAL ABILITIES

Alchemy (Ex)

Inspiration (Ex) - Keen Recollection

Poison Immunity - Poison Lore (Ex)

Poison Resistance (Ex) =+ 6

Trap Sense - Trapfinding - Trapfinding-2

MAGIC ITEMS

+2 **Silver Rapier**, Alchemical Medium Weapon

Anarchic : +2d6 damage to lawful alignment.

DRAKUB MANLER - CR 14 - XP 38,400

Dwarf Medium Humanoid

Chaotic Evil Dwarf

Rogue level 5 Bluffer

Assassin level 10

Init +7; Senses Darkvision 60; Perception +14

DEFENSE

AC 17, Touch 14, flat footed 13 (+1 Leather, Shield, none)

(+3 Dex, +3 armour, +1 feats)

hp 91 (0d8+5d8+10d8+15+5);

Fort +5, Ref +10, Will +4

Resistance to poison +2, Resistance to spells +2

OFFENSE

Speed 25

Melee

Single Attack(+2/+2) Dagger +15 (1d4+5/19-20)

Unholy

or (+1/+1) Crossbow, heavy +14 (1d10+1 /19-20

X2) Speed Ranged

Full Attack

(+2/+2) Dagger +15/10 (1d4+5/19-20) Unholy

Sap +7 (1d6+1)

or (+1/+1) Crossbow, heavy +14 (1d10+1 /19-20

X2) range 120 Speed Ranged

Space 5ft.; Reach 5

Special Attacks

Hatred +1 attack Orcs, Goblinoids,

Weapon Familiarity Dwarven waraxes and urgroshes

Angel of death (Su) Targets body crumbles to dust 1/day

Sneak Attack Sneak attack at an extra (D6) 8

Swift Death (Ex) Can make a death attack without studying foe before hand

True Death (Su) DC 15 + level to bring back alive

STATISTICS

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

Base Attack 10 CMB 13; CMD 27

Feats

Fast Stealth: Move at full speed while sneaking,

THE CONDUCTOR'S STAT BLOCKS

Rogue Crawl: Can crawl at 1/2 normal speed also can take 5ft step while crawling ,
Armour Prof Light,
Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1,
Combat Reflexes: DEX mod additional attacks of opportunity,
Dodge: Add 1 to AC ,
Evasion: No damage on reflex save,
Fleet: Base speed + 5 feet,
Improved Feint: Feint in combat as a move action,
Improved Initiative: +4 Initiative checks,
Simple Weapon Proficiency,
Skill Focus (Bluff): +3 Bluff,
Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

Skills Acrobatics 17, Appraise 7, Bluff 20, Climb 11, Diplomacy 0, Disable Device 3, Disguise 14, Escape Artist 3, Intimidate 9, Know Dungeon 1, Know Local 7, Linguistics 10, Perception 14, Sense Motive 13, Sleight of Hand 11, Stealth 16, Swim 3, Use Magic Device 6

Languages Common, Dwarven

SPECIAL ABILITIES

Defensive Training +4 Dodge AC against Giant type
Greed +2 Appraise related to stone or metal work
Slow and Steady Base speed of 20 ft, speed is never modified by armor or encumbrance.
Stability +4 bonus on being bullrushed or tripped
Stonecunning +2 bonus on Perception for unusual stonework
Evasion Reflex save no damage instead of 1/2
Hidden Weapons (Ex) Add level to sleight of hand skill
Hide in Plain Sight Can Hide when observed
Improved Uncanny Dodge Can no longer be flanked
Poison Use Never accidentally poison self

Quiet Death (Ex) Can make a stealth check after an assassination
Save Against Poison bonus = 5
Trap Sense Reflex save and AC when dealing with traps bonus 1
Trapfinding Can find magical traps
Trapfinding-2 A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).
Uncanny Dodge Retains Dex bonus if flat-footed

MAGIC ITEMS

+1 **Leather**
+2 **Unholy Dagger** +2d6 damage against good alignment
+1 **Heavy Crossbow of Speed**,
Speed Ranged: When making a full-attack action, the wielder may make one extra attack (+3 bonus)

JAKUB RENCHEK, also known as THE CONDUCTOR is a Dwarf of a very dark nature. His armor is black as is his beard and massive mustache. His mouth is not noticeable unless he is in combat yelling at his chosen foe. He is a brooding Dwarf of little words, and his allegiances are towards those that he senses having a similar evil way as himself. Drakub is unrepentant and his daydreams are filled with causing harm to innocents and the weak. He dreams of stuffing those of good alignment into his massive "fuel tank" filled with red-hot, burning coals.

He follows Montcrief blindly, knowing that he has a very unique career in not just manning The Leviathan and visiting many areas completely off-limits to most, but he finds himself fondly planning a series of brutal and senseless slayings in the towns that surround these newfangled train stations. If there are females in the party, he will stare and gawk, showing zero shame or restraint whatsoever. He gets a perverse glee in knowing that as the conductor, they have little choice but to take his unsettling glances and stares without rebuttal.

BORAGHO'S STAT BLOCKS

BORAGHO

Human Werewolf, Human form CR 13

XP 25,600

Medium Humanoid

Ranger level 13 Woodland Tracker

Init +3; Senses Empathy Wolf, Low-light Vision, Scent; Perception +19

DEFENSE

AC 20, Touch 14, flat footed 16

(Chain Shirt, Shield, none)

(+3 Dex, +2 Natural, +4 armour, +1 feats)

hp 115 (0d8+13d10+26+13);

Fort +10, Ref +11, Will +7

OFFENSE

Speed 30

Melee

Single Attack Sword, two bladed +16

(1d8+4/19-20)

or Crossbow, heavy +17 (1d10 /19-20 X2)

+1 to hit and +1 damage if within 30ft

Full Attack

Sword, two bladed +16/11/6 (1d8+4/19-20)

or Crossbow, heavy +17 (1d10 /19-20 X2)

range 120 +1 to hit and +1 damage if within 30ft

Space 5ft.; Reach 5

Special Attacks

Favored Enemy (+2 attack pathfinder only) +2 damage. Number of Favored enemies = 3

Favored Enemy -2 +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against Fav Enemy

Ranger Spells

CL 13 Concentration 16

Level 1 (4) DC 14

Abundant Ammunition x 4

Level 2 (3) DC 15

Accelerate Poison x 3

Level 3 (2) DC 16

Aerial Tracks x 2

STATISTICS

Str 17, Dex 17, Con 15, Int 13, Wis 16, Cha 13

Base Attack 13 CMB 16 ; CMD 30

Feats

Aspect of the Beast

Night Senses (Ex)

Claws of the Beast (Ex)

Predators Leap (Ex)

Wild Instinct (Ex)

Special: A character that has contracted lycanthropy can take this feat without having to meet the prerequisites. A ranger who selects the natural weapon combat style can take this feat without having to meet the prerequisites.

Improved Precise shot: Targets do not gain

AC from cover,

Point Blank Shot: +1 to hit +1 damage if within 30 ft,

Armour Prof Light,

Armour Prof Medium,

Deadly Aim: -1 to hit with ranged attacks +2 damage per every +4 base attack,

Dodge: Add 1 to AC ,

Endurance: +4 on checks to resist non-lethal damage,

Evasion: No damage on reflex save,

Martial Weap Prof,

Precise Shot: Can shoot into melee without -4 penalty,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Skill Focus (Stealth): +3 Stealth,

Weapon Focus(Ranged): +1 attack rolls

Skills Climb 13, Handle Animal 13, Heal 13,

Intimidate 1, Know Dungeon 1,

Know Geography 17, Know Nature 17, Perception

19, Ride 13, Stealth 23, Survival 19, Swim 9

Languages Common

SPECIAL ABILITIES

Alternate form Dire wolf, Wolf hybrid

Camouflage

Evasion

ELDRA HARGROVE'S STAT BLOCKS

Favored Terrain
Hunters Bond
Quarry
Swift Tracker
Track (Ex)
Wild Empathy

MAGIC ITEMS

+1 Leather Armor

BORAGHO, AKA THE REAPER is a Werewolf, and is one of those that is not entirely happy with his situation. All of his plans have gone awry since being turned while hunting alone in the mysterious Gunedora Forest.

He views his tenure working for Major Alfredo Montcrief as being his final days. He believes that his intuition is strong and he will know the right time and which enemy to choose to throw himself into a battle against. In short, he wishes to lose against a great warrior, in battle. Boragho is a very capable combatant, however, and so far he has been greatly disappointed. If he finds certain members of the party to be worthy, he will utter these last words, knowing he will finally die, *"Well, well, well. It's about ****ing time..."*



ELDRA HARGROVE - CR 10 - XP 9,600

Lawful Evil Human Medium Humanoid

Witch level 11

Init 0; Senses

DEFENSE

AC 10, Touch 10, flat footed 10

(No Armour, Shield, none)

hp 74 (0d8+11d6+22+11);

Fort +5, Ref +3, Will +9

OFFENSE

Speed 30

Melee

Single Attack (+1/+1) Dagger +5 (1d4/19-20)

Ghost Touch

Full Attack

(+1/+1) Dagger +5 (1d4/19-20) Ghost Touch

Space 5ft.; Reach 5

Witch Spells

CL 11 Concentration 14

Level 0 (4) DC 13

Dancing Lights, Light, Putrefy Food and Drink, Read Magic,

Level 1 (6) DC 14

Air Bubble, Chill Touch, Frostbite, Iceling Dagger, Long Arm, Ventriloquism

Level 2 (6) DC 15

Aggressive Thundercloud, Bone Fists, Corpse Lanterns, Death Candle, Invisibility, Spectral Hand

Level 3 (6) DC 16

Akashic Communion, Bestow Curse, Blink, Dispel Magic, Eldritch Fever, Lightning Bolt

Level 4 (4) DC 17

Aggressive Thundercloud Greater, Confusion, Corpse Hammer, Ice Storm

Level 5 (3) DC 18

Passwall, Slay Living, Wind Blades



ELDRA HARGROVE'S STATS CONTINUED

Level 6 (2) DC 19

Age Resistance

STATISTICS

Str 8, Dex 11, Con 14, Int 17, Wis 14, Cha 18

Base Attack 5 CMB 4 ; CMD 14

Feats

Hex - Agony (Su)

Hex - Cackle (Su)

Hex - Cauldron (Ex)

Hex - Coven (Ex)

Hex - Disguise (Su)

Hex - Flight (Su)

Brew Potion,

Combat Casting: +4 Concentration checks for Defensive casting,

Empower Spell: Numeric effects are increased by one-half,

Greater Spell Focus: +1 DC against spells of one class,

Greater Spell Penetration: +2 caster level checks to defeat spell resistance,

Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1 school of magic,

Spell Penetration: +2 caster level checks to defeat spell resistance

Skills Craft Alchemy 21, Fly 8, Heal 16, Intimidate 11, Know Arcana 17, Know Nature 16, Know the Planes 3, Spellcraft 16, Use Magic Device 11

Languages Common

SPECIAL ABILITIES

Familiar - Alertness (Ex)

Familiar - Deliver Touch Spells (Su)

Familiar - Improved Evasion (Ex) Familiar - Intelligence = 11

Familiar - Natural Armor Adj = + 6

Familiar - Share Spells.

Familiar - Speak with Animals of Its Kind (Ex)

Familiar - Speak with Master (Ex)

Familiar - Spell Resistance (Ex)

Familiar - Store Spells Starting at 1st level.

Witchs Familiar -1 (Ex)

Witchs Familiar -2 (Ex)

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

MAGIC ITEMS

+1 Cold Iron Dagger Ghost Touch

ELDRA HARGROVE is a Witch that happens to share a mutual love/hate relationship with Major Montcrief. Eldra is a strong-willed and spirited woman in her mid-forties. She is extremely attractive with pale skin and dark hair. Her personality is a mixture of classy, witty, smart and with extremely biting sarcasm that few can tolerate for long periods of time. You see, to put it quite simply, Eldra has a knack to always tell the truth, which often has its ugly side, as "Monty" surely knows. She also shares many tales of their public and private arguments that always get out of control due to Eldra's brutal honesty. She simply cannot seem to help herself.

Eldra is unhappy as usual and is constantly daydreaming about her next exciting conquest. Her prime days might be over, but she still has what it takes to ensnare almost any red-blooded male. Some of Eldra's other distasteful characteristics are her needs for constant adoration and attention. She enjoys making the men she captures with her charms quite jealous, and she is no stranger to starting fights and even duels with her as the center of attention. Eldra also has more than a wandering eye. Her "honesty" seems to force her into pursuing the latest, greatest and most dashing of taken men.

MAP OF ALAMORA STATION



ALAMORA STATION

The Wikkawak ambush was a brutal and bloody battle against a small army of evil brigands. Blood has become one with the ice and snow stretched across the tracks just miles away from your target Alamora Station. The train took a while to get going again, and these bitter cold gusts of wind and torrents of snow seem to be getting worse as it gets deeper into the night.

