

THE DUSKWALKER'S DUE

A SOLO ADVENTURE

BY RON LUNDEEN



THE DUSKWALKER'S DUE



INTRODUCTION	3
PLAYING A SOLO ADVENTURE	5
YOUR CHARACTER: TARKLO DIRGE	9
TOMB MAP	10
THAVELSHENK'S TOMB	11

AUTHOR: RON LUNDEEN

CARTOGRAPHY: DYSON LOGOS

ART: THE FORGE STUDIOS



Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Product Identity herein, as defined in the Open Game License version 1.0a, Section 1(e), includes all trademarks, registered trademarks, proper names (characters, places, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress.

Open Content here, as defined in the Open Game License version 1.0a, Section 1(d), includes all contents of this game product not identified as Product Identity above. No portion of this work other than Open Content may be reproduced in any form without permission.

The Duskwalker's Due (c) 2020 Run Amok Games. All Rights Reserved.

RunAmokGames.com

INTRODUCTION

You are Tarklo Dirge, a wanderer and sword-for-hire. You are one of a rare group of people called duskwalkers, ashen-colored humanoids who guard the cycles of life and death. You have put more unquiet souls to rest than you care to count, and you are often overwhelmed by the enormity of the task ahead of you: the world is filled with so many of the shambling dead and haunting spirits that you fear you'll never know any life other than returning the dead to their proper repose.

That is, if you don't starve first. Even a duskwalker must eat. Earning the coin to do so means taking odd jobs that ordinary people are too timid or ill-equipped to handle. So you drift from town to town, solving problems to earn your next meal and put the next soul to rest.

Just outside the bustling river-town of Thaven, you had stopped for a well-earned rest beneath an old apple tree. A voice from above called your name.

"Tarklo Dirge, born of Ramnit Dirge?" called the voice. Looking up, you spied a large crow wearing a leather mask, eyeing you with interest: a nosoi psychopomp, courier and scribe from the land where spirits go after death. Psychopomps have some connection to duskwalkers, but you've never cared to find out what. You suspect learning more might jeopardize the freedom you treasure.

"Tarklo Dirge, born of no one," you replied sullenly, wishing only to be left alone to finish your apple.

"Ah, that's not what the records say," insisted the nosoi. "Your soul fragment originated from a duskwalker named Ramnit

Dirge, deceased thirty-one years ago, returned to the boneyard, and recycled into Tarklo Dirge."

Unfortunately, that all sounded right. You're 31 years old, give or take, and that's your name.

"I don't owe the psychopomps anything," you grumbled.

"Ah, technically you don't owe me, Monody, anything. But you owe the psychopomps *everything*," insisted the nosoi. "For now, I'm to identify a particular tomb and let you know that its primary inhabitant, a woman named Imogrin Thavelshenk, has slipped the cycle of souls and returned as an incorporeal undead. We need you to destroy her spirit so her soul can progress."

You sighed, cast aside the apple core, and ensured your hatchets were strapped to your side. "Okay, where is this Thavelshenk tomb?"

"I'll show you myself," said Monody, settling his feathers with a bit more pomp that was warranted. "As I'm to accompany you on this significant task."

Great. Another mouth to feed.

MONODY

You'll be accompanied by a nosoi psychopomp named Monody. A nosoi resembles a raven with a leather mask reminiscent of a plague doctor's mask. Monody is a fussy pedant who does his best to stay out of fights. He virtually never does what you would find useful or convenient, with two important exceptions. First, once per day Monody casts *sound burst* when and where you ask; you need to spend

an action to request that he do so. Second, he can use his Medicine skill to Treat Wounds on you without needing healer's tools. In case it matters, Monody's statistics are as follows.

Monody, Nosoi **Creature 1**

Unique, N, Tiny, Monitor, Psychopomp

Perception +6; darkvision, lifesense 60 feet

Languages Abyssal, Celestial, Infernal, Requian

Skills Acrobatics +6, Boneyard Lore +8, Medicine +8, Performance +6, Religion +6, Society +2, Stealth +6

Str -1, **Dex** +3, **Con** +1, **Int** +1, **Wis** +1, **Cha** +3

Lifesense (divination, divine) A psychopomp senses the vital essence of living and undead creatures within the listed range.

AC 16, **Fort** +4, **Ref** +8, **Will** +6

HP 18; **Immunities** death effects, disease;

Resistances negative 3, poison 3

Speed 15 feet, fly 40 feet

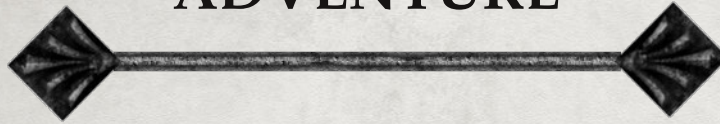
Melee ♦ beak +6 (finesse, magical), **Damage** 1d4-1 piercing plus spirit touch

Divine Innate Spells DC 16; **4th** *read omens, talking corpse*; **2nd** *invisibility* (at will; self only), *sound burst*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The nosoi takes the appearance of a raven or songbird. This doesn't change its Speed or modify its Strikes.

