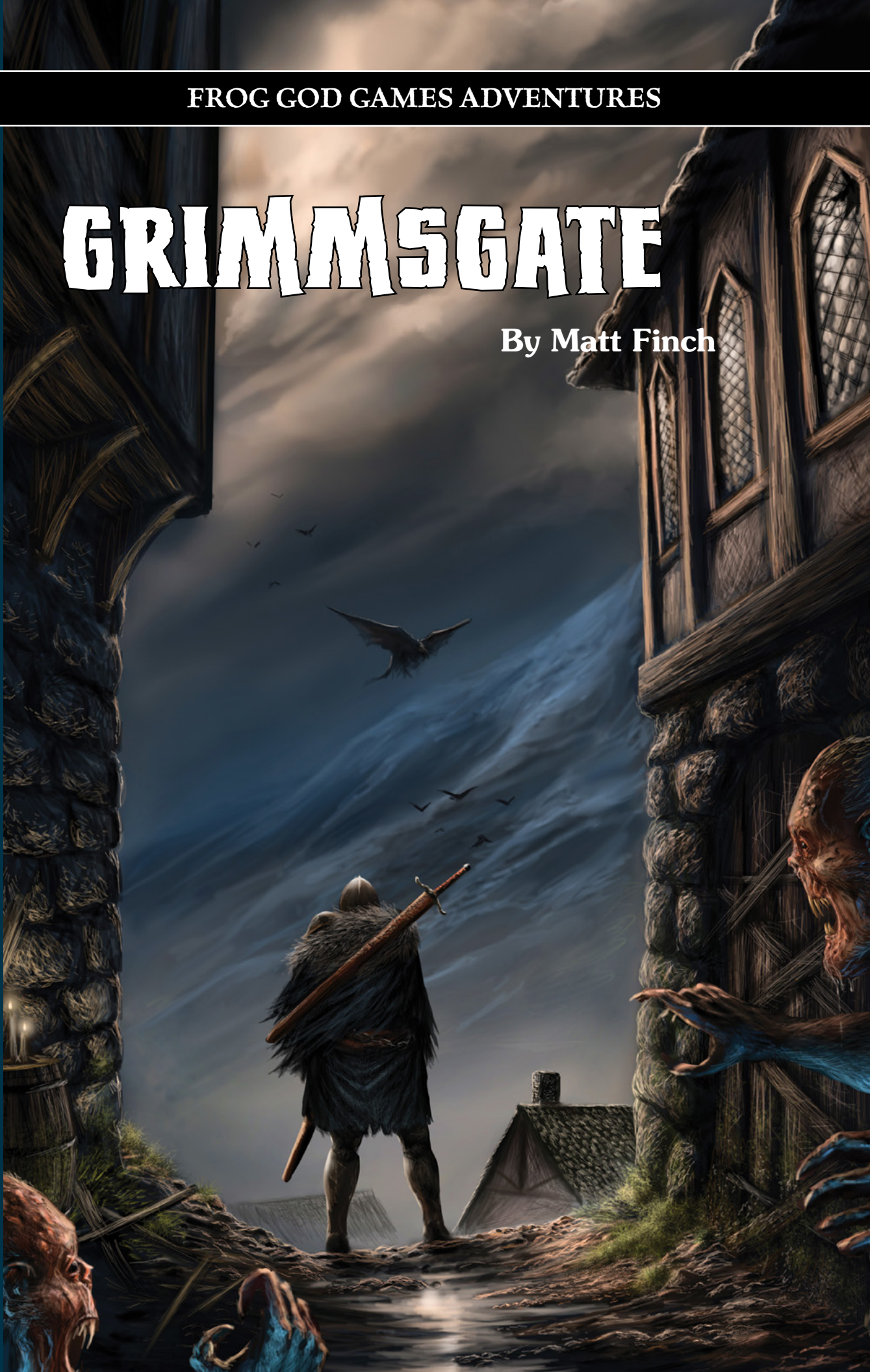




FROG GOD GAMES ADVENTURES

GRIMMSGATE

By Matt Finch



PATHFINDER 1E
COMPATIBLE

GRIMMSGATE

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ADVENTURES
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FROG GOD GAMES

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GRIMMSGATE

By MATT FINCH

A PATHFINDER ADVENTURE FOR FOUR TO SIX CHARACTERS OF 1ST TO 3RD LEVEL.

Grimmsgate is an adventure for four to six characters of 1st to 3rd level. Though Grimmsgate is set in the Lost Lands Campaign Setting, it can be dropped into any campaign. Monster and NPC statistics for all creatures not found in the PF SRD are detailed fully in the Appendix.

INTRODUCTION

If you're already an old hand at using adventure modules, and you don't need any explanation about what's going on here, then feel free to skip forward to the rest of the adventure. On the other hand, if this is your first time reading a published adventure, welcome! You might need a few words of introduction to get you started with your first time as a GM, but fear not — running an adventure isn't complicated. Presumably you've taken at least a quick look at the rulebook, and you've got the idea of how the game is played. The players create characters in a fantasy world, and as the players tell you what their characters are doing, you describe the results. Using dice, a few rules, and this back- and-forth exchange of information, questions, and descriptions, the story of the characters emerges as they explore the world, fight monsters, gain treasure, and become more powerful. Because you are not in control of the characters, and since the players aren't in control of your world, the epic story that emerges will contain surprises for everyone.

As the GM, one of your most difficult tasks is preparing the adventures that will confront your players. When everyone sits down at the gaming table, the players are going to be asking you for information about the fantasy world: "What do we see?" "Do we know any rumors?" "Where should we go?" This adventure is a good introduction to running a scenario as it has all the tools for your use including optional read-aloud descriptions of important areas. These paragraphs are easily identifiable, being found right below the room name with color shading. This offers a quick visual cue as to their purpose. Enjoy!

If you are going to be a player in this adventure, and you are not the GM, read no further!

BACKGROUND

THE PRESENT DAY

Deep in the wooded wilderness, the village of Grimmsgate is an outpost town on a seldom-traveled trail, right at the edge of nowhere. The village's half-ruined temple of Law, dilapidated inn, drunken blacksmith, exiled trader and a few fur-trappers are enough to keep the bloody-minded denizens of the dark forest at bay, but nobody really expects the village to still be there in another ten years. The woods have become too dangerous for the trappers who once caught animals for fur, and merchants no longer travel the poorly-maintained road because of bandits. None of the nearby barons are willing to accept responsibility for the village, because the one and only attempt that was ever made to subdue this part of the wilderness, a patrolling troop of knights and soldiers, completely disappeared in the forest without leaving a trace. When the search parties also failed to return, civilization gave up on Grimmsgate and departed, making no further efforts to stave off the slow advance of Chaos.

IMPRISONMENT OF THE DEMON

The slow deterioration in this area is rooted in events long ago, at a place that is now referred to as the Elder Temple, a partially-collapsed hillside not far from the village of Grimmsgate. In the almost-mythic past, a group of three paladins killed a manifestation of a demon named Vuod the Putrefactor. They burned the body and placed the ashes into a magically-sealed jar made of green glass. The jar was given over to the priests of Law at the Elder Temple and left under their protection. For as long as the demon's ashes remained within the protective jar, the demon would not be able to manifest itself again in the material plane of existence.

ARUMVEL'S CRIME

For centuries the ashes of Vuod were kept safe by the priests of the Temple, until the unforeseen day when one of the priests, the acolyte Arumvel, became so curious about the forbidden jar on the pedestal in the Temple that he decided it could do no harm to at least touch it. The moment Arumvel reached out his hand and made contact with the demon's prison, the ashes of Vuod the Putrefactor exploded outward and coated Arumvel's body, destroying most of his soul and taking complete possession of the too-curious priest. With Arumvel possessed by the demon, the other priests were taken by surprise and either killed or enslaved to Arumvel's will. A few of the Temple servants managed to leave warnings before they died, but the bloody events of the Temple's desecration left no survivors. After the carnage, Vuod the Putrefactor escaped from the material plane, leaving Arumvel behind — still alive, but with his body and soul horribly warped. Slowly, the wilderness has encroached into the area where the Elder Temple once held it at bay.

For over two hundred years after the slaughter at the Elder Temple, Arumvel the Wicked remained quiet, resting and regaining his strength. Now, with his assembled minions and the strength of centuries, he has finally turned his eye upon the lands beyond his lair.

THE RISE OF ARUMVEL

Arumvel the Wicked, horribly altered during his possession by the demon Vuod, is dedicated to the cause of Chaos. Unlike many servants of the dark powers, he is only slightly interested in conquest or power; instead, ruin, decline, and decay are his cherished goals. His influence upon the area around the Elder Temple has been subtle but very destructive over time, as trade in the area has been choked off, the Temple in Grimmsgate has become less and less able to protect the village, and monsters have begun to return to the area. These monsters included a band of mogura-jin looking for a base of operations and new sources of human prey; the mogura-jin are a race of cannibalistic mole-men, descended and degenerated from human beings. Seeing an opportunity, Arumvel recruited the mogura-jin to be his followers, supporting their raids and depredations with his own demonic and magical powers. Even worse, Arumvel began to create more of these degenerated beings by capturing and transforming humans into new stock that would increase the numbers of mole-men in his ranks. These cursed humans are only partially transformed into mole-men, but their offspring will be condemned to the same cursed existence as the true mogura-jin.



GM NOTES

Before running this adventure, read all the way through it to get familiarized with the different parts. The first section of the module is about the village of Grimmsgate, which is where the characters arrive at the start of play. After the map and key for Grimmsgate, the next section is the wilderness map, describing the area in the vicinity of the village, the wandering monsters that may be found while exploring, and various interesting locations. The third section is the main adventure area for the module, the forbidding Elder Temple where Arumvel the Wicked makes his lair.