Everyone has taken the time to do what is needed to prepare for Alamora Station and just as the train seems to be getting back up to full speed, the train gears down and slows its speed. After several minutes the train comes to a complete stop and a guard comes to alert the party of your safe arrival. You follow the soldier and meet up with everyone in the meeting and dining car. Montcrief explains the plans to you again, "My men will guard the train. My Golem will guard the rear car, and may the Gods save anyone foolish enough to enter that way. 5 of my guards will stay behind and watch each of the remaining train cars. There will be a rover that moves through each car every quarter of an hour, and allow for another to do the same. Eldra, Boragho, myself and The Conductor will enter Alamora Station with your party. It is intensely cold out there, so I suggest we move fast and find this hidden entry to the vaults below. This is the best time to go. Come, let us go now!"

A GHOSTLY BALLISTA SNIPER

As soon as your party exits the train and embarks upon your quest, you hear the unmistakable sound of a tightly-wound ballista let loose its deadly missile. Before making a dozen steps into the hardening snow, you've already found yourself under attack!

GM NOTES - The battle is immediately brought to the party by a pair of once very gung-ho town guards. These two guards have now been turned into the dreaded undead creatures known as **SKELETON WARRIORS**. In life, this pair of guardsmen were inseparable and would be seen throughout town either guarding it in an overly stern way, or letting off some steam eagerly enjoying such vices as games of cards, cavorting with womenfolk of the eve, picking fights, or drinking until passing out cold.

Drake and Goethe were their names and Drake, the undisputed leader of the two, would call all of

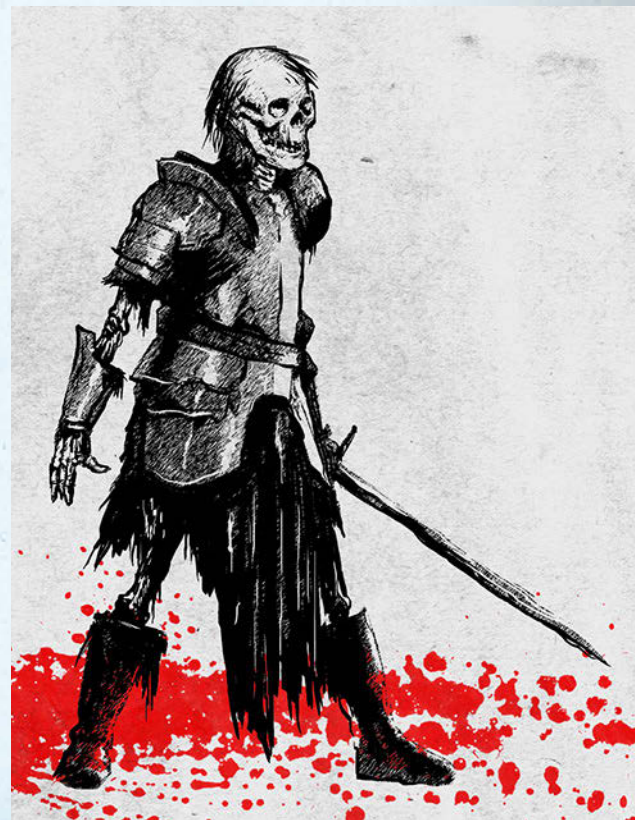
the shots. In the case of this ballista sniping event, however, it was Drake himself that let the first bolt fly while Goethe acted as Drake's spotter, gazing through a massive brass telescope atop the entry tower of Alamora Station.

TACTICS - The GM should decide what the best tactics are for Drake and Goethe, but here are some suggestions for the pair *after* they fire their ballista:

1. Each will fire as many arrows down onto the party from their masterwork longbows. They will continue to stay in missile combat until the party finds suitable cover. They each have 20 arrows.
2. There are 2 hatches that lead to the lower level below the top of this gatehouse. Each of these hatches is at the far west and east ends. The pair will split up and go to the hatches that allow access

SKELETON WARRIOR CR 14 - AC 27 - HP 121 - XP 38,400

STR 22, DEX 13, CON —, INT 8, WIS 12, CHA 14



SKELETON WARRIORS

to the second level that overlooks the ground level. Each of these Skeleton Warriors has carefully carved MURDER HOLES that overlook the ground level of this gatehouse. They will then fire as many arrows as they can until the party finds sufficient cover.

3. Wielding wicked bastard swords, the pair will descend the crumbling steps of the gatehouse. They will then engage the party and attack ferociously until the bitter end.

The Skeleton Warriors each carry a small amount of treasure from when they enjoyed their raucous and boisterous daily and nightly exploits. These small treasures can be found in small belt pouches that have been forgotten since to their deaths.

DRAKE'S POUCH - Pair of loaded platinum dice worth 150gp each. Deck of marked cards, 8pp, 19gp, 33sp, and 40cp.

GOETHE'S POUCH - Flint and tinder, a wad of cotton, a tiny steel flask of brandy with 2 shots left, 5pp, 17gp, 28sp, and 20cp.

The following description of the gatehouse may be read after the battle with the pair of Skeleton Warriors, or some time between the ballista shot and the inevitable battle to come.

1. GATEHOUSE - You get your first clear view of Alamora Station. The entire compound is surprisingly small at just over 100 feet wide by 200 feet in length. The station is set on giant blocks of stone five feet thick and is suspended by both manmade beams and massive trees with the branches shorn off at the tops. You can see a few buildings that once stood here. Now, they are nothing but shells. The building to the left side of the tracks is still standing and largely intact, but there are scorch marks dotting its sides as well as large holes that have been blasted away

from the walls and roof. The area to the right of the tracks has been almost completely destroyed. This 25-foot by 50-foot platform has seen the very worst of the destruction. The only clearly identifiable structures that still stand are an archway and a portion of what was once a door frame of the overall structure. Only a tenth of the entire structure still stands. The scorch marks closest to you are deep and black and it appears that a pair of bridges that lead to this platform have been blown away as well.

There is a cabin on the west side of the station, and it is almost completely intact. A handful of open graves have been dug out in front of this cabin. There appear to be no signs of life, but the curtains are billowing into the wind as all of the windows have been smashed. To the left of this cabin is nothingness. This platform was built in a very remote location as the west side of the platform stretches out into the night and with a drop that reaches down to blackness.

To the right of the station is another thin strip of land that is dotted with large, grey tress and even more open graves. There appear to be another three graves here. This east part of land surrounding the entire right side of Alamora Station does not drop off into nothingness like the west side. It melds into a forest of dead trees.

From this vantage point, you can see a tunnel that has been untouched and is about 200 feet ahead of you. The gatehouse that looms before you is about 50 feet wide and appears to be a two-level structure fitted with battlements atop the roof. You can see that this gatehouse has seen a certain level of destruction that has been focused upon it and all of the doors have been blasted away or battered down in some way. You can see the ballista that was shot at you, as well as some form of a long, copper tube set beside it. The walkway that surrounds the gatehouse is only 5 feet wide. The snow continues to fall and

HAUNTED GATEHOUSE

the wind continues to buffet the sides of the train and against your bodies. There appears to be a handful of choices you could make to delve deeper into Alamora Station. The tracks that extend north are mostly intact with only a few wooden beams that have been torn from the tracks. The rails seem to be in good condition and these tracks lead directly into the heart of the station. There are walkways that surround the gatehouse and you could either take the walkway to the left or right. As for the gatehouse itself, there are two doorways - one on each side of the widest entrance that was specifically made to accommodate trains. This entrance is about 25 feet wide and there are two more doors that you can see that lead inside the gatehouse.

Montcrief moves his way to you and hands you a folded sheet of vellum. You open it and soon see it is a blueprint of Alamora Station.

“I had to be sure I could trust you,” he says.

GM NOTES - The blueprint sketch is a top-down drawing of Alamora Station. Major Montcrief has chosen not to relinquish this floorplan sketch until now in the event that the party had plans of hijacking his train and disposing of his men. The battles that have taken place at Alamora Station was intended to destroy the competition of those that have been seeking the hidden entryway to the underground treasure vaults. The extensive destruction is also the result of wizards that have been hired by Montcrief that have fallen in brutal magical duels to the wicked necromancer MATOS ERONOTAN. It is Eronotan who has himself contributed to a great deal of the destruction of Alamora Station.

2. GATEHOUSE ROOFTOP - You make your way to the roof of the gatehouse. The interior of this structure has been almost completely

blasted away, and the stairs were treacherous but stable enough to ascend safely. The roof of the gatehouse spans 50 feet west to east by 20 feet north to south. The top of the gatehouse is buried in snow almost a foot deep. The only items that seem to be of any value are a heavy ballista and 6 ballista bolts that have been almost completely covered by the falling snow. Next to the ballista is a brass telescope that looks to be in good condition. Both the spotting scope and the ballista are pointed in the direction of where the ballista bolt was fired.

GM NOTES - As eager roaming guardians of Alamora Station, Drake and Goethe used to man the ballista atop the gatehouse when a train was heard coming into their tiny town. They would hope and pray that there would be some form of trouble so they could fire upon any unwanted intruders. To their eternal sadness, that time never came until firing upon the party. Their former rooms at the Alamora Inn have been blasted away, along with all of the belongings that they had in life. A DC 20 Perception check will reward the PC(s) with uncovering a magic item that once belonged to Drake. This is a **+2 Bayonet** and it is situated beneath the 6 ballista bolts.

3. BLASTED GATEHOUSE BRIDGE - There is a broken bridge here. The span that has been blown away is 10 feet wide. The fall to the ground below is around 200 feet.

4. TRAIN TRACKS - The train tracks head north and run through the entirety of Alamora Station. Across these tracks are long and thick impressions made into the snow upon the tracks.

GM NOTES - A successful DC 20 Knowledge (Arcana) check will reveal to the PCs the fact that

Alamora Station

1 square is
5 feet

Well



Well

The Alamora Inn

Alamora Station

Cabin

Graves

Chasm 200 ft.

Bridge

Graves

The Gatehouse



LAIR OF THE FROST WORM

the segmented striations and impressions in the snow covering the tracks have been made by a creature of great size and without having any discernible appendages. *The PC(s) learn that these tracks were made by a FROST WORM.*

FROST WORM CR 12 ~ AC 27 ~ HP 168 ~ XP 19,200

STR 31, DEX 16, CON 21, INT 2, WIS 16, CHA 11

5. ALAMORA INN - This structure runs parallel with the train tracks for about 80 feet down the line. The sign affixed to the front of the building makes it obvious as to what it once was. The ALAMORA INN has certainly seen better days. What is left is a pockmarked shell of what it once was. Massive chunks have been blown from the roof and all four sides of the inn. There are two ground floor windows that have widened considerably with the past battles that have taken place here. There are gaping holes that pepper the entire facade of the building, and one massive hole is on the south side of the inn. There are no signs of life and no sounds, but for the howling wind and the crunching of fresh snow beneath your feet. As you peer into the inn, you see that the entire interior has been completely gutted with only a staircase leading halfway to nowhere. There is a massive, 15-foot round hole in the center of the destroyed inn. A rumbling is suddenly heard and felt, and it's coming from directly below you. What feels like a minor earthquake is actually quite worse, as in a split second and with an agonized shriek, a pale, pink and white serpent-like creature bursts forth from the hole. This creature, some giant worm, is absolutely enormous. It is so large that when it opens its toothy mouth and rears back, *you realize it could easily swallow you whole.*

GM NOTES - In addition to the magical battles where many lightning bolts and fireballs have been hurled, this inn has become part of a FROST WORM'S lair. It has run out of food and has been



THE CABIN BARRACKS

sustaining itself on abandoned animals and both old and new corpses. This hideous creature is extremely hungry and will fight to the death.

The inside of the inn used to be a brothel, saloon and gambling parlor. An extensive search conducted by the party could result in finding a wide variety of small treasures. There are a total of 5 possible minor treasure troves to be found amidst the mass destruction. Each requires a successful DC 23 Perception check to be revealed.

1. Amidst broken, rose-tinted mirror shards is a platinum inkwell with the initials D.A.A. (Drakub Alvin Alburic) worth 300gp filled with half a bottle of **INVISIBLE INK**. Enough for 16 full pages.

2. A **GOLD BAR** engraved with the lettering: DUNBAR Gold Bar 999,9 Weight 30 Coins worth 1,000gp melted down or 1,500gp per each intact brick due to the unique collectibility of said gold bar. This gold bar is 30 pounds in weight and is labeled in a mysterious manner. Drakub Alburic used this as a paperweight and conversation piece.

3. A canvas sack with a drawstring with a variety of small coinage, 40pp, 100gp, 250sp, and 100cp.

4. An oil painting of a beautiful, smiling woman wearing red. The painting is too damaged to be of any value, but it has a message written on it:

Dear Maribel, we will be free from here soon, my love. I love you. It won't be long now.