Spirit Touch A nosoi's Strikes affect incorporeal creatures as though etched with a *ghost touch* property rune and deal 1d6 negative damage to living creatures or 1d6 positive damage to undead.

PLAYING A SOLO ADVENTURE



This adventure is designed for solo play, without a GM. Generally, you'll read through this adventure as you go, selecting your encounters from those available to you at each point in the story. It's written to provide you with a challenge, but most of the decisions during the adventure are yours: where to go, how to interact with the environment, and what happens when you do. You should keep in mind this overarching rule when making your decisions: what would be the most fun right now? Keep that in mind, and you won't go wrong—even if your character doesn't make it.

A solo adventure brings the following special considerations that aren't present in a typical RPG.

ALL THE RULES ARE YOURS

You're responsible for all the rules in the game, and you're not holding anyone up by stopping the game to reference something you didn't know, like the range of *sound burst* or what a monster's Improved Knockdown ability does. Feel free to learn! Experiencing the rules on both sides of the game will make you a better player *and* GM.

YOU'RE ALSO THE MONSTERS

This means that you not only play the part of a character, but also all of the enemies you face. During combat, you should roll for the monsters as well as for your character, and have them act as reasonably as you think they would. Generally, this means attacking your character in the most straightforward way possible, using their best attacks. For example,

pairs of monsters try to flank you if they can. Monsters don't have any reason to hold back. If you defeat monsters, they don't reappear in the room unless indicated otherwise.

YOU KNOW THE ADVENTURE

You have perfect knowledge of the adventure, particularly if you're replaying it, and know where everything can be found. You're still bound by the result of your skill checks, and, most importantly, you can only attempt relevant checks once. If a treasure requires a successful DC 15 Perception check to locate, and you only roll a 14, you can't get the treasure. You can't keep trying again and again until you find it! You know the treasure is there, but your character does not, so you should move on. The same goes for secret doors; if you fail the Perception check, your character can't use the secret door, as the character doesn't know it's there.

Even though the adventure provides you with the relevant map, you might want to draw out the rooms you encounter on a battlemat or large sheet of graph paper and use miniatures to represent your character and any enemies, just as you might in a normal RPG. As you move from room to room, go to the appropriate room description indicated on the map. You're not likely to encounter all the rooms in order, and skipping around—even skipping around a lot—is fine.

YOU ADJUDICATE ACTIONS

Many of the actions you'll take as a character in a solo adventure have set difficulties and specific effects. For example, if you attack a

monster, your attack roll is made against the monster's AC, and you deduct your damage from the monster's Hit Points. The adventure will provide you with many opportunities for using your skills against a particular DC, with results set forth in the adventure.

However, there are many other things you might want to try that aren't specifically called out in the adventure. For these, you should pick a relevant skill or ability score, set a DC and a consequence, and determine the number of actions required.

PICK A SKILL

Determine which skill seems most relevant to the task at hand; if it's not a skill you have, then you'll make this check untrained using your ability score instead. Here are some suggestions for how to use skills beyond the skill uses set forth in the *Pathfinder Core Rulebook*.

Acrobatics is a good choice for any check requiring whole-body agility, such as swinging on a chandelier, sliding across a sheet of ice, or rolling under a rapidly closing door. If you're reacting to something being done to you, like avoiding falling over from some effect, a Reflex saving throw is better than an Acrobatics check.

Arcana is useful for noticing a magical effect, or getting a hunch that some arcane magical effect is in the area.

Athletics is the best choice for anything involving physical prowess, such as lifting

something heavy, jamming a door closed, or shoving your hand into acid to grab something. If you're reacting to something, like withstanding a wave of water, a Fortitude saving throw is better than an Athletics check.

Crafting is best if you're making anything. The existing Crafting rules are pretty robust, but a Crafting check also works in a pinch for jury-rigging something, like making a lasso out of vines or lashing logs together as a raft.

Deception is not only good for directly lying to someone, but also for misdirecting someone in a sneaky way, quickly sending someone off on a wild goose chase, keeping your true intentions to yourself, or hinting that you're someone you aren't. Keep in mind that bluffing your way through an entire dungeon by pretending to be "just one of the guards" isn't likely.

Diplomacy is usually the best default choice for talking to someone, including convincing someone to stand down when you clearly have the upper hand.

Intimidation is useful if you want to scare someone, and is also the best choice if you want to do something that's intended to scare someone, like construct a scary totem or put a blood-soaked warning on a door.