The Elder Temple contains several monsters that take less damage when hit by non-magical weapons. Spells and magic weapons, and holy water are all ways to inflict damage on fiends and undead. Holy water inflicts 2d4 damage if a flask is splashed on such creatures. It is worthwhile to remind the players of the properties of holy water, especially if they are new players that might not know holy water can be used as a weapon in this way.

There are several reasons that might bring the characters to the village of Grimmsgate, and if you choose to give the players some direction you can assign one of these missions to the characters ahead of time. Otherwise, simply tell the players that their characters are in search of treasure and adventure ... then wait and see what they do.

1. The characters have been charged by the priests of Law in another area to discover what has become of the Elder Temple. Unless the party is made up primarily of hero-types, there likely needs to be a financial reward involved if the characters are successful.

2. The characters are hired by a nearby baron to see if a small group of adventurers can do a better job of discovering and rooting out the evil in the area than the (already failed) military approach using knights and men-at-arms.

3. One of the characters has been deeded one of the abandoned houses in Grimmsgate, and the party is traveling to the village to see if it would be a good place as a base of operations for an adventuring career. The character might have won the house in a card game, inherited it, or bought it cheaply from someone who left the village due to the growing sense of hopelessness and defeat there.

START

After several days of traveling, you and your companions are at last approaching the small village of Grimmsgate. The narrow road that leads for miles through this forest is overgrown with weeds, beginning to blend and disappear entirely back into the wilderness. Indeed, everything you have seen since the last real signs of civilization has had the same feeling of slow retreat and disintegration. More than once, you have passed by strange signs and indications — bones arranged in a circle around a human skull; a small, red-stained wicker basket by the side of the road, an unmarked grave in the dappled shade of the trees

Finally, though, you see ahead of you the distinctive hill upon which the village of Grimmsgate is built. At the top, there is a small cluster of buildings — you can just barely see the half-collapsed roof of the old Temple of Law that was once said to be the pride of the village. Even at this distance, the place looks run down. Although the village is not fortified, the hill is very steep and only one path leads up to the top.

Do you head toward the village?

THE VILLAGE OF GRIMMSGATE

The village sits atop a steep hill, with a single pathway leading around the hill's natural curve and up to a gatehouse that protects the buildings at the summit. There are three farmhouse-type buildings along the path, but the rest of the village appears to be located behind the gatehouse, so that any attackers would have to take the gates before they could reach the regular buildings.

RUMOR TABLE

Assuming the players tell you that their characters ask some questions in Grimmsgate, the answers automatically yield the following two pieces of information about the area:

*"Seems like things have been going downhill for years, here in Grimmsgate. Ever since the barons lost a big patrol in the forest, they haven't sent anyone else. Seems like we lost a fur trapper or a farmer every month for a while, and now there aren't enough people to keep things going."

*"There is an old temple out there somewhere nearby. It's called the Elder Temple because it was before we had a temple here in the village. Something bad happened there a long time ago."

Once this basic information is conveyed to the players, there are a few more rumors that might be floating around in Grimmsgate. You might choose to give the party $1d3 + 1$ of these additional rumors (rolling randomly on a d6 to see which ones they hear), or, if the players themselves are new to the game, you might decide to tell them all these rumors as a way of helping them along a bit. Note that rumors 4 and 5 contradict each other; #4 is technically the truth, but it is not the whole story and is actually a bit misleading.

GRIMMSGATE RUMORS

d6	Rumor
1	Two nearby farmers, Albraith and Eterra, disappeared from their farmhouse only a couple of days ago.
2	To find the Elder Temple, go south downriver from the ford.
3	The Elder Temple was a building on a hill, but now all that is left is the catacombs underneath the ruins.
4	Someone freed a demon in the Elder Temple, and it killed all the priests before it disappeared.
5	Someone freed a demon in the Elder Temple, and the demon is still there to this very day.
6	Something must be keeping travelers away from Harkin's Ford up to the northeast, because no one has come to the village from that direction in several days.

MAP KEY

G-1. ABANDONED FARMHOUSES

Three stone farmhouses were once built beside the pathway that leads up to the top of Grimmsgate Hill, but they appear to be abandoned now. One of them has a wooden shutter that bangs open and closed in the wind. A cat sits in one of the dark windows, watching you as you pass by.

The cat is a regular cat, but it is feral and runs away if anyone tries to approach it.

G-2. GRIMM'S GATEHOUSE

The trail up to the hilltop is blocked by a half-ruined gatehouse. The gates have fallen off and have been pushed to the side to keep them from blocking the entrance. However, the rusting iron portcullis has been lowered, and there is a guard standing atop the building with his crossbow leveled at you.

G-3. SILVER DAGGER INN

A large building has a wooden sign out front painted to represent a silver dagger. It has recently been painted, and shows other signs of attempted repairs, but this is obviously an old building and the repairs are not expertly done. As you draw nearer to the inn, one of the wooden roof shingles comes loose in the breeze and slides down, falling to the ground in the overgrown grass.

The Silver Dagger Inn has six rooms for rent upstairs (1gp/night), each of which can sleep as many as three people if two share a bed and the third sleeps on the floor. On the ground floor, there is a common room where meals are served; the common room serves as a tavern for the rest of the village as well, for on most nights there are no guests staying at the inn at all. The rooms are clean, but all of them have ceilings that leak if it rains, and the floorboards squeak.

The innkeeper of the Silver Dagger is Ralmar Prath (LG male human **warrior 2**), a tall, thin fellow with a shiny, bald head. His wife Miralda (LG female human **commoner 1**) and his two sons Ullin (LG male human **commoner 1**) and Jark (N male human **commoner 1**) help him with the various tasks of running the inn and the stable.

Ralmar's room contains a strongbox with 320 gp, 426 sp, and a small emerald worth 200 gp.

GRIMMSGATE VILLAGE



TEMPLE



GARDEN

11



10



8



7



5



3



2



4



1



9



6



1 SQUARE = 10 FEET

G-4. STABLE

This long, stone building has broad double doors and smells of horses and manure. There is no sign on the front, but this is obviously the village's stable. The stones in one corner of the building appear to be coming loose, but as far as you can tell at a glance, the building is still structurally sound.

The stables are owned by the temple, but Ralmar Prath of the Silver Dagger manages them on the temple's behalf. There are three horses and five mules kept here.

G-5. THE EMPORIUM (MERCHANT)

This is a well-tended stone building with a roof of wooden shingles. A sign over the door reads: "The Hilltop Emporium."

The Emporium is a combination of a store and trading post, the headquarters of Pantro Panga's tiny mercantile empire. Pantro (N male human **commoner 1**) is an extremely flamboyant and somewhat manic person with big dreams of becoming a great merchant owning caravans and fleets of ships. Unfortunately, he is in what might be the worst possible location to succeed in such a plan. He owns a mule (in the stables), the small amount of merchandise in his store, and not much else.

The characters can buy any equipment from the standard equipment list here, but quantities are limited. Pantro has only one suit of chain mail, for example. He buys anything valuable that the characters bring to him, with the hopes of either selling it here or shipping it by caravan to a town or even a city.

At some point, Pantro can easily become a source of adventures, especially if you decide that he is running out of cash and needs to take all these things he has been buying from the characters into a town for sale. At that point he might hire the characters to guard him and the caravan (he will rent the other mules in the village stable for the journey). He would be expecting to join up with a larger caravan within a day or so, but if the rendezvous fails due to a delay somewhere, he would likely choose to go on alone if he has guards. Guarding a caravan through the wilderness and past the threat of bandits and monsters can make for an excellent adventure.

G-6. "DRUNKEN" SMITH

The building has a blacksmith's forge in the front. A sign on the side of the building reads "Blacksmith," but it is so faded that you can barely read it.

The blacksmith of Grimmgate is nicknamed "Drunken" Smith (N male human **expert 1**), and the nickname describes him well. When he is sober, he can shoe horses, repair armor and weapons, and even make swords and daggers. When he is not sober, his creations and repairs tend to be off center, bent, or slightly twisted.

G-7. STEVIN'S FARMHOUSE

This building is in excellent repair, and the stone wall around the garden is painted a cheery yellow color.

This farmhouse belongs to Stevin Farmer (N male human **commoner 1**). Stevin's farm is a half hour walk from the bottom of the hill.

G-8. FARMER EZRAC'S HOUSE

This half-timbered house leans slightly to one side, and there are some holes in the plaster.

Farmer Ezrac is not friendly to visitors, and generally keeps to himself even with the other villagers.

G-9. ABANDONED HOUSES

Three farmhouses are clustered together here, all of them obviously abandoned.

If the players think of it, their characters could actually rent or buy one of these houses from the Temple. The price to rent would be 30 gp per month, and the cost to buy would be 600 gp (no farmland would come with the purchase or rental of the house, just the building itself).

G-10. TRAKE FARMHOUSE

This building is a farmhouse with two cows in the stone-walled enclosure behind the building.

An elderly couple named Yorbin (N male human **commoner 1**) and Melly Trake (NG female human **commoner 1**) live here. Their three adult children have all left the area to seek their fortunes elsewhere.

G-11. TEMPLE OF LAW

This large building is obviously a Temple of Law, but it is in terrible disrepair. Parts of the roof have collapsed into the building, and the garden in front of the temple is choked with weeds.