- PHILMORE ROBECK

5. A **MEDALLION OF NATURAL ARMOR +3**

6-7. EMPTY GRAVES & CABIN - **The cabin situated at the far west side of the station is about 25 feet square in size. A futile attempt to board up the windows has been made, but something has made its way past the window's threshold as all windows have gaps in them large enough**

for an average-sized human to pass through. There are four unearthened graves just outside the cabin and a flimsy, grey wooden sign bobbing in the wind that reads,

THEY DESERVED MUCH BETTER

Upon entering the cabin, you notice that the damage is not nearly as bad as most of Alamora Station. There are definite signs of battle and frozen blood is splattered all over the floor and walls, but there are no bodies. The cabin seems to have once been a barracks of sorts as there are 4 large bunk beds in each corner of the cabin. There are a few arrows, crossbow bolts and javelins protruding from the walls and a fireplace on the north side of the cabin. All four of the footlockers appear to have been looted as they have all been tipped on their sides and are now completely empty. A subtle motion comes from one of the gaps in the boarded-up windows. The face that peers down at you from the outside is coming from a window on the upper attic level some 16 or 17 feet from the floor. It is at this time that you realize that the head has been severed and is now floating in mid-air. Another head appears in another window, then another, and then another. The faces sneer at you as if they all share some sickening joke they are playing on you. These sickly, severed heads are floating by means of thick, bat-like wings. Thick and filthy black tendrils dangle from where hair and beards should be and their fanged mouths seem to distend as nearly a dozen shrieks emit from their fanged mouths.

GM NOTES - **10 VARGOUILLE** have made this cabin their temporary home. They nest in the attic and depart at night, flying to nearby towns to paralyze innocents with their shriek, and then to feed on them. There is no treasure or anything of value as the Wikkawaks under ERONOTAN's command slew all 8 of the guards that used to live

VARGOUILLE NEST

at and guard Alamora Station. All dead bodies have either been eaten by the Frost Worm that dined upon the area for a short time, or they have been reanimated and are now one of the undead things haunting other areas of Alamora Station.

VARGOUILLE CR 2 ~ AC 15 ~ HP 19 ~ XP 600

STR 10, DEX 13, CON 13, INT 5, WIS 12, CHA 8

8. WELL WEST - This well is about 10 feet by 10 feet in size. As you get closer, you realize it used to be an outhouse. Strange tracks worm their way around the south side of the structure.

9. WELL NORTH - This structure used to be the tiny town's covered well. A fallen oak tree has destroyed the roofing to this well. Strange tracks surround this well.

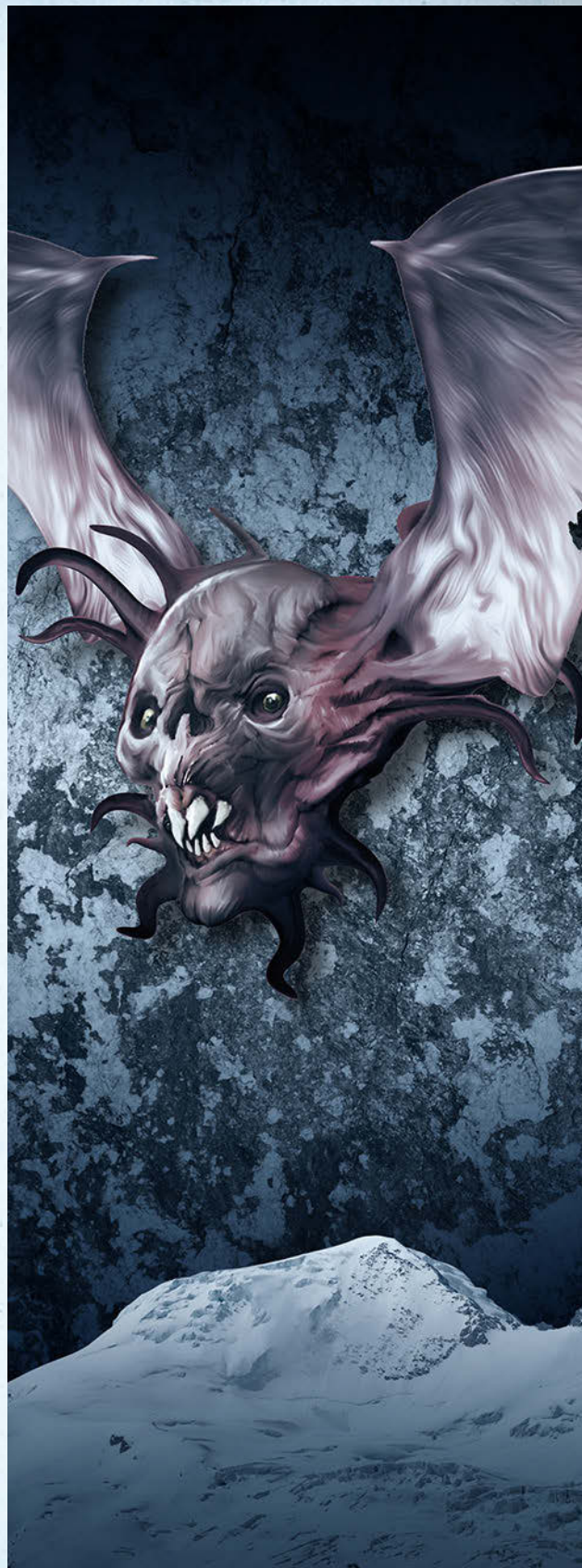
GM NOTES - This is the well where Major Montcrief had the handsome lover of Maribel slain, decapitated and thrown into the well. PHILMORE ROBECK is now a **HEAD HUNTSMAN**.

He has been slowly plodding through the ever-deepening snow of Alamora Station. Robeck is in a perpetual state of fear, confusion and with a certain degree of rage. He had very little knowledge of Major Montcrief or Montcrief's one-sided love for Maribel. Maribel was kind enough of a soul to merely point out that,

"He is just a harmless old man that has a boyish crush on me. You are my one and only."

If only Maribel realized the depths that Major Montcrief would go to attain her love.

Robeck has been gathering heads in exchange for the one that he has lost. He is quite mad and is having a very difficult time analyzing what has happened to him and why. This venomous mixture of negative emotions has turned Robeck into this evil





Bohdan II VIII

THE HEADLESS KNIGHT

thing that he has become. The heads are quite frozen and have been taken from the guard's barracks at area 7. He will continue to try and take as many heads as possible for as long as his body holds up. When engaged in actual combat with the party, the helmet he wears - in a futile way to be whole again - will fall from his head and land with a thud onto the snowy ground. As it does, the visor will pop open of its own accord and the party will see the severed head of a handsome man in the prime of his life. Terror and confusion and pain etched forever on his face. Then the face - and the head - disappear as they were never there. This continues until the HEAD HUNTSMAN severs the heads of his killers, the mastermind that ordered the beheading, or until Robeck finds his own head or reunites with Maribel's ghost.

10. GRAVES OF THIEVES - Across from Alamora Station to the east is an expanse of land that extends into the dark winter night. The majority of it is a deep and thick bramble of briars, bushes, and twisted grey trees. Closer up, and just across the 10-foot wide expanse that separates both land masses, there are a few solitary trees surrounding a tiny graveyard of three open graves. A sign resembling a tall vertical tombstone stabbed deep into the icy ground can barely be made out. It says:

CRIMINALS. WILL. NOT. BE. TOLERATED.

As if activated by merely viewing the graves of the dead, two ragged skeletons stir to un-life and climb clumsily out of these graves. A third one follows them. Less than 50 feet away from these animated skeletons, more movement can be seen. A half dozen more of the undead appear from the depths of the woods. You see a mixture of undead humans and Wikkawaks emerge from the woods to join their three brethren from the grave. In a matter of moments, a small army starts to form at the very

HEAD HUNTSMAN - CR 13 - XP 25,600

Medium Humanoid Ghost

Fighter level 12

Init +1; Senses; Perception +4

Aura Horrific appearance DC(17) 60ft if viewed
Fort save or lose 1d4 str, 1d4 con and 1d4 dex.

DEFENSE

AC 24, Touch 13, flat footed 22

(+2 Full-plate, Shield, none)

(+1 Dex, +11 armour, +1 feats, +1 deflection)

hp 106 (0d8+12d10+12+12+12);

Fort +9, Ref +5, Will +4

OFFENSE

Speed 20, fly 20ft.

Melee

Single Attack(+5/+5) Scythe +23 (2d4+11 X4)

Vorpal(Corrupting Touch DC(17) 1d6 damage if hits, Draining Touch DC(17) Drain 1-4 points off any ability it chooses and heals 5pts to itself)

or (+1/+1) Longbow +14 (1d8+1 X3) Icy Burst Ranged

Full Attack

(+5/+5) Scythe +23/18/13 (2d4+11 X4) Vorpal (Corrupting Touch DC(17) 1d6 damage if hits, Draining Touch DC(17) Drain 1-4 points off any ability it chooses and heals 5pts to itself)

(+1/+1) Sword, short +12 (1d6+4/19-20)

or (+1/+1) Longbow +14/9/4 (1d8+1 X3) range 100 Icy Burst Ranged

Space 5ft.; Reach 5

Special Attacks

Corrupting Gaze DC(17)

Frightful Moan DC(17)

Malevolence DC(17)

Manifestation DC(17)

Telekinesis DC(17)

STATISTICS

Str 18, Dex 13, Con 0, Int 13, Wis 11, Cha 12

Base Attack 12 CMB 16 ; CMD 29

Feats

Combat Expertise: You can choose to take a -1

HEAD HUNTSMAN'S STAT BLOCKS

penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC.
Every +4 base attack penalty increase by -1 and dodge by +1,
Exotic Weapon Prof,
Greater Weapon Focus: +1 to attack rolls,
Lunge: -2 to AC for 5ft extra reach,
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.
Every +4 base attack penalty increases by -1 and damage by +2,
Step Up: Take a 5ft step as an Immediate action when foe steps back,
Weapon Specialization: +2 to damage rolls,
Armour Prof Heavy,
Armour Prof Light,
Armour Prof Medium,
Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn,
Combat Reflexes: DEX mod additional attacks of opportunity,
Dodge: Add 1 to AC,
Great Cleave: Can make extra attacks to adjacent foes if you hit opponents can continue until you miss or no more within reach, -2 AC until you next turn,
Martial Weap Prof,
Shield Focus: +1 AC when using a shield,
Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Toughness: +3 Hit points or +1 per hit dice,
Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,
Weapon Focus: +1 to attack rolls
Skills Climb 17, Fly -1, Handle Animal 1, Intimidate 16, Know Arch & Eng 1, Know Dungeon 1, Perception 4, Ride 16, Stealth -1, Survival 7, Swim 7

Languages Common

SPECIAL ABILITIES

Rejuvenation when destroyed will reform in 2d4

days unless the reason for the haunting is found.
Armour Training Reduced armour check penalty and increases dex bonus by 3.
Bravery Save vs fear + 3

MAGIC ITEMS

+2 Full-plate

+5 Vorpal Scythe

Upon a roll of natural 20 (followed by confirmation roll), severs the opponents head. **GM, adjust to your campaign!**

+1 Short Sword

+1 Icy Burst Longbow

Icy Burst Ranged: +1d6 frost damage
+1d10 on a critical hit.

GM NOTES - This is the ghostly spirit of the beheaded Philmore Robeck. These powerful HEAD HUNTSMEN are the enraged, confused and angry spirits whose heads have been severed without being allowed the fair chance to defend themselves in proper hand-to-hand combat. The victims of these decapitations are almost always very capable knights or proud warriors that have some measure of skill with weapons and warfare. To die in such a fashion is shocking and humiliating, and certainly not done with any degree of fair play. These knights crave an act of deep revenge that most have only heard about shared between other warriors crowded around a campfire at night.

Each of these spirits has some form of shaky and shimmering vision, and they are continually looking for their own heads. The only way to know for sure is for them to succumb to the overwhelming feeling to sever all others' heads in an almost futile quest to find their own severed head.

Optional ways to pacify this spirit is for it to find its head, or to take the head of he who slew him.



THE UNDEAD ARMY IS RISING

edge of the cliff. They sway uncertainly in the bitter winter wind, yet they somehow still stand firm and strong. They are all wielding weapons and considering the vast number of the living dead, you cannot help but notice the only bridge connecting these two vertical cliffs has been blown to bits. The undead just stare in complete silence, and there is almost no movement from them. This horde of skeletons, zombies and whatever other untold living dead that stands before you numbers close to 100.

GM NOTES - This might serve as a warning sign to the party. There is clearly no leader or any of the undead making any decisive actions. The necromancer Matos Eronotan has given them the dark gift of unlife, and they have instructions to advance ahead of Matos to destroy as many intruders as possible before he arrives. Matos' forces have thinned considerably with the battles between Montcrief's men and Matos' soldiers, as well as other snowbound pirates in search of unheard treasures in the vaults deep below Alamora Station. The army that has gathered is a combination of **60 Skeletons and 40 Zombies**.

SKELETON CR 1/3 ~ AC 16 ~ HP 4 ~ XP 135

STR 15, DEX 14, CON —, INT —, WIS 10, CHA 10

ZOMBIE CR 1/2 ~ AC 12 ~ HP 12 ~ XP 200

STR 17, DEX 10, CON —, INT —, WIS 10, CHA 10

The GM may choose to allow for Matos Eronotan to show up before the party finds the one-way entry to the vaults at AREA 11, or the GM may choose to have Matos' Wikkawak troops to show up later, after the party emerge from the vaults of Alamora and have been so kind as to collect some of the treasures for a very grateful Matos Eronotan.