Lore and **Perception** might be situationally appropriate, but since you're reading the adventure, your character is assumed to have more knowledge than usual, such as a monster's abilities, weaknesses, intentions, and so on. If there's something that requires a specific Lore check or a Perception check to identify, the adventure says so.

Medicine is the most useful skill for patching yourself up between fights, of course, but it's also the best choice for dealing with or evaluating wounds on yourself or others.

Nature is a good choice for anything involving knowledge or affinity with animals, fey, or the natural world. Examples include mounting an animal that doesn't want to be ridden or deciding which fungus tastes best. If



this isn't about something you've learned but about general proficiency in the wild, Survival is a better choice.

Occultism is useful for noticing curses or magical effects on creatures, or convincing someone you have mystical powers.

Performance is a good choice when you want to make an obvious distraction that involves noticing you and possibly copying you, like getting someone to join in a dance or getting them to lunge for you when there's a hidden pit or danger in the way. If you're trying to be sneaky about misdirecting someone, Deception or even Stealth are better options.

Religion is useful for just about anything involving faith, celestials, fiends, or undead.

Society is useful for combing an urban area for information (without actually interacting with anyone, which would be Diplomacy), rearranging things in an urban setting to look innocuous (like moving a hay wagon under a high window you intend to leap from later), or faking most kinds of writing.

Stealth is best for anything that involves hiding you, an object, or another creature.

Survival is useful for manipulating a natural hazards like setting up a deadfall, finding the right moment at sundown to launch an advantageous attack, or setting up obvious tracks to fool someone else.

Thievery is a good choice for anything requiring hand-eye coordination, like threading a rope through a small hole, catching a small item that's falling or rolling away, or opening a door without touching its latch.

Sometimes an **attack roll** is be a better option than a skill, like if you want to cut a chain holding something up or shoot a flaming arrow to start something on fire.

SET A DC AND CONSEQUENCES

To set the difficulty of a task: just decide whether you think the task could be attempted

even by an untrained novice (DC 10), requires a little skill or familiarity (DC 15), requires a moderate amount of skill or familiarity (DC 20), requires an extraordinary amount of skill or familiarity (DC 30), or is something only a few people would ever be able to do (DC 40). If in doubt, you should use a DC of 20. You can also consider using the appropriate DC for your level, as set forth in the *Pathfinder Core Rulebook*. Using this DC means a character of your level is slightly more likely to succeed than not, but note that this doesn't mean your specific character is more likely to succeed.

You probably have something in mind for successfully making the check; this often means delaying some effect (by shoving a bookshelf against the door, the gnolls can't get through until they shove the door open) or imposing some condition (by spilling cooking grease on the floor, anyone rushing through the room is flat-footed and slowed 1. A success shouldn't take any combatant entirely out of a fight or eliminate a danger completely, but a critical success might.

You should also decide whether your check has a consequence for failure. Sometimes, the situation you're envisioning has an obvious effect of failure. For example, if your Intimidation check to hang bark effigies from the trees to keep the lizardfolk at bay, the lizardfolk aren't impressed and just attack you.

If it seems like a failure should give you some damage or give you a debilitating condition, use the following guidelines.

Damage: Failure does you 1d6 damage for every 10 points of the DC. For example, failing an Acrobatics check to swing on a chandelier with a DC of 20 would deal you 2d6 damage. The damage would be of the appropriate type for the failed task. If you critically fail this check, double the damage and apply some appropriate debilitating condition to yourself (like being prone).

Condition: You should give yourself a condition with a value equal to 1 for every 10 points of the DC. For example, failing an

Athletics check to lift something heavy with a DC of 30 might make you enfeebled 3. If there's no way to clear this condition (like slowed or stunned, which go away on their own, or sickened, which you clear by retching), then it should last 1 round. On a critical failure, the condition instead lasts 1d4+1 rounds.

DETERMINE THE ACTIONS

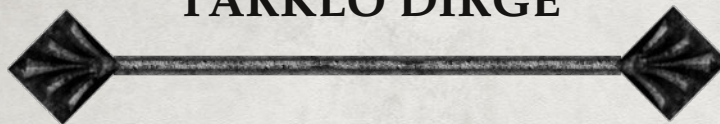
Most attempts only take a single action, but some might be a longer activity that take 2 or 3 actions to resolve (or even multiple rounds or minutes). Judge this based on the time you think would be involved. You should also determine whether the attempt has any applicable traits, like Attack, Concentrate, Manipulate, or Move, if they're relevant. For example, most attempts to physically impair someone should have the Attack trait, which makes a multiple attack penalty relevant if performed during combat.

DANGER IS GREATER, BUT YOU CAN RETRY!