An old cleric named Rhall (LG male human cleric 1) is the last remaining priest here, although he has a letter claiming that an acolyte will be sent to him from a larger temple “soon.” Rhall has been camping out in the semi-ruin ever since the roof started to fall in. He has been trying to figure out how to restore some kind of spirit to the villagers, but so far he has been unsuccessful at fighting off the sense of defeat that has been eating away at the community for years. He has begun to suspect that there are supernatural forces at work, and it has crossed his mind that the old stories about the Elder Temple might have something to do with the way that Grimmsgate seems to be dying away.

Although Rhall is unable to do any sort of adventuring — he lost an arm several years ago, and his lungs are weak — he can be of invaluable aid to the party as long as they are helping the village. He owns several scrolls of clerical spells, some of which are more powerful than he could cast without the help of the scroll. In one case, the scrolls could literally mean the difference between life and death. The scrolls are: *raise dead* x2, *remove curse*, and *lesser restoration*. Rhall doesn’t allow adventurers to take the scrolls with them, but he does use the spells to restore them if they return battered from an expedition to help the village.

THE WILDERNESS

The wilderness map shows the area around the village of Grimmsgate, including the location of the Elder Temple. One square on the map represents a half mile, and it takes the party about a half hour to travel across a square. The terrain here is rough, and this movement rate assumes that the party is also moving slowly and carefully.

MAP KEY

W-1. VILLAGE OF GRIMMSGATE

The village of Grimmsgate is described in its own section. If the module is being placed into an existing campaign, you could certainly choose to change the name of the village or to create your own.

W-2. THE ELDER TEMPLE

The Elder Temple is described in its own section.

W-3. HARKIN’S FORD

Harkin’s Ford is a shallow point in the river, where it is possible to cross without a bridge or ferry. An **ogre** has recently taken up residence near the ford, finding that it is a good place to attack small groups of travelers. The ogre is careful not to attack groups of more than three people, but anyone coming to the ford and looking around finds traces of the ogre’s presence: a skull here and there, a mortar and pestle where the ogre grinds bones, and even its pile of sleeping furs if they range far enough around the area. If the party stays long enough, the ogre loses patience and come out from its hiding place to attack these interlopers. If the party is simply approaching the ford before heading south, following directions to the Elder Temple, they are not likely to be stopped by the ogre.

Ogre CR 3

XP 800

HP 30 (Pathfinder Roleplaying Game Bestiary, “Ogre”)

Treasure. The ogre carries a bag that contains two human skulls, a gallon of beer, a haunch of venison, 250 gp, a jeweled dagger worth 100 gp, and an ivory drinking horn worth 100 gp.

W-4. YOUNG BLACK DRAGON

This is the lair of the **very young black dragon** Iscarax, a recent arrival in the area. Iscarax’s lair is a very small cave, and the dragon intends to find a deeper lair or perhaps a swamp in the future. For the time being, though, the young dragon has found itself drawn to this area for some reason it does not understand, and it intends to stay for a while. The reason why Iscarax has been drawn to this area, of course, is due to the influence of Arumvel.

Iscarax CR 5XP 1,600

HP 51 (Pathfinder Roleplaying Game Bestiary, “Very Young Black Dragon”)

Treasure. As a young dragon, Iscarax has not yet assembled a very impressive hoard of treasure, although it is enough to allow a peasant to retire. The hoard includes 250 gp, 337 sp, 1,452 cp, a golden chalice worth 100 gp, 3 small garnets worth 100 gp each, and a +1 *shield*.

W-5. BANDIT CAMP

This area is the camp of a small group of 4 **bandits**, led by a **highwayman** named Yarithor Bloodmark.

Yarithor Bloodmark CR 6

XP 2,400

HP 53 (Pathfinder Roleplaying Game GameMastery Guide, “Highwayman”)

Bandit (4) CR ½

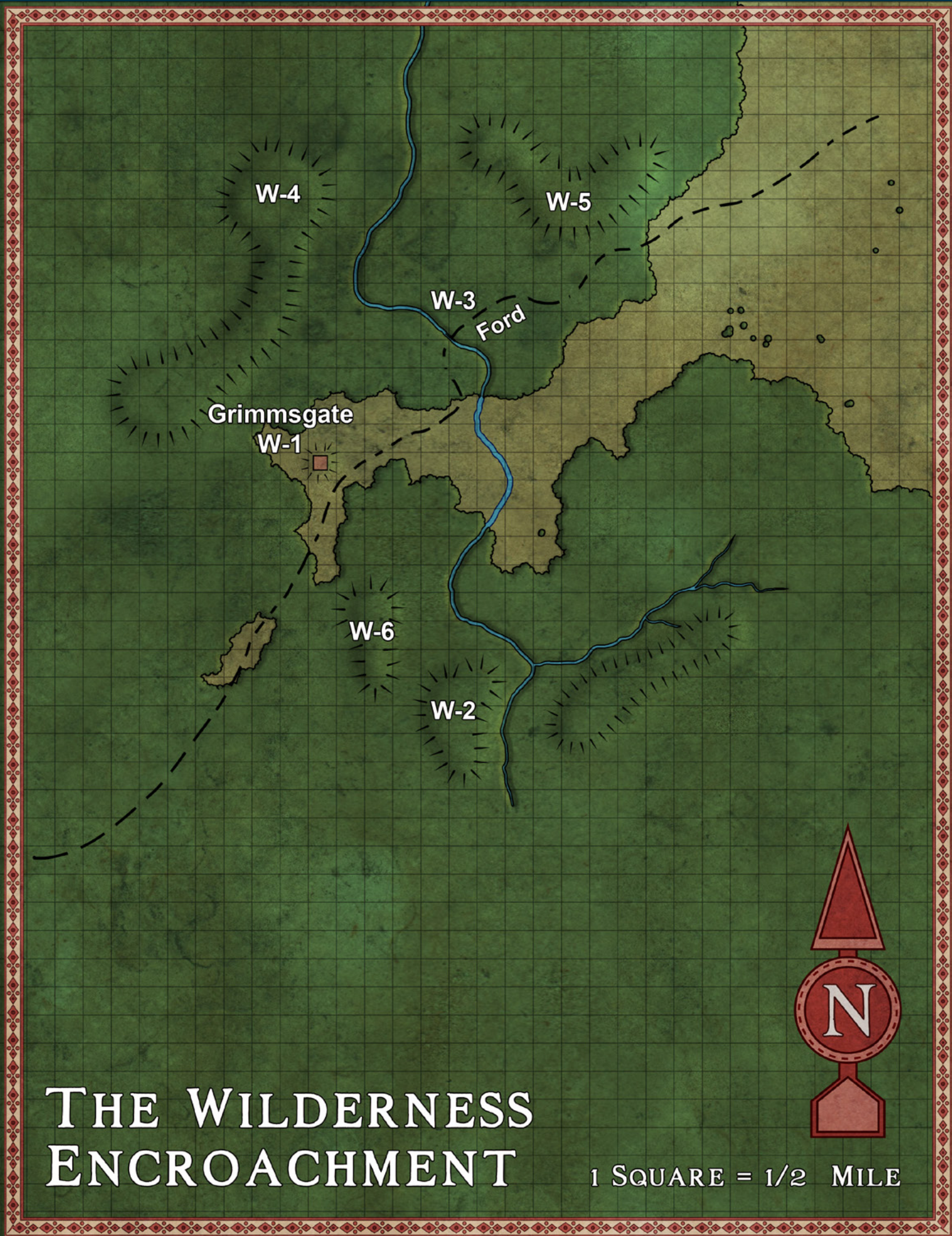
XP 200

HP 11 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit”)

Treasure. In addition to the value of the bandits’ armor and weapons, each of the bandits carries a belt pouch with 1d6 + 1 gp. Yarithor has 110 gp and a medallion worth 25 gp.

W-6. HILL OF STATUES

Although there is no particular threat on this hilltop, the circle of statues is unusual. There are five statues of hooded figures here, very worn by many seasons of rain and snow. Each wears a holy symbol of Law (the players will not know it, but these are statues of the 5 high priests who ruled the Elder Temple before it was destroyed.



W-4

W-5

W-3
Ford

Grimmsgate
W-1

W-6

W-2

THE WILDERNESS ENCROACHMENT

1 SQUARE = 1/2 MILE



THE ELDER TEMPLE

WANDERING MONSTERS

Check for wandering monsters once every thirty minutes of in game time. There is only a 1 in 10 chance of encountering a wandering monster — on a roll of 1 on a d10, roll another d10 and check the table below to see what has been encountered. A result of “special” means that the monster is determined by which set of caves the characters are in (each cave entrance has its special monster included at the front of the entrance description).

WANDERING MONSTERS

d10	Encounter
1	Manes Demon (1) CR 1 XP 400 HP 6 (Appendix, “Manes Demon”)
2-3	Dire Rats (1d3) CR 1/3 XP 135 HP 5 (Pathfinder Roleplaying Game Bestiary, “Dire Rat”)
4-6	Mole-man (1) CR ½ XP 200 HP 10 (Appendix, “Mole-man”)
7-8	Cursed humans (1d2) CR ½ XP 200 HP 5 (Appendix, “Cursed human”)
9-10	Giant Centipedes (1d3) CR ½ XP 200 HP 5 (Pathfinder Roleplaying Game Bestiary, “Giant Centipede”)

MAP KEY

T-1. SLOPES OF THE ELDER TEMPLE

A rocky hill rises steeply beside the trail, a few massive blocks of dark stone at the crown making it clear that this is the site of the Elder Temple. No buildings remain, although several blocks of masonry are scattered here and there on the hillside as if they had been tossed around by an unthinkable powerful force. Two small groves of trees have taken hold near the bottom of the slope, and you can see three cave entrances into the hill itself. The lower two entrances are doorways crafted from carved stone. The highest entrance, near the top of the hill, is quite different. It is very large, wide enough for several people to enter side by side, and it is closed by what appears to be a metal door.