Matos' WIKKAWAK forces are 34 strong. The desecrated station allows for many areas that will provide sufficient cover for an epic battle that can take place at any time that the GM chooses.

MATOS ERONOTAN - Elf - CR 12 - XP 19,200

Chaotic Evil Medium Humanoid

Wizard level 13 Necromancer

Init +2; Senses Low-light Vision; Perception +12

DEFENSE

AC 12, Touch 12, flat footed 10

(No Armour, Shield, none) (+2 Dex)

hp 87 (0d8+13d6+26+13);

Fort +6, Ref +6, Will +9

Immunity to Sleep,

Resistance to Enchantments +2

OFFENSE

Speed 30

Melee

Single Attack Quarterstaff +5 (1d6-1)

or Dart +8 (1d4-1)

Full Attack

Quarterstaff +5/0 (1d6-1)

or Dart +8/3 (1d4-1) range 20

Space 5ft.; Reach 5

Special Attacks

Grave Touch -1 (Sp)

Grave Touch -2 (Sp)

Wizard Spells

CL 13 Concentration 18

Level 0 (4) DC 15

Disrupt Undead, Ghost Sound, Ray of Frost, Read Magic, Scoop

Level 1 (7) DC 16

Burning Hands, Detect Secret Doors, Detect Undead, Flare Burst, Repair Undead, Thunderstomp, Windy Escape

Level 2 (6) DC 17

Alter Self, Arcane Lock, Command Undead, Fire Breath, Gust of Wind, See Invisibility

Level 3 (6) DC 18

Animate Dead, Aura Sight, Battering Blast, Detect Desires, Flame Arrow, Sheet Lightning

Level 4 (6) DC 19



MATOS ERONOTAN STAT BLOCKS

Animate Dead, Ball Lightning, Controlled Fireball, Creeping Ice, Detonate, Ice Storm

Level 5 (5) DC 20

Blightburn Weapon, Contact Other Plane, Icy Prison, Lightning Arc, Plague Carrier

Level 6 (3) DC 21

Cold Ice Strike, Create Undead, Flesh to Stone

Level 7 (2) DC 22

Control Undead, Permanent Hallucination

STATISTICS

Str 9, Dex 15, Con 14, Int 20, Wis 12, Cha 9

Base Attack 6 CMB 5 ; CMD 17

Feats

Brew Potion,

Craft Wand,

Combat Casting: +4 Concentration checks for Defensive casting,

Greater Spell Focus: +1 DC against spells of one class,

Greater Spell Penetration: +2 caster level checks to defeat spell resistance,

Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.

Quicken Spell,

Scribe Scroll,

Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1 school of magic,

Spell Penetration: +2 caster level checks to defeat spell resistance

Skills Appraise 17, Fly 2, Know Arcana 18, Know Arch & Eng 17, Know Dungeon 17, Know Geography 17, Know History 17, Know Local 17, Know Nature 17, Know Nobility 17, Know Religion 5, Know the Planes 5, Perception 12, Spellcraft 5

Languages Common, Elven, Sylvan

SPECIAL ABILITIES

Arcane Bond (Ex or Sp) Wizards form a powerful bond with an object or a creature.

This bond can take one of two forms: a familiar or a bonded object.

Life Sight (Su) Blind sight for number of rounds = wizard level, Only detects living and

Undead range = 20

Power over Undead-1 (Su) Receive Command

Undead or Turn undead as a feat, channel energy 3/day + INT mod

Power over Undead-2 (Su) DC 10 + 1/2 wizard level + CHA mod

Scribe Scroll

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

MATOS ERONOTAN is one of the few Elves that never developed any form of refinement with anything that he has ever tried to achieve. Matos embraced his crude and dark side from a very early age. Picked on and bullied, Matos never made the slightest attempt to fit in socially or to try to befriend others. At this very early age, Matos fully embraced every ugly aspect of himself and soon found everyone else to be abnormal or the "mentally disturbed ones." Matos has always envisioned himself, physically and in all other ways, to be something drastically different from normal Elf appearances and attitudes. From his earliest memories, Matos envisioned himself as a living dead demon-beast hybrid, and these beliefs about himself have never left him for even a moment. Matos has gravitated to befriending other evil beasts and those that have passed on to the other side. These DEAD FRIENDS, as he has always referred to them, led to the development of his disturbingly dark gifts and talents.



11. THE VAULT SAFE - This 35-foot by 25-foot area used to be a building of some kind. Only jagged fragments of the structure's foundation now remain. Scorch marks take the place of what the floor used to be, and very little of the walls still stand. In the corner of this area is a 10-foot by 10-foot black metal walk-in safe which has been blasted open by some form of devastating combat spell. The floor surrounding the safe has given out and fallen away forming a pit. A pair of dead bodies has been pinned beneath a pair of massive ceiling block traps that have fallen atop and crushed the duo of would-be thieves. The safe is balanced precariously upon one of the massive stone posts that keep the entire station 200 feet in the air. The snow has yet to stop falling since you've embarked upon this mission. In fact, the snow is falling heavier now, and it is getting even colder.

GM NOTES - This is the **HIDDEN ENTRANCE TO THE ALAMORA VAULTS**. The pair of thieves perished by trying to open the safe. Both died by means of falling ceiling block traps. The ledge that surrounds the safe is just under 5 feet wide, easy enough for someone to jump over, but *the secrets to this entryway are threefold*.

1. The safe did, in fact, have a small decoy treasure trove to be found in the event that the safe was ever breached. These treasures, however, did not compare to the treasures that are found in the vaults below. In other words, the safe itself acted as a "hiding in plain sight tactic." This decoy treasure was valued at 11,000gp, enough to not be obvious that it was, in fact, just a decoy. These treasures are long gone now and have been confiscated by Matos Eronotan's "men."

2. The only way to access the vaults is to descend.



SECRETS OF THE SAFE

The descent to the vaults below would consist of having to climb down a steel ladder bolted to the walls that extend 200 feet. The way to descend is by a hidden trap door cut into the floor that is just 44 inches square. A DC 25 Perception would be made for a party member to find this trap door.

3. The way that the safe appears to be situated after the traps were sprung and the floor gave way would make anyone having any sense to question if there was any underground treasure at all. From this viewpoint, the safe literally looks as though it would tip over to either the south or east if the safe is entered by anyone save for the lightest of thieves. **THIS IS AN ILLUSION.** The illusion surrounds the tunnel and runs the entire depth of 200 feet. In short, it looks as if the safe leads nowhere but to a pit that ends 200 feet down. This illusion was created by a 17th level Wizard that Drakub Alburic hired. The spells that were cast to create such an illusion were made permanent. Drakub let this Wizard live, but that was not the case for the half-dozen master carpenters that created the vaults themselves. Each one of the six had no knowledge of the other carpenters. They were all hand-picked by the shrewd Drakub Alburic. In addition, all six men were initially given maps to the station's location that were not completely true. Knowing that copies of these maps would be left behind with loved ones, the maps are accurate only to a point. The maps show a virtually nameless, faceless pickup spot that the trains use for picking up supplies from various merchants while traveling between stations. The locations are very rarely used and there are never any witnesses. After a carpenter would complete a significant section of the vaults, he would be paid, publicly praised, and released. While he slept that night, he was slain, robbed, and the bodies were disposed of by Drakub's evil henchmen, Drake and Goethe. The way that these carpenters were disposed of varied. Drake and Goethe greatly enjoyed their grisly work, and it greatly relieved their boredom when they were not drinking, fighting, or frequenting crafty town gals.

All 6 of the slain carpenters' bodies can be found at area 12. Drake and Goethe had dug a shallow mass grave between the tracks and railroad beams. A successful DC 25 Perception check would allow the PC(s) to discover a slight discoloration in several of the railroad beams, while also noticing said beams being slightly raised. This will unearth the dead bodies of:

1. Dirk McTaven - Throat slit ear-to-ear.
2. Benny Farthing - Garroted.
3. Allon HamHock - Impaled on a spike.
4. Dirdo Alp - Beheaded.
5. Renwyn Bleigh - Poisoned.
6. Sly "The Stirge" Tanner - Ice pick through ear.

The GM may elect to have these 6 return from the dead as a **GRAVESLUDGE**. There is no treasure to be found in this mass grave.

GRAVESLUDGE CR 12 - AC 27 - HP 161 - XP 19,200

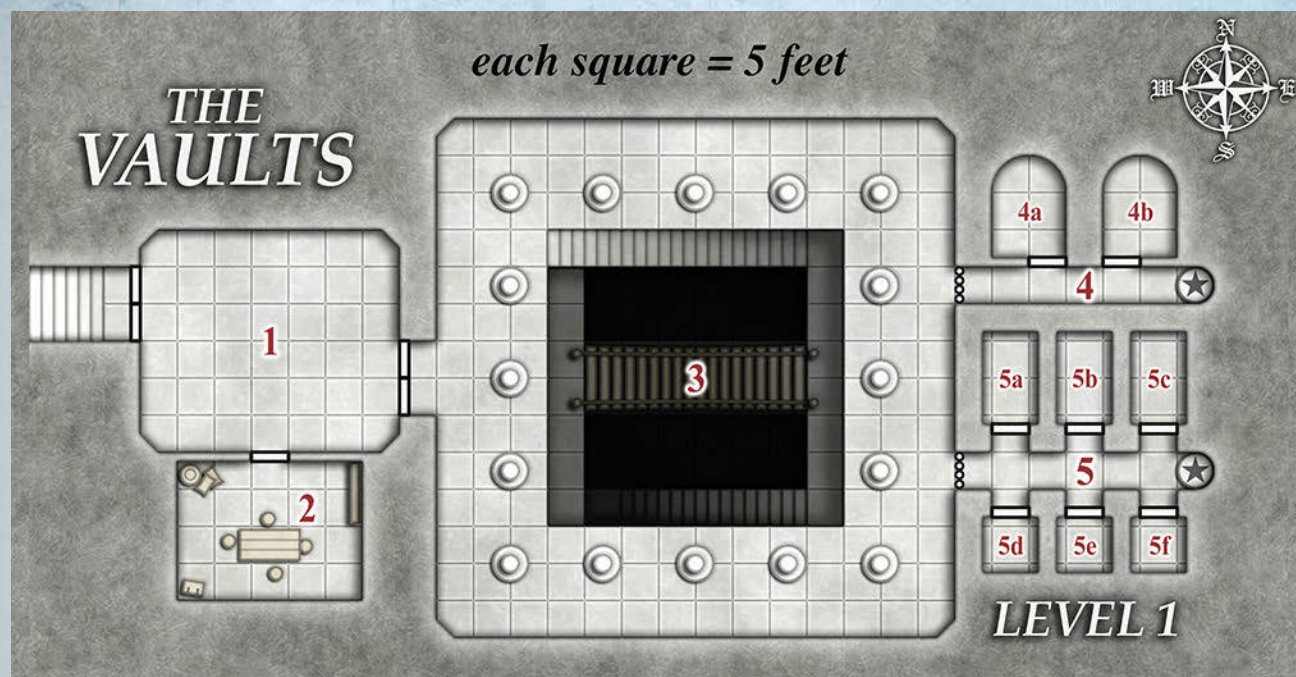
STR 31, DEX 22, CON 24, INT 15, WIS 21, CHA 20

The descent to the vaults below is long and deep, and one false move could easily lead to certain death. For any able-bodied PC, however, it would still be quite difficult to fall.

The hatch at the base of the 200-foot shaft is locked. A DC 18 Disable Device is needed to open.



VAULT 1 OF THE ALAMORA VAULTS



1. THE VAULTS OF ALAMORA (ENTRY)

Your group has made it down the 200-foot shaft and past the first locked hatch. You open the hatch and descend the stairs another 15 feet and come to a pair of ornate double doors. The doors are larger than normal, each is 5 feet wide and 10 feet in height and decorated with a variety of skull symbols. Each of the skulls painted on the doors is different, as if crafted by a wide variety of different artists adopting different art styles. After pushing past the locked double doors, the first room that you behold is surprisingly very well-lit. This first room spans 35 feet from west to east and by 30 feet from north to south. The room is lit by four globes emitting bright light. Each of these globes has been affixed to each corner of the room at ceiling height. The depth of this chamber is 20 feet from floor to ceiling and while cold, this room is not as cold as it is in the open winter air above.

There are no furnishings or valuables in this large chamber. Besides the light globes, the only features of note are that the chamber has been constructed from 2-foot by 1-foot stone blocks and there is a pair of double doors straight ahead to the east, and a single door at the south side of the chamber. All of the doors are oversized at 5 feet wide and 10 feet in height and both sets of doors appear to be devoid of having any locking mechanism in place. Like the door at the base of the entry stairs, these doors are made of the sturdiest wooden doors that money can buy. These doors have no marking or paintings on them, however.



GHOST OF THE CHEATER

2. THE CHEATER - Your party is greeted unexpectedly by a blast of frigid air as you open the door to this chamber. Before you, seated at a rough-hewn wooden table are four humanoid figures hunched over and wrapped heavily in furs, blankets, and oversized hats.