As with any Pathfinder Second Edition game, your character has a Hero Point to spend on rerolling a die roll. You can also use Hero Points to recover from dying by performing a heroic recovery; if you don't do so when there's still an active monster or danger in the room, you die, and your adventure is over. The adventure indicates when you gain more Hero Points.

It's possible that your character will die in the dungeon before reaching the end. In this case, you can simply try again, starting from the beginning, with all the monsters and dangers back in their places. If you want some variety, you can create a character of your own instead of using the one provided for you; just make a normal character of the same level. Some elements of the adventure might rely on features the provided character has, like darkvision or a good Athletics skill, so be careful when doing this!

YOUR CHARACTER: TARKLO DIRGE



For this adventure, you're playing a duskwalker ghost hunter named Tarklo Dirge. His statistics are below. You'll use these to fight foes, make skill checks, and do all the things you'd normally do with a Pathfinder Second Edition character.

Tarklo Dirge

Creature 4

Unique, N, Medium, Duskwalker, Human, Humanoid

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +8, Athletics +10, Intimidation +6, Nature +8, Stealth +10, Survival +8

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

Items explorer's clothing, composite longbow (20 arrows), hatchet (2), leather armor

AC 21; **Fort** +9, **Ref** +12, **Will** +10; +1 status to all saves vs. death effects

HP 56; **Immunities** effects that would transform their body or soul into an undead; **Resistances** negative energy 2

Speed 25 feet

Melee ♦ hatchet +14 (agile, sweep), **Damage** 1d6+4 slashing

Ranged ♦ composite longbow +12 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing

Ranged ♦ hatchet +12 (agile, sweep, thrown 10 feet), **Damage** 1d6+4 slashing

Ghost Hunter Tarklo's weapons have the benefits of the *ghost touch* property rune on attacks against incorporeal undead.

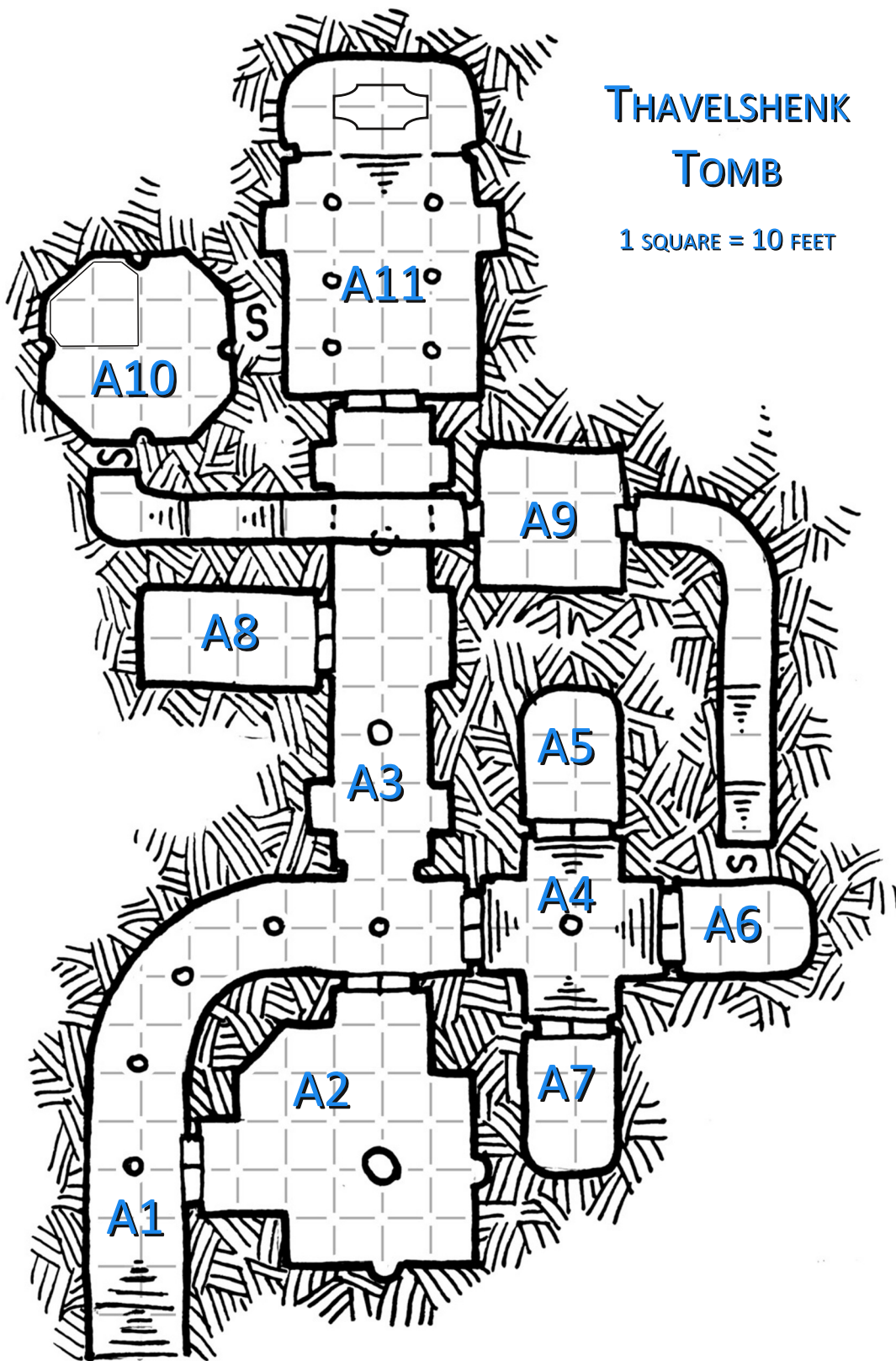
Hunt Prey ♦ Tarklo designates as his prey a single creature that he can see and hear or that he is Tracking. He gains a +2 circumstance bonus to Perception checks when he Seeks his prey and a +2 circumstance bonus to Survival checks when he Tracks his prey. He also ignores the penalty for making ranged attacks within his second range increment against his prey. The first time Tarklo hits his hunted prey in a round, he also deals 1d8 additional precision damage. Tarklo can have only one prey designated at a time.