T-2. SERVANTS’ QUARTER TUNNEL ENTRANCE

This cave entrance is built of plain, undecorated stones. Light from the outside shines just far enough into the hallway to show that the entrance passageway makes a “T” junction after twenty feet or so, with passages leading to the left and right. Where the passageway ends, you can see that a face is carved into the stone, but you can’t see any more details without entering the tunnel.

For details on the inside of the tunnel, see Location T-4.

T-3. GUARDS’ ENTRANCE

This tunnel entrance is hidden away in a grove of young trees that have probably grown since the time when the tunnel was first excavated. Over the top of the entrance, a shield has been carved into the stone. There is no device upon it, but at the edges of the carving you can see what appear to be flecks of white paint.

This entrance into the underground complex of the Elder Temple was primarily used by the temple’s guards. As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

T-4. ENTRYWAY

The entrance from the outside leads to an area that is a landing halfway down a broad staircase. The steps go up to the left, and down to the right. In front of you on the wall of the landing, there is a bas-relief carving in the wall, the face of a bearded man.

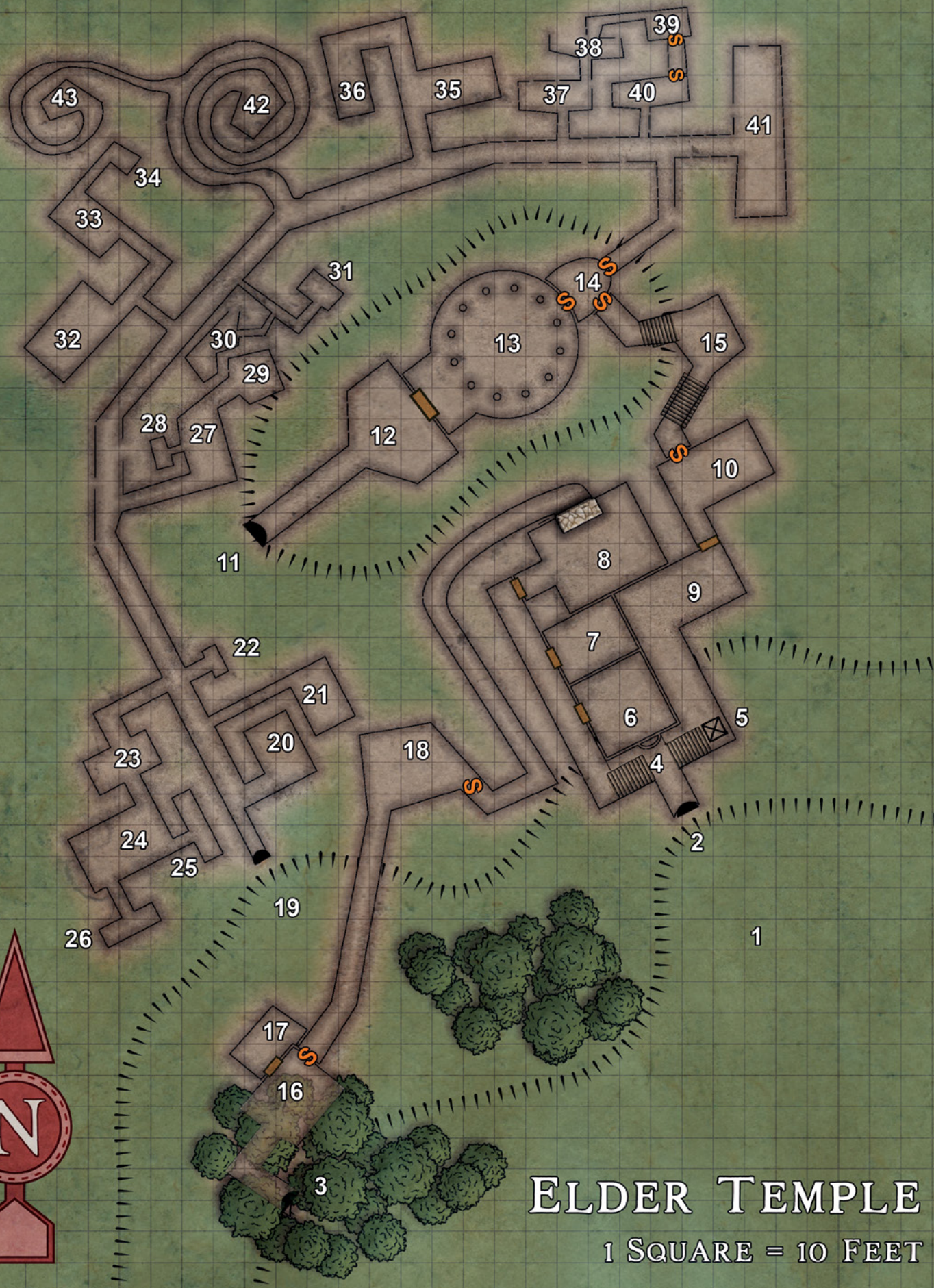
As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order. In this entrance, for example, marching order is important because it may determine which character falls into the pit trap at Location T-5.

T-5. PIT TRAP

READ THIS DESCRIPTION ONLY IF THE CHARACTERS ARE SPECIFICALLY CHECKING THE CEILING AS THEY GO DOWN THE STEPS!

Your light illuminates a dark spot on the ceiling about the size of a large coin.

The dark spot is a recessed button in the ceiling that locks the pit trap in place so that the trapdoor does not swing open when weight is placed on it. Since the ceiling is ten feet high over the top of the steps, the adventurers need to use some sort of tool to press it.



ELDER TEMPLE

1 SQUARE = 10 FEET

Unless the characters probe the floor ahead with a staff or pole, press the overhead button, or do something else that would detect it, the covered pit trap here is likely to catch at least one of them. The pit is 20 feet deep, and has a hinged covering painted to look like the flagstones of the dungeon floor.

Pit Trap CR 1
XP 400

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

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

T-6. SERVANTS' QUARTERS

When you open the door and peer into this room, you see that there are five skeletons lying on the floor, each one of them surrounded by pieces of rotting wood and cloth.

The skeletons here are all normal skeletons (not undead). These are servants of the Elder Temple that were enslaved by Arumvel the Wicked. The pieces of rotting wood and cloth are all that remains of the beds and other simple furniture that was once in the room — if the characters dig through the bits and pieces, they find several rusted nails but nothing of value.

T-7. PANTRY

This room has several wooden shelves around the walls, but they are badly rotted and most have collapsed. Apparently, the room was looted at some time in the past, for there is nothing on the shelves and only some broken glass and pieces of pottery left on the floor. Rather ominously, there is a human skull in one corner of the room.

If the characters search through the trash on the floor, a successful DC 10 Perception check allows the characters to find 2 gp and 4 cp. Thorough searching takes ten minutes and has a chance (1 in 6) to alert the cursed humans in Location T-8.

T-8. THE CANNIBALS' KITCHEN

Note: it is possible for the characters to enter this room through the regular door or through the secret passageway from Location T-18.

This room is obviously a kitchen, with a large fireplace, several wooden counters along the walls, and a table in the middle of the room. Iron cooking pots and other implements are hung by hooks from the ceiling. Six human-like creatures are sitting around the table, eating what looks like raw rat meat. They are skinny and hairless, with snout-like faces and long, claw-like fingernails.

These creatures are **cursed humans** (see the Appendix). They are halfway altered into cannibal mole-men, and their offspring will most certainly be members of that malignant species. These cursed humans are part of the larger group of mole-men and cursed humans that makes its lair in Location T-10.

There is a bundle of bones wrapped in burlap in one corner of the room. The bones are fresh, with scraps of meat still clinging to them, and they are obviously those of a human being.

An especially observant character, who either succeeds on a DC 14 Perception check notices that there is a concealed passage in the chimney of the fireplace, just high enough up the shaft to be obscured from vision.

Cursed humans (6) CR ½

XP 200

HP 5 (Appendix, “Cursed human”)

Treasure. Each of the cursed humans has a belt pouch with 1d10 gold pieces in it. One of the iron cooking pots hanging from the ceiling contains a leather bag that contains 3 gems worth 25 gp each and 5 gold pieces.

T-9. EMPTY ROOM

This room is empty, except for a few human bones.

There is nothing of interest to the characters in this room.



T-10. MOLE-MAN LAIR

This room was evidently used for storage at some time in the past, for there are several large alcoves in the room, each one large enough for a person to stand in, each of them carved with stone shelves. You only have a moment to notice the room's details, though, for there are also several mole-men in the room, moving to the attack. Their leader is a big, fat brute of a mole-man covered with scars and standing over six feet tall. At the back there is also an old-looking cannibal mole-man with tattoos all over its skin and a bone through its nose.

This is the main group of the **cannibal mole-men** who inhabit the Servants' Quarter area of the Elder Temple. The big mole-man is **Gobura Scar**, the war leader, and the one with the bone through its nose is **Jylagura the Demon-Speaker**, a servant of Arumvel the Wicked (see Location T-43). Jylagura has a smear of ash on his forehead like the manes demons of Arumvel's court, but this is ordinary ash, not ashes from Vuod the Putrefactor.

If the characters decide to search the room thoroughly, a successful DC 12 Perception check reveals a secret door on the northwest wall. A successful DC 10 Disable Device check enables the party to find the hidden mechanism that opens the door, behind which is a passage that leads to T-15.