The room is 25 by 20 feet in size. There is a makeshift bar off to your left, flush against the wall. A large barrel accompanied by sacks of flour to your right. In the southwest corner, a dark figure sits alone in the corner, seemingly watching the card game unfolding before your eyes. This figure in the corner lifts his head. A skeletal figure peers forth from under a wide-brimmed hat and tightly wrapped robe. The face you see peering back at you is that of a skeleton, but that's not the strangest thing you notice about this room. Somehow, it is actually snowing in this freezing chamber.

Seated at the table are four figures. One to each side of the table and one with his back towards you. A rough-looking, haggard man sits directly across from the door you just opened. He lifts his head ever so slightly. Just enough to let you know that he knows you are there. The other three, however, don't seem to notice you at all. The burly man shows more of himself. A massive beard and mustache frame his chapped, red face. He just stares at you with steel blue eyes and shakes his head in disbelief while allowing a crooked smirk to make itself known at the corner of his mouth.

"Got caught cheating at cards. Not the first time I've ever been caught. But this time's done me in for sure."

The hefty man then raises his right arm, opens his hand, palm facing you and reveals a symbol for all to see. Carved into his right hand, which is still bleeding somehow, are the Common letters B.R.O.D.L.Y.

"Now, any court jester magician worth his salt knows what the hell this is. I cheated at cards. Now I gotta stay in this gods damned room for what — forever!?"

The large trapper begins to stand and reveals he is chained at both wrists and both ankles. He looks at you almost pleadingly.

"What do ya say? Can you help a brother get out of one helluva damnable situation?"

From the corner, the skeletal figure immediately chimes in to further clarify and share a deep and dark truth. The skeletal form sounds worse than he looks and his speech comes deep and cold and as sharp as a knife point scraped upon rock.

"Luthrig here is telling the truth, but as always, he leaves out the most important parts. Hunter and trapper Luthrig Forgarra was indeed caught cheating, but instead of taking his just punishments or even accepting any wrong, he chopped these three to pieces with his axe. Not very friendly of him, I must say."

The stocky man known as Luthrig pushes out his chest and he huffs. His entire face turns an even deeper shade of red. Veins begin to pop at his neck and you are not sure if he is going to have a heart attack or go berserk.

The skeleton man coldly adds more fuel to Luthrig's growing fire,

"Oh, did I fail to mention that he ATE these three gentlemen as well? Yes, it was a bit of a shock. Not just to all of the townsfolk that live around this region, but their entire families have been destroyed all because of the unique culinary desires of a truly horrific *cannibal*. What you have standing before you right now is as unsavory as it gets. A *maneater*. Something that we have been assigned to guard forever."

FROST GIANT GHOST

Luthrig's chest seems to literally be growing larger with every passing second. His arms begin to flex and you can see bulging muscles beneath his heavy furs. His face contorts with such twisted contempt that Luthrig's face is appearing to change before your very eyes.

"Luthrig here is no trapper. Not anymore. Luthrig here is a cannibal. Luthrig Forgarra is what is known in this region as a Mel Devor!"

Luthrig Forgarra continues with his violent transformation seemingly embracing what is to come. His hides rip apart and fall off to the sides. Pale white skin tinged with shades of ice blue now clearly show through. The muscles have increased in size and definition and the veins appear as if they are ready to pop from the strain. His face has grown tusks like that of a boar and his hair and beard has turned completely white. Luthrig has grown at least three feet in a period of seconds, and just as he seems to be satisfied with this size of nearly ten feet tall, Luthrig pops open the chains that up to now have safely bound him. With a cavernous roar, Luthrig lifts up a gigantic axe out of thin air and lunges forth to cleave you to pieces!



FROST GIANT GHOST - CR 21
LUTHRIG FORGARRA - XP 409,600

Chaotic Evil Large Humanoid
(Undead) Cold Subtype
Barbarian level 10 Viking
Init 0; Senses Low-light Vision; Perception +17
Aura Horrific appearance DC(23) 60ft range
if viewed Fort save or lose 1d4 str,
1d4 con and 1d4 dex.

DEFENSE

AC 24, Touch 11, flat footed 23
(Hide, Shield, none)
(+9 Natural, -1 size, +4 armour, +1 feats,
+1 deflection)
hp 167 (14d8+10d12+24+10);
Fort +12, Ref +7, Will +10
Immunity to Cold, Rock catching,
Vulnerability to Fire.

OFFENSE

Speed 45, fly 20ft.

Melee

Single Attack Greataxe +32 (3d6+18/19-20 X3)
(Corrupting Touch DC(23) 1d6 damage if hits,
Draining Touch DC(23) Drain 1-4 points off any
ability it chooses and heals 5pts to itself)
or Giant Rock +19 (1d8+18) Rock Throwing (Ex)
+1 to hit Rock 120ft increment.

Full Attack

Greataxe +32/27/22/17 (3d6+18/19-20 X3)
(Corrupting Touch DC(23) 1d6 damage if hits,
Draining Touch DC(23) Drain 1-4 points off any
ability it chooses and heals 5pts to itself)
or Giant Rock +19 (1d8+18) range 120
Rock Throwing (Ex) +1 to hit Rock
120ft increment

Space 10ft.; Reach 10

Special Attacks

Corrupting Gaze DC(23) 30ft blast. If meet gaze
Fort save or 2d10 dam and 1d4 chr loss,
Frightful Moan DC(23) 30ft range Will save or be
panicked for 2d4 rounds,
Malevolence DC(23) 1/round can merge its body

FROST GIANT GHOST STAT BLOCKS

acts as a magic jar CL10th Will save,
Manifestation DC(23) All ghosts have this ability.
Becomes incorporeal on the material plane,
Other 0 May have 1-3 special attacks,
Other 1 choose from Corrupting gaze, Corrupting touch, Frightful moan,
Other 2 Horrific appearance, Malevolence and Telekinesis,
Telekinesis DC(23) CL 12th (or ghosts if higher) once every 1d4 rounds
Rage (Ex) +4 Con +4 Str +2 Will save -2 AC. Per day = Con mod + 22
Rage Power Last as long as raging. Number = 5

STATISTICS

Str 35, Dex 11, Con 0, Int 10, Wis 16, Cha 13
Base Attack 20 CMB 33 ; CMD 45

Feats

Guarded Stance: Gains +1 dodge bonus to AC (and +1 / 6 levels) for con bonus rounds (move action),
Knockback: Can make a bull rush attempt if successful target takes STR mod damage and knocked back (No Att of Opp),
Night Vision: Gain 60ft darkvision (must have low-light vision),
Raging Climber: Adds level to climb when raging,
Rolling Dodge: Gain +1 (+1 every 6 levels) dodge to AC for no of rounds = CON modifier,
Armour Prof Light,
Armour Prof Medium,
Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,
Combat Reflexes: DEX mod additional attacks of opportunity,
Dodge: Add 1 to AC ,
Fleet: Base speed + 5 feet,
Great Cleave: Can make extra attacks to adjacent foes if you hit opponents can continue until you miss or no more within reach, -2 AC next turn
Improved Critical: Doubles critical chance of weapon,
Improved Overrun: +2 to Overrun CM and CMD; no attacks of opportunity,
Improved Sunder: +2 to Sunder CM and CMD;

No attacks of opportunity,
Martial Weap Prof,
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,
Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Skill Focus (Stealth): +3 Stealth,
Weapon Focus: +1 to attack rolls
Skills Acrobatics 10, Climb 22, Craft 7, Craft Wood Working 6, Fly -3, Handle Animal 1, Intimidate 15, Know Nature 6, Perception 17, Ride 0, Stealth 5(Stealth in snow 9), Survival 8, Swim 18

Languages Common, Giant

SPECIAL ABILITIES

Rejuvenation When destroyed will reform in 2d4 days unless reason for the haunting is found
Damage Reduction Reduced damage from weapons 2
Fast Movement Land Movement raised by 10
Improved Uncanny Dodge Can no longer be flanked 1
Trap Sense Reflex save and AC when dealing with traps bonus 3
Uncanny Dodge Retains Dex bonus if flat footed 1
Rock Throwing (Ex):This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A rock is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creatures base slam damage plus 1-1/2 times its Strength bonus.
Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.
Giant Subtype: A giant is a humanoid creature of

CHAMBER OF TWISTED STATUES

great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision and treat Intimidate and Perception as class skills.

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Vulnerability to: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

GM NOTES - The GM may choose to have the guardians of Luthrig Forgarra vanish as soon as combat breaks out, or the GM may choose to allow the guardians to attack Luthrig. The GM may also choose to allow the guardians attack the party for interfering with Luthrig's ghostly punishment. Treat each guardian as a SPECTRE.

SPECTRE CR 7 ~ AC 15 ~ HP 66 ~ XP 3,200

STR —, DEX 16, CON —, INT 14, WIS 16, CHA 15

The room is filled with spectral furnishings that would be found in a mountain cabin in the northern reaches. There is a table with 4 round stools, a crate, two sacks of flour and a bookshelf. All are not really there. If touched, the PCs will find that their hands (or objects used) will simply pass right through them.

3. HALL OF TWISTED STATUES - You push the broad and stout double doors and they open with a slight groan. The room you are now

looking into is quite large and the first thing you notice is that it is filled with 18 statues of variously armed heroes that are all in a state of some form of suffering. The statues are all evenly spaced and form a perfect square taking up a 60-foot section of this 70-foot-by-70-foot room. Each of the statues is of human size and the craftsmanship of each carving is nothing short of amazing. Every possible detail can clearly be seen. Some of the statues are clutching mortal wounds, some are fending off invisible beasts of prey and some even have severed limbs. These 16 statues surround a pit that measures 40 feet square. The room is lit with 4 large light globes from each corner of the chamber. A set of stairs to the left descends into the pit and into total darkness.

GM NOTES - The 16 statues are **CARYATID COLUMNS**. If any of the PCs step within 3 feet of the statues, the statues attack. It is quite possible for the adventurers to avoid a battle with these Caryatid Columns by simply staying as close to the outer walls as possible, and not getting within 5 feet of the columns. The stairs extend another 20 feet down and lead to Vault 2.

There are no treasures in this guard chamber.

If the PCs do activate the Caryatid Columns, the GM may choose to read the following description.

As you get closer to the statues, they instantly come to life. At first, there is a hesitation, as if these living statues are waking from a long slumber, or coming to life for the very first time. Each of the living statues moves forward devoid of any wasted motions. All weapons are raised and all of the statues move in to attack.

CARYATID COLUMN CR 3 ~ AC 14 ~ HP 36 ~ XP 800

STR 18, DEX 9, CON —, INT —, WIS 11, CHA 1

DRAKUB'S SECRET WINE NOOK

4. WINE NOOK HALL - A portcullis stands between you and gaining access to a 35-foot long hallway heading east. At the end of this hallway is what appears to be a statue of a Frost Giant. The statue brandishes a curved sword and is in a passive, static pose. The portcullis is made of clean, steel bars and they look like they have been polished. There is a massive padlock that keeps this portcullis closed. There are two doors along the north side of the hallway. The first one is 15 feet away, and the second one is 25 feet away. Both doors are large, at 5 feet wide by 10 feet in height, and each appears to have a locking mechanism attached to each door.

GM NOTES - The two doors within the hall are indeed **locked** and the statue is just a large statue of a Frost Giant that has been pieced together from multiple smaller segments. The statue is very realistic and made from a rich grey marble, but it has little value. If this giant statue is dismantled and brought up to the surface and resold, it could be worth between 200-800gp to the right buyer.

The portcullis, like all of the portcullis gates within these vaults, has the following stats.

Hard. 10, HP 60, Break Stuck 25, Locked 25

These doors within these halls, as well as all of the doors within these vaults, have the same statistics that can be found on page 23. Double Distressed.

4a. GENUINE WINE NOOK - The door pushes open smoothly and you can see a lavishly-decorated room. The room is 10 feet west to east and 15 feet long north to south. The north end of the room has been made to form the shape of a half sphere. It is in this small nook that you can see a large, overstuffed chair made from polished burgundy leather studded with brass rivets. Next to the chair to the left is a marble

table with what appears to be a very large ashtray made from petrified wood. A small, mahogany box rests next to the ashtray, as well as a flint and tinder set shaped like a pair of miniature daggers. To the right of the chair is a square wine rack that holds two dozen bottles of wine. A rug has been fashioned to cover the entire floor, and there are paintings adorning the walls. A small footstool similar in make to that of the chair is directly in front of the chair and there is a small and ornately carved ring that rests upon the padded stool.

GM NOTES - This was Drakub Alburic's secret wine nook. Drakub would allow himself to escape to enjoy this room at the end of every week. It is here that he would enjoy the comforts of being completely alone and safe from the outside world, as well as the biting cold. Drakub's pleasurable ritual would be to wear the ring from the stool, (**a RING OF WARMTH**) don a rich robe and help himself to the choice of his favorite wines. He would then light his pipe and sit drinking for hours, admiring his favorite oil paintings.

The various treasures that can be found within this room were among Drakub's personal favorites.