Quick Draw ♦ Tarklo Interacts to draw a weapon, then Strikes with that weapon.

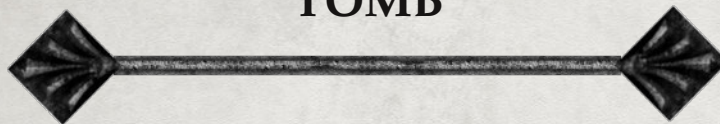
Twin Takedown ♦ **Frequency** Once per round; **Prerequisites** Tarklo is holding a melee weapon in each hand; **Effect** Tarklo makes a Strike against his hunted prey with each weapon in his hands. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

THAVELSHENK TOMB

1 SQUARE = 10 FEET



THAVELSHENK TOMB



The tomb haunted by the spirit of Imogrin Thavelshenk is an ancient, crumbling structure deep underground. The stone masonry that once stood fast against time and decay is failing, allowing rivulets of water, profusions of lichen, and a dank odor to permeate the entire structure. Shadows pool thickly in corners and shift when you view them out of the corner of your eye. The ceilings throughout the tomb are 10 feet high.

The marked doors are swollen with moisture and hard to open; each requires a 1-round activity (three actions) to open up. They remain open until closed, which is another 1-round activity.

There are three secret doors in the tomb, but your character doesn't know they're there. You only spot them by Searching a room with a secret door and succeeding on a DC 20 Perception check. The secret doors are tricky to use; like the other doors, they take a 1-round activity to open.

Only a few fitful *everburning torches* illuminate some of the tomb's chambers, but that's okay. You and Monody can both see in the dark.

A1. COLUMNED ENTRANCE

Stairs lead down deep into the earth. The hallway at the bottom makes a gradual bend to the right. A pair of wooden doors, swollen in their frame, lead to the east. The hallway is interrupted by a series of floor-to-ceiling columns. Each depicts the same woman, a haughty aristocrat looking down her nose with undisguised contempt.

"Ah, here we are!" chirps Monody. "I know Thavelshenk's ghost is in a sepulcher at the far end of this hallway, past a pair of double doors. But she is powerful, perhaps too powerful for you to defeat right away. There are three icons of her life you should collect. The presence of each will weaken her grip on unlife, so you should carry as many of them as you can find when you confront her. They are a marble candlestick, a silver comb, and a golden snuffbox. She liked her fine treasures, apparently. You don't *need* all of them, but the more of them you have, the better. I also have this map."

With a shake of his head, Monody's leather mask slips a bit and a piece of parchment flutters out. The parchment is the map on page 6. "I know there is a secret passage in the tomb," the nosoi admits, "but not how to access it. You'll just have to keep your eyes open."

As the nosoi speaks, a rush of air and a grinding noise comes from behind you. The enormous stone doors to the tomb swing shut, trapping you inside. They are far too heavy to



move and far too thick to carve your way through.

“Ah, the tomb also has a defense against intruders. I forgot to mention. The doors won’t open until Thavelshenk’s ghost is defeated. I’m afraid we’re both stuck here until the task is done.”

You could wring the nosoi’s neck, but you suspect you might need him before you’re through.

SURVIVAL IN THE TOMB

You don’t have any supplies, and that apple you ate already seems like hours ago. Each time you want to get a full night’s rest in the tomb, you must succeed at a DC 15 Survival check to find enough to drink and eat. This DC goes up by 5 each time you try. Your first failure has no penalty. Your second failure leaves you fatigued for the rest of the adventure. On your third failure, you die and your adventure is over. (Note that this replaces the usual Subsist downtime mode activity.)