Gobura Scar CR 2

XP 600

HP 24 (Appendix, "Gobura Scar")

Jylagura the Demon-Speaker CR 2

XP 600

HP 17 (Appendix, "Jylagura the Demon-Speaker")

Mole-man (3) CR ½

XP 200

HP 10 (Appendix, "Mole-man")

Treasure. Gobura wears a necklace of gold nuggets worth 200 gp and has a belt pouch with 12 gp and 23 sp. Each of the ordinary cannibal mole-men has a belt pouch with 1d10 gp. Jylagura the Demon-Speaker has a shoulder bag made of cured human skin, which contains a number of disgusting items used in his demonic rituals, and also contains a gem carved in the shape of a demon's head. This gem is worth 500 gp.

T-11. MAIN TEMPLE ENTRANCE

This entrance to the hill is blocked by a closed, metal double door, wide enough for several people to enter side by side. The door is marked with a large circle, one of the symbols of Law, but eight arrows have been roughly gouged into the iron around the circle, transforming it into a Chaos symbol.

The great doors are not locked, but they are not easy to open. It takes a successful DC 20 Strength check to open them, though any number of party members can assist. A successful DC 13 Perception check informs the characters that the gouges in the iron door were not made by normal tools but look almost like claw marks (the claws of the mole-men are strong enough to gouge the metal quite deeply).

As characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

T-12. TEMPLE ANTECHAMBER

This impressive underground chamber has double doors at both ends. Over the top of the eastern doors there is a mosaic image of a green jar surrounded with light.

The mosaic tiles comprising the "light" around the jar are actually magic, and if there is no light in the chamber they are seen to glow faintly. If someone is boosted up to touch the mosaic jar, that character instantly has a very powerful vision sent by the powers of Law. In the vision, the character sees a demon being burned in holy fires by three knights in plate mail, each wearing armor that shines with white light. One of the knights has a helmet bearing the crest of a phoenix, one bears the crest of a horse, and one bears the crest of a golden dragon. The demon's ashes suddenly rise into the air like smoke and are sucked down into a green jar. The three knights lift the jar (it is about the size of a person) and place it behind a carved wooden screen that bears magical holy symbols. When the jar is placed behind the screen, the symbols on the wooden panels suddenly blaze with light. The knights step back, and the vision fades away. Just as it does so, however, the person seeing the vision suddenly becomes convinced that whatever this vision represented, something about it has since gone terribly wrong.

The mosaic of the jar was created here as a warning and a reminder to the priests of Law who once lived in the precincts of the Elder Temple. It depicts the imprisonment of the demon Vuod by the three paladins who killed him, burned the flesh, and placed the ashes in the jar, a magical artifact created for this purpose.

T-13. FANE OF THE ELDER TEMPLE

This chamber is circular, the domed ceiling supported by carved stone pillars. At the center of the room there is a short pedestal, about three feet tall. Broken shards of green glass surround the pedestal. The room has a sense of brooding power in it, but it feels like an echo or a residue rather than an active source of anything magical.

A *detect magic* spell reveals that the shards of glass are infused with an extraordinarily powerful enchantment. Anyone touching the shards must succeed on a DC 20 Will saving throw or be knocked unconscious by the intense power that remains in them even after the jar was shattered. The character remains unconscious for 1d6 x 10 minutes, and during each 10-minute interval the character has a dream resulting from the shock of contacting the remains of the artifact. Some of these dreams may repeat; roll on the table below, once per ten minutes that the character is unconscious, to determine what dreams might come to the character.

d8 Dream

- 1 The character hears a frightened voice repeating the words “beneath the sun alone for safekeeping.”
- 2 The character repeatedly sees a person wearing the robes of a priest of Law reaching out to touch a jar made of green glass. The man is muttering to himself, but the dream contains no sound. It looks like the man might be saying the word, “dangerous.”
- 3 The character repeatedly hears the words, “It can’t be that dangerous.” If a player asks if this is the same frightening voice mentioned in #1, the answer is no — this is the jar’s memory of the voice of Arumvel just before he touched the jar and released Vuod from captivity.
- 4 The character sees the same vision as when the mosaic picture of the jar is touched in Location T-12. However, the scene is viewed from the perspective of the jar, so the demon’s ashes rise from the fire and seem to jump into the character. After this startling moment, the character sees the three knights placing the wooden screen in place as if they were putting the screen around the character. At this point, the dream ends.
- 5 The character sees a fountain of dark dust, or possibly powder, rise into the air and form the shape of a demon. This viewpoint is very strange, because it appears to be seen from several different perspectives at once. (The multiple-viewpoint effect is due to the fact that it is seen from the perspectives of several shattered pieces of the jar, just after the demon shattered it from within).
- 6 The character sees a person lying on the floor in the middle of several pieces of broken green glass (this can be recognized as the same person — Arumvel — as seen in result #2 who was reaching out to touch the jar). Suddenly a stream of dusty smoke begins to stream into the person’s mouth and nose, as if being inhaled.
- 7 The character sees the man (Arumvel) speaking to a small group of squat but disturbingly human-like beings, about 5 feet tall and having pale skin, small beady red eyes, no body hair, and nails overgrown to claws.
- 8 The character sees a human being chained to a wall. Time seems to pass rapidly, and the character sees a nauseating change come over the man as he slowly transforms into a human-like creature with pale skin, small beady red eyes, no body hair, and nails overgrown to claws.

If a character is knocked unconscious as a result of touching the green shards of glass, three **giant centipedes** crawl out of unseen holes in the stone pillars and attack the party. The centipedes are bright green and shiny.

Giant Centipedes (3) CR ½

XP 200

HP 5 (Pathfinder Roleplaying Game Bestiary, “Giant Centipede”)

T-14. SECRET ROOM

This room is relatively featureless — the only unusual object in it is located in the center of the room, a square pedestal two feet high, with a concavity in the top shaped like a hemisphere. The concavity would contain exactly half of a one-foot diameter sphere.

This area was the secret altar room of the priests of Law. The base of the altar is the pedestal, but at one time a sphere floated above the altar, and without the sphere the altar has no unusual properties. As Arumvel, possessed by the demon Vuod, was destroying the temple’s aboveground structure, the priest quickly hid the altar sphere away. It can be found in Location T-25. If the sphere is returned to the altar, any Lawful-aligned character within 60 feet gains 100 experience points as a divine blessing for restoring the altar to wholeness.

If the characters decide to search the room thoroughly, a successful DC 12 Perception check reveals two additional secret doors on the northwest wall. A successful DC 10 Disable Device check enables the party to find the hidden mechanism that opens both doors. The door to the northeast opens into a passage that leads to additional hallways and rooms while the door to the southwest opens into T-13.

T-15. FLOODED ROOM

Steps lead down the corridor to a dark chamber. You can hear water dripping into a pool.

The floor of this chamber is flooded in about two inches of water, although on first glance the characters cannot tell that it is so shallow. The water is dripping from the ceiling. A character walking through the water will have 1d3 – 1 leeches stick to the character’s boots before reaching the other side. The leeches are not dangerous, although they might suggest to novice players that water in dungeons can pose unexpected dangers.

If the characters decide to search the dead end that is reached by going up the stairs, a successful DC 12 Perception check reveals a secret door in the wall. A successful DC 10 Disable Device check enables the party to find the hidden mechanism that opens the door, revealing T-14.

T-16. GUARD ROOM

This room is empty. Dead leaves are scattered on the floor, probably blown into the tunnel during storms.

If the players specifically say that they are looking at the pattern of leaves on the floor (and this must be before the characters traipse into the room and scatter everything all about), they notice that there is an area against the back wall of the room where there is much less leaf coverage on the floor than elsewhere in the room. (This is directly in front of the secret door). If the characters decide to examine the back wall, a successful DC 12 Perception reveals the secret door. A successful DC 10 Disable Device check draws their attention to a minute mechanism that, when triggered, springs the door and allows the characters to proceed down the hallway to T-18.



T-17. SIDE STORAGE ROOM

Note: If the characters inspect the door to this room, they discover that something seems to have gnawed away some of the wood at the bottom, leaving a gap about 3 inches high by 6 inches wide.

This room contains several wooden crates, probably ten of them, stacked in a jumbled pile at the back of the room. Two of the crates at the front and top of the pile appear to be in good condition, but the rest of the crates are very old and rotted. Piles of rotted wood lie on the floor around the crates, and it looks as though these have been created by stripping pieces of the rotted wood away from the boxes. There is a very bad smell in the room.

Ten **dire rats** live in the nest they have made in this pile of crates.

Dire Rats (10) CR 1/3
XP 135

HP 5 (Pathfinder Roleplaying Game Bestiary, “Dire Rat”)

Treasure. A successful DC 8 Perception check while searching the pile of crates reveals a fair amount of junk that the rats have accumulated but also yields some valuable finds. In with the trash, the characters find 73 sp, 89 cp, and a silver brooch worth 25 gp.

T-18. GUARD BARRACKS

There are several rotted wooden beds in this room, a line of wooden boxes against the wall in the northernmost part of the chamber, and long weapons racks on the walls.

This spacious underground hall was once the barracks of the Elder Temple’s guard unit. The weapon racks are empty, and there is no sign of the warriors that once inhabited this barracks. The wooden boxes in the northern part of the room are where the soldiers kept their personal belongings. They have been ransacked and are empty except for a few scraps of cloth.

Succeeding on a DC 12 Perception check reveals a secret door in the back right of the room. The door opens easily and the passage beyond leads to T-8, where a concealed opening in the chimney of the fireplace provides access to the room beyond.

T-19. ENTRANCE TO THE CATACOMBS

This tunnel entrance is about halfway up the hill. It has definitely been carved from the rock, for the walls of the tunnel are straight and the floor is level. All around the opening, carved into the hillside rock, there are carvings of skulls and skeletons. Ancient runes are carved over the top of the tunnel.