1. **RING OF WARMTH**
2. **PIPE OF HAPPY SMOKE (GM's discretion)**
3. 3 very rare wines worth 150gp each.
4. Oil painting of flying demon children, (1,500gp)
5. Oil painting of Ogre Mage Seppuku, (3,600gp)

A successful DC 25 Perception check will allow the PC(s) to find a *shiny silver key (100gp) that acts as a skeleton key for all of the usual doors and locks within these vaults.* This skeleton key works only on the doors and locks of The Alamora Vaults.

DRAKUB'S GHOSTLY WINE NOOK

4b. A GHOSTLY WINE NOOK - The door pushes open smoothly and you can see a lavishly-decorated room. The room is 10 feet west to east and 15 feet long north to south. The north end of the room has been made to form the shape of a half sphere. It is in this small nook that you can see a large, overstuffed chair made from polished burgundy leather studded with brass rivets. Next to the chair to the left is a marble table with what appears to be a very large ashtray made from petrified wood. Everything in this room, however, is rotting, decaying or dying. Great spans of thick cobwebs extend from the walls to the chair. Seated in this chair is an old man with a handlebar mustache, smoking a pipe and caressing a stained goblet in his left hand. The man is clearly dead as what you are seeing is nothing more than a skeleton with thin layers or worn, greying flesh loosely attached to its bones. The figure starts to rock back and forth in his chair, puffing on his pipe.

GM NOTES - This wine nook is the exact duplicate of the wine nook at area 4a. This wine nook, however, is the ghostly version of the previous wine nook. As part of the payment that Drakub owed the wizard that helped create certain features of these vaults, the famous wizard (**Zerberuz**) insisted on creating a ghostly version of Drakub's favorite room. The reasons for this are known only to Zerberuz, but it saved Drakub several sacks of gold coins.

Unknown and extremely powerful ancient magic has been used to create such a unique scenario. The spectral form that is seen enjoying a goblet of wine and smoking a pipe of the finest tobaccos is in actuality a **GHOST**. This is not an illusion.

If any of the party members simply stare and watch, the ghost will simply stare and watch in return. If, however, any PC were to venture into the room, after 5 feet crossing the threshold, the ghost will

attack with a hooked fireplace poker that is leaning in the northwest corner of the decaying room.

GHOST CR 7 - AC 17 - HP 77 - XP 3,200

STR —, DEX 12, CON —, INT 10, WIS 11, CHA 20

As you leave this aging room, you notice a signature just above the oversized doorway measuring a full 5 feet wide. This signature appears as if it were written in wet mortar, and it reads, *ZERBERUZ WAS HERE*.

A successful DC 20 Knowledge (Arcana) roll will bring about recollected legends of an evil mage that has a way with granting wishes, with prices to be paid that make one wonder if these things that are coveted are even worth it. This mage's name is **ALABANZER ZERBERUZ**.

There is another ring in this room. It looks exactly like the Ring of Warmth that can be found in area 4a. The only difference is that this ring is cursed. Any PC unfortunate enough to believe that this is another Ring of Warmth is in for a nasty surprise. This ring is a **RING OF TRUTH**.







CHAMBER OF DOORS - DOOR 1

5. CHAMBER OF DOORS - A portcullis stands between you and gaining access to a 35-foot long hallway. At the end of this hallway is what appears to be a statue of a Frost Giant. The statue brandishes a curved sword and is in a passive, static pose. The portcullis is made of clean, steel bars. They look like they have been polished. There is a massive padlock that has this gate locked. There are three doors along the north side of the hallway and three doors along the south wall of this hallway. All six doors are of an entirely different nature and appearance. Due to the complex and ornate nature of each of the doors, you cannot tell if or how these doors are locked or guarded.

GM NOTES - There are 2 player art handouts that are important to utilize for this hallway of doors. Each door leads to a very different encounter.

5a. THE MORGUE DOORS - The door that is closest to you is made of what appears to be iron. There are eight square segments that make up the door's main surface. Each of these squares measures almost 30 inches square. There are 8 smaller rectangles arranged vertically above these eight squares. Each of these rectangles measures 7 inches wide by 21 inches in length. There are no handles in sight.

GM NOTES - The 8 rectangular plaques are wall pressure plates that act as buttons for each square. The way these pressure plates work is as follows. From left to right is the order for the 8 top rectangles. So, the furthest rectangular to the left is made to open the first square door below, etc. The 8 squares are read vertically, from top to bottom. The first rectangle "button" at the far left will open the topmost square just below, and so on. These 8 squares slide open like morgue doors and shelves.

1. TRAP - POISON GAS - This is the topmost, upper left door. It is actually a small, rectangular chamber that was made for the sole purpose of killing intruders or "grave robbers" of any kind. The top of it is 10 feet from the ground, and the poison is **BURNT OTHUR FUMES**.

2. EMPTY - Left side, second door from the top.

3. TREASURE - Left side, third door from the top. The shelf that slides out is 30 inches wide by 5 feet in length. Resting upon the cold iron slab are these treasures: 33pp, 333gp, and 3,333sp.

4. LADDER - Left side, bottommost door. This door has a hidden handle. At the very bottom is a slight depression that acts as a makeshift handle that can be used instead of a pressure plate button. This "handle" can be noticed by making a successful DC 25 Perception check. The rectangular shelf that slides out holds but one small but handy tool. A ladder that is 10 feet long.

5. GHOST TRAP - GHOST - This is the topmost, upper left door. The evil mage Zerberuz that took an active part in the construction of these vaults has cast a series of spells that force an unwilling GHOST to guard these 8 "morgue doors." This ghost was one of the unfortunate servants that Zerberuz sacrificed in order to prove to Drakub Alburic his powers. This ghost used to go by the name of MANALO, and was a blindly faithful disciple of Zerberuz. Manalo is confused and in a perpetual state of disbelief, as he does have some ability to realize that Zerberuz has used him as a pawn, caring nothing for the loyal acolyte. The ghost will pour forth from the topmost right shelf and begin screaming nonsensically,

"Master. MASTER! Why have you left me! I have been faithful and true!"

GHOST CR 7 ~ AC 17 ~ HP 77 ~ XP 3,200

STR —, DEX 12, CON —, INT 10, WIS 11, CHA 20

CHAMBER OF DOORS - DOORS 2 AND 3

6. ILLUSION - Zerberuz has once again placed his diabolical stamp on these vaults. A terrifying ILLUSION will be activated if this section is opened. The illusion is a silent scene of a man dressed in rich robes watching your every move.

7. TREASURE - Right side, third door from the top. The shelf that slides out is 30 inches wide by 5 feet in length. Resting upon the cold iron slab is the following treasure:

AMBER GRAVESTONES - A set of six, hand-sized tombstones made from amber. Each has an unknown symbol engraved into it. 80gp each.

8. LADDER - Right side, bottommost door. This door has a hidden handle. At the very bottom is a slight depression that acts as a makeshift handle that can be used instead of a pressure plate button. This "handle" can be noticed by making a successful DC 25 Perception check. The rectangular shelf that slides out holds but one small but handy tool. A ladder that is 10 feet long.

5b. 18 DRAWERS OF COPPER - The door before you is not really a door at all, but 18 drawers made from copper. These drawers are arranged with 9 drawers on the left and right sides. All of the drawers have handles, but these drawers reach as high as 13 feet from the floor.

GM NOTES - None of these 18 drawers is locked. These are some minor treasures that Drakub Alburic enjoyed in his lifetime.

01. Set of silver marbles, 25gp.
02. Quartz crystal planets scene, 115gp.
03. Cedar and sage incense sculpture set, 180gp.
04. Pipe tobacco - Spiced Topango, 90gp.
05. Pipe tobacco - Briar Branch Vanilla, 110gp.
06. Pipe tobacco - Hilderbrandt. Hallucinatory pipe tobacco similar to Aether.

08. Silver & ivory handled mirror, 130gp.
09. **BUCKLER +1** (black with silver webs)
10. Birchwood handled chef knife set, 120gp.
11. Black velvet bag of 6 rubies, 80gp/each.
12. Black velvet bag of 6 pearls, 100gp/each.
13. Black velvet bag of 6 opals, 60gp/each.
14. Black velvet bag of 6 agates, 40gp/each.
15. Black velvet bag of 6 sapphires, 120gp/each.
16. Black velvet bag of 6 diamonds, 200gp/each.
17. Birchwood handled chef knife set, 120gp.
18. Actor masks, joy and sadness, 110gp each.

5c. MUMMY ATTACK - The north door that is furthest to the right is made from iron, and it has a door handle ring to the right.

GM NOTES - The door is unlocked and acts as another deterrent in the form of 4 more undead beings. The evil mage Zerberuz offered Drakub Alburic many ideas and suggestions that were enjoyable to create and behold by both evil men. This 7-foot by 12-foot chamber is no different. **A foursome of MUMMIES dwells here.** Anyone opening this door will be attacked instantly.

If the PCs defeat the Mummies, engraved into the sides of the wall is a very crudely-crafted tale that was drawn rather clumsily and written in the Common tongue. The mocking pictorial tale reads:

THESE 4 THOUGHT THEY WERE ROYALTY SO I GAVE THEM WHAT THEY WISHED FOR. ETERNAL LIFE BEFITTING THAT OF THE TRULY DESERVING. LET IT BE KNOWN THAT DRAKUB HAS A HEART!

You swing the door open and you are immediately overcome by the stench of death. Four humanoids wrapped in decaying, ancient linens stagger forth, intent on rending you to a pulp with their powerful, diseased hands.



CHAMBER OF DOORS - DOORS 4 - 5

MUMMY CR 5 - AC 20 - HP 60 - XP 1,600

STR 24, DEX 10, CON —, INT 6, WIS 15, CHA 15

5d. WASPS - There are three more unique doors on the south side of the hallway. The door to your far right is 5 feet wide by 15 feet in height and appears to be made of iron. The double doors have a single latch on the right side.

You pull open the door and see an 8-foot by 8-foot chamber with a single object suspended by chains from the 20-foot tall ceiling. The object is a manmade, wooden heart-shaped object painted a dull, maize yellow. The object has hundreds of small holes cut into the construct, making it look more and more like a giant beehive. Almost as if triggered by your very thoughts, a half dozen metallic sounds can be heard coming from the hive. Then over a dozen. Then you can hear metal on metal sounds that seem to be growing in number. The dozens of metal clicking sounds slowly raise to that of an unnatural hum that carries with it a near deafening metallic resonance. The sound grows louder and louder. Then, as if shot from a cannon, a swarm of hundreds of black metal wasps fills the air and swarm towards you in an attempt to engulf your party.

GM NOTES - This is an **ADAMANTINE WASP SWARM** created by the mysterious evil archmage Zerberuz. It has but one function, and that is to attack anything that opens this door.

ADAMANTINE WASP SWARM CR 10 - AC 24 - HP 82 - XP 9,600

STR 1, DEX 22, CON —, INT —, WIS 11, CHA 2

5e. MIDDLE DOOR - The middle door is 5 feet wide by 13 feet in height. These are a pair of double doors and each door has a round iron ring that acts as a handle. These handles are set very low to the ground, at just about 30 inches

from the cold stone floor. This door is decorated with a pair of ornate avian wings - one for each door. The top of the door has a two-headed Phoenix or some form of warbird whose body is hollowed out and holds a large iron key. The door is painted a dark greyish green and is bordered with terracotta plates running around the door from top to bottom.

You unlock the door and it pushes open to reveal an 8-foot by 8-foot square room filled with a variety of colorful and battle-scarred war shields that have been mounted on three of the four walls. There are approximately 12 shields of a variety of sizes, shapes and colors.

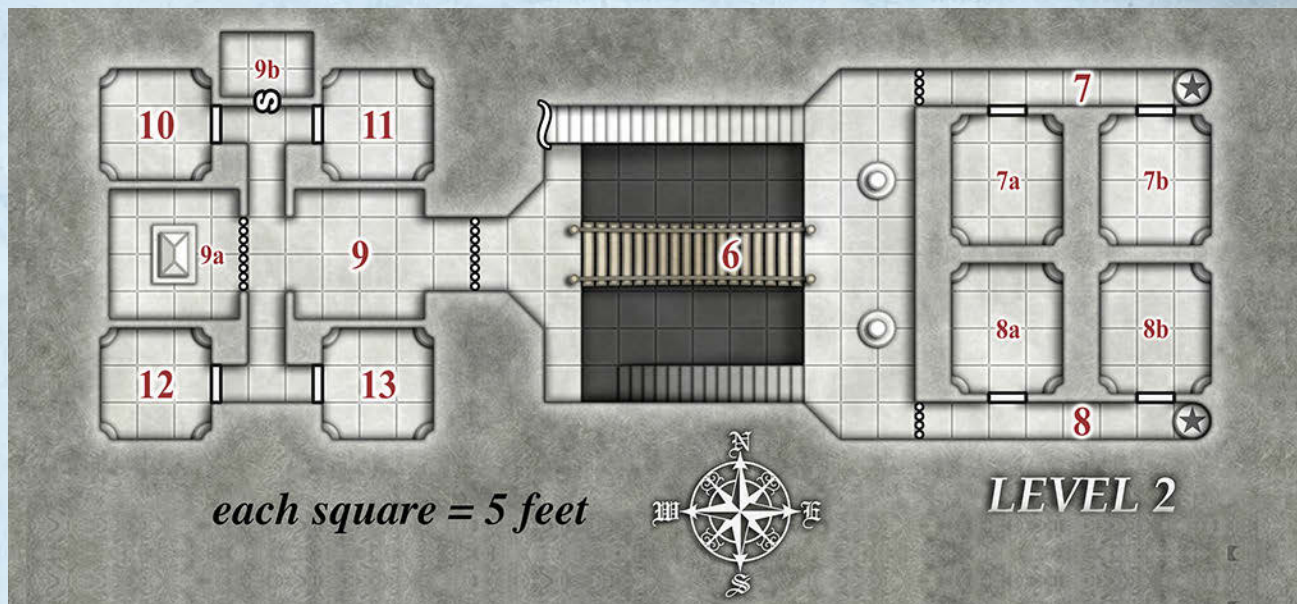
GM NOTES - The double doors are indeed locked, but the aforementioned key works on both locks. This was Drakub Alburic's heraldry trophy room. This was one of Drakub's favorite rooms as every shield mounted upon these walls was said to have died a horrible death, or by fighting a vastly powerful enemy or overwhelming group.