You can’t take downtime mode activities while in the tomb. There just isn’t enough by way of supplies or peace and quiet.

A2. SLIMY BALLROOM (MODERATE)

You heave open the doors to this room and are surprised to find a large chamber decorated like a ballroom. Tapestries on the walls might have once been fine, but they’re covered with a strange fungus that gives an unpleasant odor. Some of these tapestries have been scraped clean, their fungus collected in filthy buckets beneath the tapestries. Several flagstones in the floor have been pulled up to function as a crude fire pit. A small fire burns within it, casting long, strange shadows around the room.

Creatures: Three duergar sharpshooters are in this room, next to the fire pit. They’re obviously collecting the smelly fungus for some purpose—the fire indicates that they’re cooking it, but it’s not clear what they’re trying to concoct with it. The duergar sharpshooters

are ready with their weapons. They first cast *invisibility* and fire their bola bolts. Whether or not they immobilize you, they cast *enlarge* and enter combat with their light maces. Remember that you can make an Escape DC with either your Acrobatics or Athletics skill: you’ll want to use Athletics.

Duergar Sharpshooters (3)

Creature 0

LE, Medium, Duergar, Dwarf, Humanoid

Perception +4; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +3, Stealth +5

Str +1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +2, **Cha** -2

Items chain shirt, crossbow (3 bola bolts and 10 bolts), light mace

AC 17, **Fort** +7, **Ref** +7, **Will** +4; +2 status to saves vs. magic

HP 16

Light Blindness

Speed 20 feet

Melee ✦ light mace +5 (agile, finesse, shove),
Damage 1d4+1 bludgeoning

Melee ✦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing or bola bolt

Occult Innate Spells DC 12; **2nd** *enlarge* (self only), *invisibility* (self only)

Bola Bolt This shot deals no damage, but on a hit, the target must succeed at a DC 16 Reflex save or be knocked prone and immobilized until it is freed with a successful DC 15 check to Escape. This check can be attempted either by the target or a creature adjacent to the target.

Treasure: If you succeed at a DC 18 Nature check, you realize the smelly fungus can be cooked into a foul-tasting brew that functions as moderate eagle-eye elixir, and you prepare one dose that you can use whenever you like. If you fail this Nature check, you’re certain the fungus is inedible.

A3. HALL (MODERATE)

This long hall has several alcoves. An alcove to the southwest contains a double door. The most impressive double door, however, stands

to the north. It bears the imperious image of Imogrin Thavelshenk, arms held wide in welcome but with a sneer on her face that belies this sentiment. Two columns stand in the middle of this room, each covered with several small holes no bigger around than a halfling's finger. You can just make out what looks like a panel on the far side of the northernmost pillar.

Hazard: This hall contains a poison dart gallery trap that triggers as soon as you step into it. You can move into areas **A2** or **A4** without entering the hall, but you need to pass through the hall to enter area **A8** or area **A11**. When you enter the hall, roll initiative for you and for the trap. Monody thinks better of entering the hall, and won't go in or help at all until you've disabled the trap.

You can't see the control panel well enough from outside the hall to attack it, but you can attack it from within the hall.

Poisoned Dart Gallery

Hazard 2

Complex, Mechanical, Trap

Stealth +6 (trained) or DC 21 (expert) to notice the control panel (but you have already spotted it)

Description Countless holes launch poison darts in a hallway with a control panel on the far end.

Disable Thievery DC 13 on the control panel deactivates the trap.

AC 18; **Fort** +5, **Ref** +9

Hardness 3, **HP** 24 (BT 12) to destroy the wooden control panel and disable the trap; **Immunities** critical hits, object immunities, precision damage

Dart Volley ⤴ (attack); **Trigger** A creature enters the hallway or ends its turn in the hallway.

Effect The trap makes a poisoned dart Strike against the triggering creature, then rolls initiative.

Routine (1 action) The trap launches one dart against every creature in the gallery as 1 action. Because it launches darts continuously, the trap can also use the Continuous Barrage free action (see below) to launch darts at each creature during that creature's turn.

Ranged poisoned dart +11, **Damage** 1d4 piercing

plus flesztte poison; no multiple attack penalty

Continuous Barrage ⬠ **Trigger** A creature within the active gallery finishes an action. **Effect** The trap makes a poisoned dart Strike against the triggering creature.

Flesztte Poison (poison); **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and clumsy 1 (1 round); **Stage 2** 1d4 poison damage and clumsy 2 (1 round); **Stage 3** 1d4 poison damage and clumsy 3 (1 round)

Reset The trap deactivates and resets after 1 minute.