The ancient runes are too old to be understood by the characters without magical aid, but if they cast a *comprehend languages* spell, they find that the words read: “Crypts of the Elder Temple.”

When the characters enter tunnels, check to make sure that the party is carrying light sources and that they have established a marching order.

T-20. TOMB OF THE GUARDIAN

Note: the passageway leading into this room may be the first side passage that the party encounters if they have entered through the cave at T-19. In that case, you may wish to read them the following description when they reach the intersection and allow them to decide whether to enter the side passage or continue deeper into the complex.

A narrow passage leads off from the main corridor. The image of a human skull has been carved over the top of the entrance to the corridor.

If the party continues down the corridor to the tomb:

Shortly after it turns, the corridor opens into a rectangular chamber that has been excavated from the rock. The walls, ceiling, and floor all have uneven surfaces that still bear marks of the miner’s tools. Five stone sarcophagi have been placed here.

Obviously, this chamber is a tomb. However, as the chamber nearest to the entrance/exit of the catacombs, this was also the post of the tomb guardian. If anyone enters the room, setting foot beyond the corridor, a column of white smoke rises from the floor and coalesces into the shape of a human wearing robes and a medallion of the symbol of Law (whatever this might be in your campaign). The ghostly figure speaks:

“I am the guardian of the Catacombs of the Elder Temple. What is your purpose here?”

From this point on, there may be a conversation with the characters. Based on your judgment as GM, the party’s responses might cause the guardian of the tomb to aid them or to ward against them. Many of the chambers in the tomb area have different characteristics based on whether the tomb guardian is indifferent (hasn’t met the party yet), friendly (party has agreed in some way to try and defeat the evil that is now resident in the temple), or hostile (the party said or did something stupid when talking to the guardian).

The guardian knows that the Elder Temple has been desecrated and overtaken by Arumvel the Wicked. Under these circumstances, it is willing to trade certain of the material possessions in the graves in exchange for the destruction of Arumvel and his minions, and the restoration of the temple to its original state. As you, in your capacity as the GM, conduct the discussion between the tomb guardian and the player characters, keep all this in mind, and consider allowing the party to make a Diplomacy check (with a fairly low DC, such as 10) to decide at the end of the discussions whether the guardian elects to be friendly, neutral, or hostile to the party.



The guardian is a being very similar to a **ghost**; it has an existence in the ethereal plane, but its manifestation in the material plane of existence is incorporeal. It cannot be damaged other than with magical weapons and certain spells, and if it is attacked it vanishes, leaving various rooms in the catacombs in a state of hostility to the adventurers. It has enough hit points to survive one combat round of anything that a low-level party could conceivably throw at it; even if you are modifying the adventure for higher level characters, it is still suggested that the Guardian be kept as a non-combat encounter.

The sarcophagi in this room all contain normal (not undead) skeletons. If the characters attempt to loot this tomb under the very eyes of the Tomb Guardian, the guardian raises its arms and each of the skeletons in the sarcophagi rises as extremely powerful (compared to the party) undead — **guardian skeletons**.

Guardian Skeleton (5) CR 1

XP 400

HP 12 (Appendix, “Guardian Skeleton”)

Treasure. Each of the sarcophagi contains valuable grave goods that were buried along with the skeletons.

Sarcophagus #1. Necklace of blood rubies worth 500 gp

Sarcophagus #2. Bracelet of blue stones worth 150 gp.

Sarcophagus #3. Dagger with yellow jewels (cursed: touching the dagger causes the victim to turn into a snake unless the character makes a successful DC 11 Fortitude saving throw; can be cured by a *remove curse* spell).

Sarcophagus #4. A brooch with ivory inlays worth 150 gp.

Sarcophagus #5. 100 gp in a box encrusted with semi-precious stones worth 50gp.

T-21. PALADINS’ TOMB

This tomb chamber contains 3 stone sarcophagi. The ceiling is painted with now-faded pictures of three knights, one of them displaying the shield-device of a dragon, one displaying that of a horse, and one displaying that of a phoenix. The knights are seen fighting against goblins, trolls, and other such evil enemies of humankind.

- If the Tomb Guardian is Friendly: Traps on the sarcophagi do not activate.
- If the Tomb Guardian is Indifferent: Traps on the sarcophagi are as normal.
- If the Tomb Guardian is Hostile: Traps on the sarcophagi do an additional 2 damage.

Sarcophagus #1. This sarcophagus has an inlaid image of a phoenix on the heavy stone lid. The lid has not been opened as far as the party can tell. The lid is very heavy and requires a successful DC 15 Strength check to shift it, allowing assists. When the lid is moved, it sets off a magical trap that blasts anyone holding the lid for 1d6 force damage unless they succeed on a DC 14 Reflex saving throw. If the characters are using some sort of tools to shift the lid instead of their hands, they may forego the saving throw and not take any damage.

Inside the sarcophagus is a (normal) skeleton wearing plate mail and holding a longsword.

Treasure. The sword is magical; in the hands of a Lawfully-aligned character, it has a +1 bonus to hit. In the hands of a Chaotic-aligned

character it inflicts 1 hit point of damage on the wielder every time it hits an opponent and cannot be put down without the assistance of a *remove curse* spell.

Sarcophagus #2. This sarcophagus has an inlaid image of a horse. The lid has not been opened as far as the party can tell. There is no trap set upon this sarcophagus, but the lid is unusually heavy and requires a DC 30 Strength check to slide it to the side. Allow multiple characters to work together to slide the lid off the sarcophagus via assisting. Inside the sarcophagus there is a (normal) skeleton wearing plate mail and carrying a sword.

If one of the characters succeeds on a DC 12 Perception check and inspects the floor of the sarcophagus very closely (unless there is magical light such as from a light spell, this would require being inside the coffin to check), a small latch may be found that opens a compartment in the floor of the sarcophagus. The latch is trapped and releases poison gas if the wire attached to it is not spotted.

Poison Gas CR ½
XP 200

Type mechanical; **Perception** DC 12; **Disable Device** DC 10
Trigger location; **Reset** manual

Effect poison gas (1d8 damage); DC 11 Fortitude avoids;
multiple targets (all targets in a 10-ft.-square area)

Treasure. The compartment that opens when the latch is used contains 5 jasper that are worth 50 gp each.

Sarcophagus #3. This sarcophagus has an inlaid image of a dragon. The lid has not been opened as far as the party can tell. Opening the sarcophagus requires a DC 20 Strength check. If multiple characters attempt to move the lid, allow the Strength check to be made with assists. When the lid opens, if any weight is removed from the bottom of the sarcophagus, a scything blade slashes across the opening to damage anyone reaching inside at the time.

Scything Blade CR ½
XP 200

Type mechanical; **Perception** DC 20; **Disable Device** DC 10
Trigger location; **Reset** manual

Effect scything blade (1d6 damage); DC 12 Reflex avoids;
multiple targets (all targets reaching into the sarcophagus)

The sarcophagus contains a (normal) skeleton wearing a necklace worth 100 gp.

T-22. RANSACKED TOMB

This chamber once contained three stone sarcophagi, but the remains of the heavy coffins are shattered and broken. The walls of the chamber are scorched, and several bones are scattered around. The bones are not scorched.

- If the Tomb Guardian is Friendly: No effect.
- If the Tomb Guardian is Indifferent: No effect.
- If the Tomb Guardian is Hostile: No effect.

This chamber has been ransacked by grave robbers who set off a fire trap while doing so (the reason for the scorched walls). The trap no longer works, so there is no danger for the characters. The bones are those of the initial residents of the sarcophagi. If the characters replace the bones in the sarcophagi, the tomb guardian at Location T-20 becomes very favorably disposed toward them.

T-23. TOMB'S ANTECHAMBER

The walls, floor, and ceiling of this chamber are painted yellow, although the paint is now faded and old. The stone walls of the room contain twenty large niches, each of which contains what appears to be a human skeleton. On each side of the southern door is the statue of a dog.

- If the Tomb Guardian is Friendly: The dog statues does not animate.
- If the Tomb Guardian is Indifferent: One of the dog statues animates.
- If the Tomb Guardian is Hostile: Both of the dog statues animate.

The skeletons in the niches are normal skeletons; they are the remains of priests of Law that were buried here before the temple was taken over and desecrated by Arumvel. The two **stone dog statues** at the exit, however, are guardians of the tombs beyond this chamber, and one or both of them animate and attack if a character tries to continue south past this room (or if a character starts messing with the skeletons in this room). Only if the characters have already spoken to the tomb guardian in location T-20 do the statues remain inanimate.

Stone Dog Statue (2) CR 3
XP 800

HP 25 (Appendix, "Stone Dog Statue")

T-24. MAIN TOMB

All around the walls of this room, there are a total of 15 niches containing skeletons. All of them wear rusting chain mail and carry notched swords and riven shields.

- If the Tomb Guardian is Friendly: Skeletons do not animate.
- If the Tomb Guardian is Indifferent: 1d4 + 1 skeletons animate per round.
- If the Tomb Guardian is Hostile: All skeletons animate immediately.

As noted above, these **skeletons** animate to defend the room unless the tomb guardian in Location T-20 has made an agreement with the characters that they will destroy the evil force that has taken residence in the Elder Temple. If the Tomb Guardian is indifferent to the characters, not all of the skeletons animate immediately; 1d4 + 1 of them animate immediately and each round thereafter until they are all slain.

Skeleton (15) CR 1/3
XP 135

HP 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

Treasure. There is no treasure in this room.