There are no guardians to this chamber, but there are a pair of magic shields that are hung among these trophies. **+2 Buckler and +2 Tower Shield.**

5f. ANGEL DOORS - Another 5-foot by 15-foot door stands before you and is the furthest door to your left. These double doors each have a latch and the doors have ten circular panels depicting a variety of Angels in a variety of different poses.

GM NOTES - The double doors are unlocked, and open to an 8-foot square room that served as Drakub Alburic's armory. On the walls are a wide variety of weapons of every main type that Drakub has bought over the years. The walls are completely

VAULT 2 OF ALAMORA



6. THE FINAL VAULT OF ALAMORA

You make the descent into the 40-foot wide opening. You can see the telltale, steady magical lighting from above and you can see a sturdy-looking wooden bridge that spans another level below you - running from west to east.

You descend 20 feet to get to this lower level and you come into a rectangular chamber that has a portcullis at the other side of the room and these two closed gates lead to hallways that run east. There are two more statues depicting heroes in their final throes that are of the same make and quality as the ones that can be found one level above you.

Directly opposite of these statues and gates is a truncated landing that tapers to a 10-foot wide corridor that is blocked by another portcullis. Beyond that is another chamber. The north and south sides of the room cannot be seen from this vantage point, but from here, the room appears to be at least 25 feet square and unoccupied.

Past this chamber, a hallway stretches north and another hallway leads south. Past the chamber and hallway, you can see into another chamber that has an ornate guillotine caked with dried blood. In a pair of wicker baskets are what appears to be two severed heads. Their eyes are wide open.



NORTH HALL HEADING EAST

7. NORTH HALLWAY HEADING EAST - A 40-foot long hallway looms before you and extends in the westerly direction. At the end of this hallway is another large sculpture of a Frost Giant. There is a pair of doors on the south side of the hall. The first one is 15 feet away from the closed and locked portcullis, and the second one is about 35 feet away.

7a. NORTH HALLWAY HEADING EAST - The door opens to a 15-foot by 20-foot chamber. It immediately becomes apparent that this room has been dedicated to a specific type of treasure. At each of the four corners, a small shelf has been created to display these collectibles. The shelf immediately to your left provides support to display a life-sized statue of a heroic figure carrying a shield and wielding a short sword. In the southeast corner, there is a statue of a larger than life figure standing eight feet tall and wearing long and flowing locks to match his oversized beard. This figure wields an emblematic bolt of lightning in his right hand. In the southwest corner is a display of a Medusa. The Medusa is situated directly opposite to the hero and this hideous statue has an impossibly long composite bow with a wickedly barbed arrow nocked. Immediately to your right is a statue that is not made of stone, but what appears to be 12 feet of gleaming, polished obsidian. The eyes are a deep blue and appear to be gemstones, perhaps sapphires. The room is lit with the typical magical light globes in each of the four corners, directly above each display.

GM NOTES - The three stone statues have little value and are worth 100-400gp apiece, and can be painstakingly dismantled and reassembled for potential sale. The obsidian sculpture is an **OBSIDIAN MINOTAUR** and has been ordered to attack anyone that sets foot into this chamber. A closer inspection of the three stone statues could

OBSIDIAN MINOTAUR CR 9 - AC 25 - HP 96 - XP 6,400

STR 22, DEX 10, CON —, INT —, WIS 11, CHA 1

lead to the PC(s) finding three treasures in the form of three sets of gems in place of the statues' eyes. 3 successful DC 10 Perception checks will allow the PC(s) to discover the following gemstones.

HERO - 2 sapphires, 1,100gp each.

UNKNOWN GOD - 2 emeralds, 1,200gp each.

MEDUSA - 2 rubies, 1,400 each.

7b. STORAGE AND SUPPLIES - The door opens to a 15-foot by 20-foot chamber. There are stone shelves in each corner of the room and plenty of supplies pushed together and gathered in the center of this chamber. There is a wide variety of crates, barrels, and small tables and sacks stacked and strewn throughout the room. There is enough room to move about freely and there are four magical light spheres set into each corner of the room.

GM NOTES - This was Drakub Alburic's storage room. There are no tricks or traps dedicated to this room. Drakub memorized which rooms and areas were safe and which *are not safe* for him. This storage room contains the following supplies.

- 12 grapnels.
- 13 barrels of water.
- 12 barrels of ale.
- 1 barrel of seasonal, autumnal mead.
- 16 sacks of flour.
- 18 sacks of grains.
- 21 sacks of corn.
- 2 crates of rare spices.
- 12 wineskins filled with water.
- 12 ladders, 12 feet tall each.
- 12 coils of braided rope, 200 feet long.
- **80 ARROWS +1** in a crate.
- **60 CROSSBOW BOLTS +1** in a crate.

THE GOLEM COMES TO LIFE

STONE GOLEM CR 11 - AC 26 - HP 107 - XP 12,800

STR 28, DEX 9, CON —, INT —, WIS 11, CHA 1

8. THE STONE GOLEM - You peer through the portcullis and you see a hallway that leads west for 40 feet. At the end of this hallway is a statue of a Frost Giant with a sword tipped up vertically to touch its shoulder. There are two doors that can be accessed from this hallway. The first door is 15 feet away and the second door is 35 feet away. They are both at the north side of the hallway and have latches and locks.

GM NOTES - This is Drakub Alburic's guardian for this hallway and the rooms this hallway leads to. This **STONE GOLEM** will attack anyone or any living thing that moves 10 feet down the hall. The following is to be read if this happens.

You pass through the portcullis carefully and without incident. As you move down the hall, you hear a cracking sound. The sound is similar to a lightweight ceramic falling to a hard floor and breaking. You hear another cracking sound of heavy stone grinding upon sand or dirt.

By the time you hear the third crack, you realize where the sounds are coming from. The Frost Giant statue is no longer a statue, but what appears to be a living thing brought to life by magic. The guardian statue steps off of its pedestal and paces toward you in steady, fearless strides. The statue's sword raises as it comes.

8a. THE TEMPORARY BEDROOM - You pass through the door and gaze into a 15-foot by 20-foot sparsely furnished bedroom. The bedroom has nothing but the very basics including a bed, chest of drawers, makeshift sink made from a well pail, a few carpets, and a bedside table with a single book upon it.

GM NOTES - This temporary room belongs to the evil mage Zerberuz. Throughout the timeline that Zerberuz has aided in the creation of these trapped and guarded vaults, Zerberuz would often become drained from his powerful workings and would retire to these chambers to continue work the next day. The only treasures are incidentals as the mage has never had plans to live in this stone and steel deathtrap deep within the icy mountain.



A MAGICAL LABORATORY

The only treasures that lay about were to allow the mage the pleasures of the flesh that he so craved with the ladies of the night far above these vaults. These few treasures include 115pp, 206gp, & 90cp. The book on the nightside table is opened to page 188 and the title of the chapter is CONSTRUCTS. The name of the book appears to have been cut out and crudely-engraved with a dagger's blade. The name of the book is REVENGE MAGICK. An ornate black-bladed and pearl-pommeled **MAGIC DAGGER +3** has been stabbed through the top of this nightside table. Inscribed on the blade in silver runes is the name **ALDRITCH** etched upon it. The runes are in Undercommon and this blade is a gift from a Drow associate of the dark mage.

This door is not only locked in the usual manner, but there are also these magics that have been placed upon them. **ARCANE LOCK** and **MAGIC MOUTH**. The Magic Mouth has been artistically crafted to meld nearly seamlessly in the corner between the top of the door and the doorframe. This particular Magic Mouth has been programmed to bellow in a deeply harsh and booming voice,

“GET AWAY FROM HERE, YOU FOOLS!”



8b. MAGIC LABORATORY - The door opens into a 15-foot by 20-foot magic or alchemy laboratory. There are numerous magical circles and diagrams that have been drawn upon the floor and walls. A half dozen tables are cluttered with a variety of scrolls, beakers and other spell components and the room smells of incense. The scent smells like it has been either recently burnt or burnt in such great quantities that the entire room is saturated with the lingering smell. There is a lifesized human skull made out of metal. The skull has a handle and a greenish magical glow emits from this eldritch skull.

GM NOTES - This is the temporary magic lab that belongs to the evil mage Zerberuz. Zerberuz has made a tremendous amount of money in a short period of time by creating and manifesting a wide array of the constructs and magical guardians that guard these vaults deep below the mountain. The skull is a **WITCHFIRE LANTERN**.





THE WITCHFIRE LANTERN

The Witchfire Lantern is a derivative of THE WITCHLIGHT LANTERN. This rare Witchfire Lantern is to be treated exactly as the Witchlight, except that this magical item also has the ability to propel bursts of magical green fire spheres at a chosen target. This power has 46 charges left and for it to be recharged is the discretion of the GM. This fire sphere acts as a FIREBALL SPELL, save for these differences. The flaming spheres shot from this magic item deal 5d6 points of damage and fire-based creatures are not immune to this type of eldritch “fire”, so damage is dealt the same way for any fire-dwelling creatures including demons, etc.

A lengthy search could turn up a variety of other useful items. None of these things are hidden or obscured in any way, and the player will eventually come across all of the items without the need for any Perception checks.

1. 3 POTIONS OF EXTRA HEALING.
2. 5 POTIONS OF PURIFY FOOD & DRINK.
3. 2 SCROLLS OF REMOVE CURSE.

9-9a ENTRY TO THE FINAL TIER - You make your way past the portcullis and enter into a 20-foot square entryway. There is a 10-foot wide open portal heading west. A hallway extends north and another extends south. Directly in front of you is another locked and closed portcullis. Peering into the chamber past this closed gate, you get a better look at the ornate guillotine that stands before you. The guillotine has blood stains all over its dual blades, and this particular execution device is not made up of the standard rough, wooden beams. This object of death is studded with precious stones and gilded in brass, bronze, and electrum. Two baskets rest at the base of this device. Within these baskets is a pair of severed heads completely intact and preserved. The eyes are wide open and seem to have been staring at you, unmoving, since the moment your eyes locked onto theirs.

The eyes of the decapitated heads suddenly turn and gaze directly at you. You can see that even though the bottom half of these severed heads cannot be seen, you can see the cheeks and eyebrows raise in delight. In the next instant, both of the heads float up at eye level and attack!

GM NOTES - These two floating severed heads are a pair of **SEVERED**. When these heads were attached to living bodies, this pair of brothers were notorious for committing a series of meaningless killings based on the laws and rules of The Dark God Narga. There were a total of 38 killings over the better part of a year, and the victims were all horribly mutilated and staged in a variety of mock stage play poses designed to humiliate these innocents. The names of these infamous slasher killers were Robert and Roget Kaulkins.

This is the one-of-a-kind weapon of execution known as **THE BUTCHER OF JANUS**. This execution device was the first guillotine that was made to accommodate two victims with a single pull of a lever. The blades were crafted from the melted down blades of The Herculot Crusaders and their mission was to righteously execute anyone that stood against the ideals of law and good.

The device has 222 precious stones. Each of these precious stones separated from the execution device is worth 30gp apiece, but this guillotine is worth much more completely intact. This information may be known if a PC makes a successful DC 15 Knowledge (local lore) check. It is a famed artifact, and the GM may determine the exact value of this device ranging between 10,000 - 40,000gp. The legends say that if the blades are taken from the device and melted down, they can be further fashioned to make a pair of wicked cutlasses that have the power to sever heads rather easily. The plans for crafting blades like this can be found in area **9a. THE SECRET TREASURE HOARD.**



THE SECRET TREASURE HOARD

9a. THE SECRET TREASURE HOARD - You managed to find the secret rotating door and you can now see a small room completely filled with treasure. The room is 15 feet west to east and about 10 feet north to south. The magical light globes in each corner make this heap of treasure gleam in the most wondrous way. You see what appears to be the quintessential dragon hoard. Heaps of silver, gold, and platinum form the majority of the treasure mound. Completing the look are a variety of ivory urns, bolts of silk, and a variety of weapons protruding from the small mountain of riches.