Secret Hatch: There's a secret one-way hatch in the ceiling directly above the control panel on the northern pillar. This secret door doesn't appear on the map, so even Monody doesn't know it exists. If you search the area and succeed at a DC 22 Perception check, you spot it and can use it if you'd like. The hatch leads up into the hallway between area **A9** and area **A10**. However, you can't use it to come back down here; the secret hatch is one-way only. From the upper hall, you can access the door to area **A9** or you can see the back side of the secret door to area **A10**. You don't need to check to spot the door to area **A10**; that secret door is obvious from the back side.

If this is the first time you've discovered a secret door in Thavelshenk Tomb, you gain 1 Hero Point!

A4. WELL CHAMBER

This chamber has a sunken floor and an old stone well in its center. Unfortunately, the well is long dried up. All the doors leading out of this room look the same, except for the door to the north. That one has small, barred windows that reveal a cell.

A5. ABANDONED CELL

This room was once obviously a prison cell. Rusted manacles hang from the walls to the

north, west, and south. Some of the manacles rattle ominously despite the lack of breeze, and you suspect this is Imogrin Thavelshenk's malevolent influence. Who puts a cell in their tomb, anyway? Not anyone you'd care to socialize with.

Treasure: One of the chains has a blood-stained *owlbear claw* affixed to it. You spot this treasure if you succeed at a DC 16 Perception check; otherwise, you're not aware it's there.

A6. FORSAKEN ARMORY (MODERATE)

A few rusted weapons hang from the walls of this room on decrepit weapon racks. The far end of the room, opposite the door, has a single suit of armor on display.

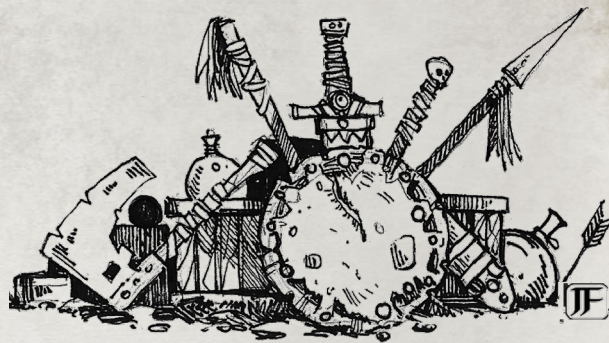
Creatures: The animated armor lunges forward to fight you as soon as you open this door. It doesn't start with its glaive in its hand, but its first actions in combat are to walk over to the south wall and grab it as an Interact action. The glaive is useful only to the animated armor, and it falls to pieces when the animated armor is destroyed. (Note that the animated armor's Hardness makes it very difficult for Tarklo to damage; you'll likely have to rely on the Twin Takedown ability to overcome this foe!)

Animated Armor **Creature 2**
N, Medium, Construct, Mindless
Perception +6; darkvision
Skills Athletics +9
Str +3, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 17 (13 when broken); construct armor; **Fort** +10, **Ref** +3, **Will** +4

HP 20; **Hardness** 9; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, an animated armor has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated armor is reduced to less than half its Hit Points, or immediately



upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 13.

Speed 20 feet

Melee ♦ glaive +11 (deadly 1d8, forceful, magical, reach 10 feet), **Damage** 1d8+4 slashing

Melee ♦ gauntlet +9 (agile, free-hand, magical), **Damage** 1d6+4 bludgeoning

Treasure: One of the weapons gleams as though new. It's a +1 *striking hatchet*, strangely similar in appearance to the hatchets you currently carry. You don't need to search to find it; it's obvious. None of the other weapons are worth anything.

Secret Door: You need to search the room and succeed at a DC 20 Perception check to notice the secret door here. If you find it, you can proceed to area A9. If this is the first time you've discovered a secret door in Thavelshenk Tomb, you gain 1 Hero Point!

A7. TREASURE VAULT (SEVERE)

Wooden chests, statuary, opulent furniture, and other ornamentation rests in what is obviously a treasure vault. However, every scrap of metal in the room—including the coins that must have filled the chests and the hinges and locks of the chests themselves—have all been reduced to drifting heaps of valueless rust.

Creatures: A rust monster is happily gorging itself on the corroded mess it's made of this room. It's not clear how the monster got in here, as it can't open the doors, but you have

a more pressing matter: it senses your hatchets, and it attacks in the hopes of an easy meal.

As a reminder, your hatchets have 20 Hit Points each, and become broken if reduced to 10 Hit Points or fewer. Estimate the Hit Points of other items you might have picked up in the tomb based on the table in the Materials section of the Crafting & Treasure chapter of the *Pathfinder Core Rulebook*.