T-25. TREASURE ROOM

This room contains a large, strangely-shaped stone chest, five feet long by two feet tall and two feet deep.

The chest has three stone lids, all hinged, next to each other. The leftmost lid is engraved with a picture of a deer, the middle lid is engraved with the picture of a sun, and the right lid is engraved with a picture of a sword.

- If the Tomb Guardian is Friendly: A gem worth 100 gp sits on top of the “sun” lid.
- If the Tomb Guardian is Indifferent: No effect.
- If the Tomb Guardian is Hostile: Anyone touching the “sun” lid must make a DC 14 Will saving throw or be frightened for 10 minutes.

The chest contains nothing unless only the middle (sun) lid is open, and the other two lids are closed. If the characters have the lids open and closed in this combination, there will be two things underneath the sun lid: the first is a bag containing a *+1 mace* and 500 gp, and the second is a stone sphere about 1 foot in diameter. This sphere glows if a spell is used to detect whether or not it is magical. This is the missing part of the altar at Location T-14.

T-26. RANSACKED TOMB CHAMBER

This room contains six sarcophagi, but they have been broken open and ransacked.

This room contains nothing of interest to the characters.

T-27. NIGHT SKY ROOM

The walls of this chamber are painted with an intricate pattern of trees and flowers. The ceiling is painted black with hundreds of small white spots placed at apparently random locations.

The room is empty.

T-28. SUN ROOM

The ceiling of this room is painted with a yellow sun, and there are four stone spheres on the floor, each one foot in diameter. All four of the spheres are painted blue.

None of these spheres is magical. Each sphere sits in a concave depression in the floor, which keeps them from rolling (unless they are rolled out, which is not difficult). The concavity beneath one of the four spheres is much deeper than the other three — it is a hole that is ten feet deep. At the bottom of the hole there are four **giant centipedes** that guard a scroll case.

Giant Centipedes (4) CR ½

XP 200

HP 5 (Pathfinder Roleplaying Game Bestiary, “Giant Centipede”)

Treasure. The scrolls inside the case contains the spells *invisibility*, *web*, and *fly*.

T-29. CLOUD ROOM

The ceiling of this room is painted with grey and white swirls and spirals. The walls are painted to resemble vines with grapes growing on them.

The painting is interesting, but there is nothing else in the room.

T-30. MOLE-MAN LAIR

There are two rickety wooden cots in this room, each with a leather bag underneath it.

This chamber is the lair of two mogura-jin, the cannibal **mole-men** who serve Arumvel the Wicked. The bags underneath the cots only contain scraps of cloth and bits of bone; the mole-men carry their valuables with them.

Mole-man (2) CR ½

XP 200

HP 10 (Appendix, “Mole-man”)

Treasure. Each of the mogura-jin has a belt pouch containing 1d10 gp. Additionally, the larger one has a ring on one of its claws worth 100 gp.

T-31. EMPTY ROOM

This chamber appears to be empty.

The chamber is, indeed, empty.

T-32. GREEN BIRD ROOM

The walls of this large room are painted with bright green images of hundreds of birds. One of the paintings is significantly larger than the others, and the word “Aelbos” is written beneath this image.

The “Aelbos” painting is very old and might even pre-date the Elder Temple. The word has no known meaning but might refer to a bird-god or bird-spirit of some kind.

T-33. FACE ROOM

The walls of this room are painted with numerous highly-stylized faces. A man-sized statue of a demon blocks a hallway that leads out of the room to the northeast.

This room is the guard post for Arumvel's prison (see Location T-34). The demon "statue" is actually one of Arumvel's **manes demons**, holding itself perfectly motionless as it stands guard. If the party engages the demon in combat, the prisoners in Location T-34 hears the battle and starts calling for help.

Manes Demon CR 1

XP 400

HP 6 (Appendix, "Manes Demon")

Treasure. The demon has no treasure.

T-34. PRISON CELL

Two humans are chained to the wall in this room, one male and one female. They are thin and haggard from the imprisonment.

These humans are Albraith and Etarra (**human commoners 1**), a married couple that were kidnapped from their farm only a couple of days ago. They are still alive, although they have not been fed and are weak from starvation. Arumvel has appeared once in the prison, saying magic words and feeding them alchemical preparations that would — if repeated enough times — turn the two prisoners into cursed humans with twisted minds, under Arumvel's control. Thus, if they are asked (or if it is clear that the information would be useful) they can describe Arumvel to the characters.

T-35. TRAP CHAMBER

A small demon head, made of bronze, is indented in the wall just before the eastern wall of the corridor opens into a large chamber. The mouth of the demon head is about two inches across, and you can see that it contains several small gears and switches, so small that a needle would be required to move them around with any precision.

This entire room has been rigged as a magical trap to guard the demon-lair on the far side. The only way to disarm the mechanism is to treat it as a lock, but with a twist. An arcane caster (sorcerer, witch, or wizard) using an arcane focus can attempt to pick the "lock" in a similar manner to a rogue with a mechanical lock. The arcane caster must succeed on a DC 12 Knowledge (Arcana) check with the arcane focus. Doing so deactivates the trap for a period of 1 hour. If the characters disregard or do not successfully pick the "lock," then the trap activates whenever a living being tries to walk through the corridor past the room (or into the room). The demons and undead, of course, do not need to bother with the lock.

If anyone walks into the chamber without disabling the trap mechanism, 1d6 darts fire from holes in the eastern wall of the chamber. Each dart that is fired makes a ranged attack with a +4 bonus against a random target within the room. A target that is hit takes 1d4 piercing damage per dart.

The room itself is empty — it has been cleared out to maintain a clear field of fire for the darts.

T-36. DEMON LAIR

The walls of this chamber appear to be stained with blood, and there is a pentacle marked on the floor. Inside the pentacle there is a pair of ordinary dice. Four skeletons stand around the walls, near what appears — for a moment — to be the statue of a demon, until the statue suddenly snarls and moves toward you.

This room contains a **manes demon** and 4 **skeletons**.

Manes Demon CR 1

XP 400

HP 6 (Appendix, "Manes Demon")

Skeleton (4) CR 1/3

XP 135

HP 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

Treasure. The dice in the pentacle are made of a precious stone found only in the lairs of demons. Each of the two dice is worth 250 gp.

T-37. EMPTY CHAMBER

There appears to be nothing in this room, although a dark powdery substance on the floor might possibly be a smear of dried blood where something was dragged from north to south or south to north.

The room is empty.

T-38. Warning Chamber

There is a treasure chest in the western part of this chamber.

There is a small bronze "lock" attached to the bottom of this chest that is noticed on a successful DC 13 Perception check. If the chest is moved or opened, a very loud, siren-like noise begins to shriek from the inside of the chest. A successful DC 12 Disable Device check results in the trap being disabled and prevents the alarm from sounding.

The chest itself contains 500 copper pieces.

If the characters make the mistake of activating the alarm inside the chest, the **mole-men** ready themselves for combat (cannot be surprised) and the **cursed humans** from Location T-40 (if they are still alive) circle around to enter this chamber from Location T-37, hoping to catch the intruders between them, attacking with the mole-men on one side and the cursed humans on the other, to prevent escape.

T-39. MOLE-MAN LAIR

This room has a rank smell to it, wafting upward from piles of garbage that rise three feet high against the north and west walls. There are three sleeping furs in here, and a single wooden chest.

This room is the lair of 3 **mole-men**. Combat in this room draws the **curse**d humans from location T-40, who arrive through the secret door in the south wall in 1d4 rounds. If the party is able to avoid combat in this room and they decide to search it thoroughly, a successful DC 12 Perception check reveals the secret door in the southern wall. A successful DC 10 Disable Device check enables the party to find the hidden mechanism that opens the door, which opens into a short hallway that appears to dead end. Closely examining the dead end and succeeding on an additional DC 12 Perception check reveals another secret door. The mechanism to open this door is a button concealed on the wall and can be found with a DC 10 Disable Device check. The secret door opens into T-40.

Mole-man (3) CR ½

XP 200

HP 10 (Appendix, “Mole-man”)

Treasure. The treasure chest is locked; it has to be broken open with a successful DC 15 Strength check or the lock picked with a successful DC 13 Disable Device check. The chest contains a necklace of human bones and gold beads worth 100 gp, a silver short sword, 3 bottles of holy water, 61 gp, 232 sp, and an intricately carved sandalwood fan worth 50 gp.

T-40. LAIR OF THE CURSED HUMANS

This room contains five wooden cots, and there is a single padlocked chest against the southern wall.

This room is the lair of 5 **curse**d humans, not fully transformed into mole-men by Arumvel’s sinister magic. Any combat in this room draws the mogura-jin from location T-39, arriving in 1d4 rounds.

Cursed humans (5) CR ½

XP 200

HP 5 (Appendix, “Cursed human”)

Treasure. To open the chest, either the padlock (or chest) must be broken with a successful DC 15 Strength check or the lock needs to be picked with a successful DC 13. Breaking the chest or lock by any violent means also shatters the two *potions of cure light wounds* that are inside. In addition to the healing potions, the chest contains various filthy items of clothing and a bag containing 50 gp.

T-41. MURAL ROOM

The walls of this large chamber have apparently been plastered over, and the smooth surface has been painted with murals that circle the whole room. The paintings depict what is obviously the hill of the Elder Temple, beneath which you currently stand, but there is a shining building that stands at the top of the hill itself. Not far below the building you can see the metal door that you have seen from the outside. The lower tunnels were either not built at the time the paintings were made, or they were simply left out of the pictures. As the paintings proceed around the room, you can see pictures of religious ceremonies of Law taking place, and then a procession of three knights carrying a large, green jar to the building. This is the last picture in the sequence: there is still room left for more to be painted on the wall, but the plaster in the blank space is slashed and marked with dark stains that look unpleasantly like blood.