GM NOTES - The secret door may be noticed by a PC making a successful DC 25 Perception score. The “stone” that makes up this revolving door is actually plaster that has been expertly painted over to match the surrounding stones around it.

There is a very deadly guardian that has been commanded to guard this room to the death. If any PC(s) take a single step into the room or cross the threshold in any way, the Skeleton Warrior attacks.

You step forth into the room and a shower of coins explodes from the northwest corner. Lying in wait beneath the bed of coins is a Skeleton Warrior. The undead thing attacks.

GM NOTES - The treasure heap has indeed been intentionally formed to closely resemble a dragon’s treasure hoard. This treasure includes:

1. 18,000cp, 12,400sp, 8,888gp, and 4,160pp.
2. 12 Ivory sculpture decanters, 80gp each.
3. 12 engraved silver plates, 115gp each.
4. **ZOMBIE SKIN SHIELD**
5. **12 THROWING KNIVES +2**
6. **MACE +2, HAMMER +2, SCIMITAR +3**
7. **STAFF OF RESURRECTION** (2 charges)

SKELETON WARRIOR CR 14 ~ AC 27 ~ HP 121 ~ XP 38,400

STR 22, DEX 13, CON —, INT 8, WIS 12, CHA 14

8. A **WHITE DRAGON SKELETON** that has bands of silver wrapped intermittently around every bone of its skeletal frame is studded with gold bolts holding it together. This trophy was brought down into these vaults piece by piece and put together by one of the craftsmen that Drakub Alburic had killed for his exquisite work. This work of art is potentially worth between 25,000-28,000 gold pieces (1d4) intact, but this work was built to stay put forever. If the adventurers can find a way to teleport this valuable skeleton to a safe place, then the treasure is all theirs and is well-earned. If, however, they cut the dragon’s skeleton into 30+ pieces to form together and resell later, the value of the prize dips down to a mere 2,000-5,000gp.

9. **TELEPORTATION MIRROR** - A 5-foot wide by 10-foot tall wrought iron mirror frame holds an extremely clear and polished mirror that has dark grey engraved symbols surrounding the glass. The engraved runes are magical symbols of some sort and consist of 3 wavy lines and an oval, and this motif continues over the mirror’s entire surface. This is a teleportation mirror and must have an exact duplicate in another area for it to work without fail. For this reason alone, the reliability of the teleportation magic that this mirror possesses is questionable at best. The GM may choose to determine unique rules that apply to this mirror, or if this mirror can indeed have a duplicate. This would cost a great deal, and the materials would not be easy to obtain. The GM may also choose to have this magical item function similarly to a normal teleportation spell.

10. 10 bolts of black silk w/red thread 100gp ea.
11. Black Pearl worth 1,300gp.
12. 4-piece mithral decanter set, 150gp each.
13. Scroll with (GM’s choice) of 8 Cleric spells.
14. Scroll with (GM’s choice) of 8 Druid spells.
15. Dubious plans for creating vorpal cutlasses.

A VERY DEADLY TRAP

10. FLOODING ROOM TRAP - You open the door to this room and immediately notice that this chamber is lined with metal plates covering every inch of the walls, floor, and ceiling, which is 20 feet from the floor. There are two grates cut into each of the four walls of this room. Each grate measure 15 inches wide and is made of iron that has shown some signs of rust. There are two dials that are the size of a pair of oranges in the north wall. You notice that each metal plate measures 36 inches wide by 15 inches high and is held fast by 9 bolts for each plate. There are four shelves in each corner of this metal-lined chamber. All shelves are empty, except the northwest shelf which holds a sizable treasure consisting of thousands of silver, gold, and platinum coins.

STEEL-LINED HEAVY DOOR

Hardness 12, Hit Points 100,

Break DC-Stuck 30, Break DC-Locked 30

GM NOTES - Any character walking 6 feet into the room triggers a pressure plate that slams shut the door that the party came through.

The thousands of coins are an ILLUSION.

This chamber has been designed to drown anyone foolish enough to enter into it. After the chamber fills to the very top, the water will be held at full capacity for **ONE HOUR** exactly. There will be only 2 inches of clearance that would be available for breathing. There are 3 known ways that one can survive this deadly trap.

1. If a PC can **Polymorph** (or some similar spell) into some form of tiny animal that could swim/float, the PC will be able to get sufficient air.
2. **WATER BREATHING** potions, magic, etc. will provide no less than 2 hours of water breathing.
3. **2 DIALS OF LIFE.** The **LEFT DIAL** is inert and acts as a cruel “decoration” to provide nothing but false hope. The **RIGHT DIAL** acts very much

Flooding Room-CR 8

TYPE: Mechanical **TRIGGER:** Location
RESET: Automatic

PERCEPTION: DC 25

DISABLE DEVICE: DC 20

AVOID: DC 22 (Reflex)

EFFECTS: Water rushes and fills chamber via several vents within 10 rounds. If 1 of 2 dials is not turned off, Drowning occurs.





like the plug at the bottom of a tub. Pulling this dial out completely (12 inches) will pull a pair of plates horizontally and will close off the flow of water. A Strength (or combined score) score of 18 will enable this to happen. *Any player specifically stating that they pull this dial OUT will notice the dial to begin to pull outward.*

The trap itself is activated by a weight depressing a massive pressure plate that runs vertically (north to south) in the very center of this lethal chamber. The plate is activated when 120 pounds press onto this 5-foot wide by 15-foot long pressure plate.

Depressing this pressure plate does three things:

1. The iron door closes and locks from the inside. An additional slab of solid iron will fall from the ceiling, completely covering the iron door. This slab of iron has the stats from the previous page.

LEAD SKELETON CR 7 - AC 24 - HP 75 - XP 3,200

STR 22, DEX 18, CON —, INT —, WIS 10, CHA 1

Hacking and smashing through this extra iron door is possible, but will the PCs destroy this door before they drown or get stabbed by the animated Lead Skeleton's poisoned dagger?

2. A 5-foot by 10-foot shallow pit opens in the floor that is 15 inches deep. This is where the **LEAD SKELETON** makes his most unwelcome appearance. This undead creature used to be a very successful thief that actually broke into the safe 200 feet above ground but was caught, thus sealing his fate. It now carries a rusty, poisoned dagger. The creature will attack the nearest adventurer and fixate upon him or her. The poison is **PURPLE WORM POISON** and has enough sticky coating for 5 doses.

3. Starts the water to pour out from 8 water vents (2 cut into each of the 4 walls) that are 11 feet from the ground. The walls are made from steel plates over solid stone. There are rivets all over, which will allow a Rogue to Climb Walls, but with some degree of difficulty.



60 GOLD BARS

After a full hour, the right dial pulls out and four, two-inch drain holes will open and start draining the water from the death trap. This process takes 30 minutes, or time better determined by the GM.

11. WINERY - You bypass the iron door and the door opens to what is undoubtedly a large wine storage chamber. Perched upon wooden slats at a diagonal angle are hundreds of wines. There are three 15-foot long racks. Each of these three racks is composed of three levels and holds a wide variety of labeled wines.

GM NOTES - There is a total of 100 wines for each level and 300 wines for each of the three racks. The number of wines totals an even 900. Among these wines are some of the very best that the surrounding lands has to offer, as well as their value.

01. **Alburic** - 2 Bottles worth 100gp each.
02. **Regalo** - 3 Bottles worth 120gp each.
03. **Chevareau** - 4 Bottles worth 125gp each.
04. **Deninbur** - 4 Bottles worth 135gp each.
05. **Romaric** - 5 Bottles worth 140gp each.
06. **Napolitano** - 5 Bottles worth 150gp each.
07. **Brentano** - 6 Bottles worth 155gp each.
08. **Moldrin** - 6 Bottles worth 155gp each.
09. **Mordreck** - 8 Bottles worth 160gp each.
10. **Balore Red** - 8 Bottles worth 170gp each.
11. **Colchester** - 8 Bottles worth 175gp each.
12. **Amber Drake** - 2 Bottles worth 200gp each.

12. UNDEAD HORDE - You bypass the iron door and the door opens to the vilest stench of decaying corpses. A wave of force and a mob of the undead pour out of a cramped chamber of Skeletons and Zombies! A terrible groan comes from the mass as they attack.

SKELETON CR 1/3 ~ AC 16 ~ HP 4 ~ XP 135

STR 15, DEX 14, CON —, INT —, WIS 10, CHA 10

ZOMBIE CR 1/2 ~ AC 12 ~ HP 12 ~ XP 200

STR 17, DEX 10, CON —, INT —, WIS 10, CHA 10

13. GOLD BARS - You open the locked, iron door and the door opens to a 15-foot by 15-foot vault. The walls and floor are constructed of steel plates. Directly across from you is an iron shelf that runs the entire width of the east wall. Resting on these shelves and spaced evenly apart are several small pyramids of gold bars.

GM NOTES - This vault is dedicated to another of Drakub Alburic's true loves - GOLD. There are two shelves that run 15 feet wide. There is a stack of 6 GOLD BARS every three feet. There is a total of 30 gold bars on the top shelf, and another 30 gold bars on the bottom shelf. Each bar weighs 25 pounds, and each bar is worth 1,250gp each.

THIS CONCLUDES THE VAULTS OF ALAMORA PART OF THIS ADVENTURE.

GM NOTES - The **GRAND FINALE** of this adventure, as it has been explained throughout, consists of Major Montcrief stabbing the party in the back for their good deeds. This should be determined by the GM and can take place in these underground vaults, on the way to the train, or on the train itself. The recommended form of betrayal will take place when everyone is safe aboard The Major's train, The Leviathan.

The Major will keep up appearances and will offer every form of assistance to help the party tend to their wounded or deceased. In return, he will demand that the able-bodied living help him and his crew to carry up as much of the treasure as possible. They will then re-seal the safe above and depart Alamora Station.

Remember that the Necromancer Matos Eronotan can be saved for a very interesting climax at this

GRAND FINALE BETRAYAL



point in time. This is an opportunity for the GM to get very creative and s/he can even map out the positions of Matos' Wikkawaks as they wait for the adventure party to emerge from the vaults.

Major Montcrief suspiciously only allows for one full load of treasures being pulled aboard his train, The Leviathan. The GM should play this as if it is all part of the plan, but a very sharp or perceptive player might find this to be suspicious. The reason, as you may know by now, is that Montcrief will unceremoniously pitch the dead bodies of each of the adventure party off of his moving train, and will be rid of them forever. He will then wind his way back around and come back to make several hauls to fill his train with treasures.

The GM may also choose to do some math and have the party make several treasure trips, get as much as they can, and leave Alamora for charts unknown. The following is one final suggestion that might make for the most dramatic conclusion.

The plundering of The Alamora Vaults has been exhausting and has certainly taken its toll. After a quarter of an hour for the train to get moving, then another quarter of an hour resting your cold and sore bones, the Major finally smiles broadly and congratulates you all.

“My GODS, men, we did it. We did it! Come, I have a very special few bottles of wine to celebrate our victory!”

With these final words, the Major summons his crew and you all make your way to the rear of the train. You all make it to the very last car - the storage car. The Major opens the rear door and seemingly expresses a moment of relief with the refreshing burst of cold air. He urges his crew as well as your party to the very rear of the train. A very strange look forms upon The Major's face as he kicks a piece of driftwood out of the open door, falling to the tracks, then far below off the side of the mountain. The Major smiles and...



CONCLUSION

GM NOTES - What happens next is the grand finale. A battle between all of Montcrief's men (and if Eldra is still alive) and it will be to the death.

If there is any content that does not agree with the reader of this adventure or the GM, please utilize the intelligence, creativity, resourcefulness and the ability to adapt and simply cross out what does not fit your campaign, and replace it with whatever your ideas might be. GMs do this all the time.

Many, if not all of the maps do **not** have a KEY. This is because 99% of anyone viewing these map knows what each map item is intuitively, or by simply using common sense. If you have any problems discerning map items, just ask anyone off the street, and I am sure they will be able to help you with this issue.

Please also make note that there are no hidden conspiracies within these pages. There are ZERO Easter Eggs that relate in any way to any political, religious, sexual, racial or **any** issues whatsoever. Chances are that, if you choose to find offense to something herein, it exists only in your own mind. That said, *best of luck and happy adventuring!*



This concludes GHOST STORY - WINTER'S DARKNESS. We at DARK BY DEZIGN hope you have enjoyed this "indie" adventure. We are truly grateful for your support.

The next and final book in this series is **NO MAN'S LAND**. It is an adventure for 4-7 Player Characters between levels 13-14. This final adventure deals with Demons, Devils and Angels.

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Ghost Story

Winter's Darkness

A treasure hunter discovers information on an impenetrable safe nestled within the charred ruins of Alamora Station.

This abandoned train station is the target for eager adventurers, hell-bent on finding a way to open this safe. And they are prepared to kill ANYONE that gets in their wicked way...