Although this room is fascinating as a historical record, it contains nothing else of interest.

T-42. THE HOLY WATER FONT

At the center of this room there is a pool of water, ringed with a border of purple-painted stones. There is a large quantity of shattered glass in the southern part of the room.

If the characters succeed on a DC 10 Perception check while sifting through the broken glass, they find three unbroken bottles. The pool in the room contains holy water, which is the reason why the demons have smashed all of the bottles. There is enough in the pool to fill ten bottles of holy water, and, although it is unlikely to be relevant, the pool produces another bottle’s worth of holy water each week.

T-43. LAIR OF ARUMVEL THE WICKED

As you turn the last curve in the spiral, you see a horrific sight. There is a room in the middle of the corridor’s serpentine curve, and the creature in the chamber is obviously the source of the corruption that has overtaken the Elder Temple. A thing stands in the center of the room, once a human but now strangely eroded into a mix of flesh and ashes, as if it had been halfway burned through at some point and yet lived on. A cloud of ash surrounds it, but its eyes glint clearly through the darkness, burning with a red and evil light. There are three man-sized demons in the room as well, their faces marked with a smear of ashes in the shape of eight outward-pointing arrows. Behind this array of supernatural foes, you can see the broken and toppled statue of a bearded man holding a sphere. Where the statue has broken open, you can see the glint of gold and jewels.

This room is the Court of **Arumvel the Wicked**, the pathetic but extremely powerful remnant of Arumvel's body after it was possessed and then discarded by Vuod the Putrefactor. As the players may have figured out by this point, the fall of the Elder Temple was caused when the novice priest Arumvel became curious and touched the green jar in which the dreaded demon Vuod had been imprisoned by three paladins — the Knight of the White Phoenix, the Knight of the Grey Stallion, and the Knight of the Golden Dragon. When Arumvel touched the jar, it shattered and allowed Vuod to take possession of Arumvel, who, using the demon's powers, first enslaved and later killed all those who had once lived in the precincts of the temple.

Arumvel the Wicked CR 2

XP 600

HP 18 (Appendix, "Arumvel the Wicked")

Manes Demon (3) CR 1

XP 400

HP 6 (Appendix, "Manes Demon")

Treasure. The statue contains 420 gp, 2,745 sp, 4,309 cp, 4 gems worth 25 gp each, and a *+1 longsword*.

CONCLUDING THE ADVENTURE

It is probably clear that the "Wilderness Encroachment" around the village of Grimmsgate can be expanded to fill several gaming sessions or even to serve as a permanent "headquarters" for the characters to which they return after their various adventures. If the characters succeed in restoring the altar in the Elder Temple, or at least they manage to destroy Arumvel the Wicked, they are almost certainly rewarded by the nearby barons with a bit of money and — almost certainly — offers of employment as caravan guards, explorers, mercenaries, spies, or other interesting situations.

APPENDIX: NEW MONSTERS AND NPCs

ARUMVEL THE WICKED

XP 600

Possessed human

CE Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +7

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 18 (3d10+3)

Fort +2, **Ref** +5, **Will** +4

DR 5/magic; **Immune** poison

Speed 30 ft.

Melee 2 claws +4 (1d8+1)

Special Attacks breath of ash (15-ft cone, sickened, DC 12 Fortitude negates), death burst

Str 12, **Dex** 15, **Con** 13, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Reflexes, Improved Initiative

Skills Bluff +8, Diplomacy +8, Intimidate +8, Knowledge (planes) +8, Perception +7, Sense Motive +7, Spellcraft +8, Use Magic Device +8

Languages Abyssal, Common

Special Abilities

Breath of Ash (1/D6 Rounds, DC 12) (Su) Arumvel exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 12 Fortitude save or be sickened until the end of Arumvel's next turn.

Death Burst (DC 12) (Su) When Arumvel dies, it explodes in a cloud of cinders and ash. Each creature within 5 feet of Arumvel must succeed on a DC 12 Reflex saving throw or take 1d8 fire damage.

HUMAN, CURSED

XP 200

Cursed human

CE Medium humanoid (human)

Init +0; **Senses** Perception +2

AC 10, touch 10, flat-footed 10

hp 5 (1d8+1)

Fort +1, **Ref** +2, **Will** -1

Immune charm, fear

Weaknesses light sensitivity

Speed 30 ft.

Melee 2 claws +2 (1d6+2)

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 9, **Cha** 3

Base Atk +0; **CMB** +2; **CMD** 12

Feats Alertness

Skills Perception +2, Sense Motive +1

Languages Common

DEMON, MANES

CR 1

XP 400

Manes demon

CE Small outsider (chaotic, demon, evil)

Init +0; **Senses** darkvision 60 ft.; Perception +3

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 6 (1d10+1)

Fort +1, **Ref** +2, **Will** +1

DR 5/good or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft.

Melee bite +1 (1d4-1), 2 claws +2 (1d3-1)

Str 9, **Dex** 10, **Con** 13, **Int** 4, **Wis** 9, **Cha** 3

Base Atk +1; **CMB** -1; **CMD** 9

Feats Weapon Focus (claw)

Skills Acrobatics +0 (-4 to jump), Climb +3, Perception +3, Stealth +8

Languages Abyssal; telepathy 100 ft.

GOBURA SCAR (RAGING)

CR 2

XP 600

Mole-man barbarian 1

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +5

AC 10, touch 10, flat-footed 8 (+2 Dex, -2 rage)

hp 24 (2 HD; 1d10+1d12+13)

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

Immune poison

Weaknesses light sensitivity

Speed 40 ft., burrow 20 ft.

Melee bite +6 (1d4+4), 2 claws +6 (1d6+4)

Special Attacks rage (6 rounds/day), rage power (cult totem, lesser)

Str 19, **Dex** 14, **Con** 18, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 16

Feats Toughness

Skills Acrobatics +2 (+6 to jump), Climb +9, Intimidate +5, Perception +5

Languages Common, Mole-man

SQ fast movement

Special Abilities

Cult Totem, Lesser (Ex) When raging, morale or flanking bonuses to attack apply to damage, not attack.

CR 2

-CR 1/2

JYLAGURA THE DEMON-SPEAKER

CR 2

XP 600

Mole-man cleric 1

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 17 (2 HD; 1d8+1d10+8)

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

Immune poison

Weaknesses light sensitivity

Speed 30 ft., burrow 20 ft.

Melee bite +2 (1d4+1), 2 claws +2 (1d6+1)

Special Attacks channel negative energy 3/day (DC 10, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—touch of chaos

Cleric Spells Prepared (CL 1st; concentration +3)

1st—bane (DC 13), cure light wounds, doom[D] (DC 13)

0 (at will)—bleed (DC 12), detect magic, guidance

D Domain spell; Domains Chaos, Evil (Demon subdomain)

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Toughness

Skills Knowledge (religion) +4, Perception +7

Languages Common, Mole-man

SQ fury of the abyss

Special Abilities

Cleric Channel Negative Energy 1d6 (3/day, DC 10) (Su)

Positive energy heals the living and harms the undead; negative has the reverse effect.

Fury of the Abyss (+1, 5/day) (Su) For 1 rd -2 AC and gain bonus to melee att/dam/CMB

Touch of Chaos (5/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

MOLE-MAN

CR 1/2

XP 200

Mole-man

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +3

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 10 (1d10+5)

Fort +2, **Ref** +3, **Will** +1

Immune poison

Weaknesses light sensitivity

Speed 30 ft., burrow 20 ft.

Melee bite +2 (1d4+1), 2 claws +2 (1d6+1)

Str 13, **Dex** 12, **Con** 14, **Int** 7, **Wis** 9, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 13

Feats Toughness

Skills Climb +5, Perception +3

Languages Common, Mole-man

SKELETON, GUARDIAN

CR 1

XP 400

Guardian skeleton

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +4

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 12 (2d8+4)

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

DR 5/bludgeoning; **Immune** undead traits

Speed 30 ft.

Melee short sword +0 (1d6+1/19-20), short sword +0 (1d6/19-20) or short sword +2 (1d6+1/19-20)

Str 12, **Dex** 15, **Con** —, **Int** 6, **Wis** 8, **Cha** 15

Base Atk +1; **CMB** +2; **CMD** 14

Feats Two-weapon Fighting

Skills Climb +6, Perception +4

Other Gear short sword, short sword

STATUE, DOG

CR 3

XP 800

Dog statue

N Medium construct

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +0

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 25 (1d10+20)

Fort +0, **Ref** +2, **Will** +0

DR 10/magic or adamantine; **Immune** construct traits, magic, polymorph

Speed 30 ft.

Melee bite +4 (1d8+4)

Str 16, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. trip)



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ADVENTURES
WORTH
WINNING

GRIMMSGATE

By Matthew J. Finch

Deep in the wooded wilderness, the village of Grimmsgate is an outpost town on a seldom-traveled trail, right at the edge of nowhere. The village's half-ruined temple of Law, dilapidated inn, drunken blacksmith, exiled trader and a few fur-trappers are enough to keep the bloody-minded denizens of the dark forest at bay, but nobody really expects the village to still be there in another ten years. The woods have become too dangerous for the trappers who once caught animals for fur, and merchants no longer travel the poorly-maintained road.

What great evil and what fabulous treasures are to be found in these lands? A brave band of adventurers might make their fortunes here. or perhaps they might never return . . .

Grimmsgate is an introductory adventure for four to eight characters level 1-3.



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