Rust Monster

Creature 3

N, Medium, Aberration

Perception +8; darkvision, metal scent 30 feet

Skills Athletics +7 (+13 to Disarm a metal item)

Str +0, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

Metal Scent A rust monster can smell metal as a precise sense.

AC 19; **Fort** +8, **Ref** +10, **Will** +6

HP 40

Tail Trip **▷ Trigger** A creature carrying a metal item attempts to move out of a square within reach of the rust monster's tail. **Effect** The rust monster makes a tail Strike against the triggering creature.

Speed 35 feet, climb 10 feet

Melee **◆** antenna +10 (finesse), **Effect** rust

Melee **◆** mandibles +8 (finesse), **Damage** 1d10+4 piercing

Melee **◆** tail +8 (finesse), **Damage** 1d4+2 bludgeoning plus Improved Knockdown

Antenna Disarm **◆** The rust monster attempts to Disarm a metal item a creature is holding using its antenna (with the same modifier as an antenna Strike). On a success, the item is subject to the rust monster's rust ability (see below) in addition to the effects of the Disarm, and if the check to Disarm is a critical success, the rust monster drops the item on the ground in its own space.

Rust A rust monster's antenna causes metal to rapidly rust and corrode. If it succeeds at an antenna Strike or Disarm attempt with its antenna, the rust monster deals 2d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness. If the rust monster hits an unattended metal item, the item takes this

damage automatically. If a creature uses the Shield Block reaction with a metal shield against an antenna attack, the shield is automatically broken, but no other item is rusted on that attack.

Treasure: Two high-backed wooden chairs haven't captured the rust monster's interest and remain in good condition. Each is worth 40 gp, but they are exceptionally heavy (12 Bulk each).

Marble Candlestick: The most useful item to be found here is a sturdy marble candlestick. It's likely only worth a few gold coins on its own, but it's one of the items helpful to face Thavelshenk's wraith in area **A11**. Poking through the rust for a few minutes automatically uncovers it.

A8. BOUDOIR (MODERATE)

This large room is decorated as a noblewoman's boudoir, complete with vanity table, paneled screen for dressing, metal washbasin, and several armoires stuffed with ruffled clothing. The clothing is predominantly in shades of red and white, with a great deal of silver. The clothing has weathered the passage of time remarkably well, hinting at some preservative magic pervading the boudoir.

Creatures: Two mitflits are here along with their pets, three giant centipedes. The mitflits are currently exploring the room: trying on wigs, draping themselves in jewelry, and wrapping themselves in silk hair-ribbons. The centipedes are slowly chewing its way through a large box of shoes.

All of these foes leap to fight as soon as the door is opened. If the centipedes and one of the mitflits is defeated, the surviving mitflit does its best to flee. It doesn't have anywhere to go, however; it isn't strong enough to open any of the other doors in the tomb. It simply wallows in fear and pity by the main doors to the tomb until you decide to dispatch it or you get the doors open and set it free.

Mitflits (2)

Creature -1

LE, Small, Fey, Gremlin

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

Str -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword

AC 15, Fort +2, Ref +7, Will +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ♦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; **2nd** *speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

Giant Centipedes (3)

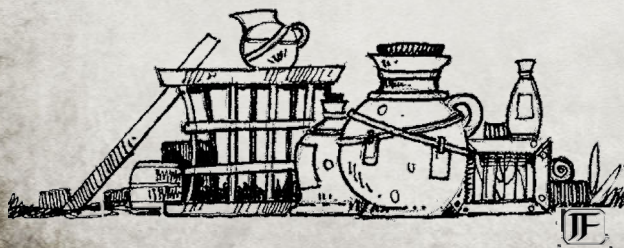
Creature -1

N, Medium, Animal

Perception +6; darkvision

Skills Acrobatics +6, Athletics +2, Stealth +6

Str -1, **Dex** +3, **Con** +1, **Int** -5, **Wis** +1, **Cha** -4



AC 15, Fort +7, Ref +6, Will +2

HP 8

Speed 30 feet, climb 30 feet

Melee ♦ mandibles +6 (finesse), **Damage** 1d4-1 piercing plus giant centipede venom

Giant Centipede Venom (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage (1 round); **Stage 2** 1d8 poison damage and flat-footed (1 round); **Stage 3** 1d12 poison damage, clumsy 1, and flat-footed (1 round)

Treasure: There's a lot of jewelry and fine clothing in this room. The whole lot is worth about 200 gp, but there's little it can do for you right now. Of more interest is the *ring of energy resistance (acid)* among the jewelry, which is neatly labeled.

Silver Comb: One of the most important items here is Thavelshenk's silver comb. It's stuffed into one of the drawers of the vanity table, and a few minutes of searching automatically locates it. This item is useful when facing Thavelshenk in area A11.

A9. POND ROOM (SEVERE)

The hallways on either side of this room lead to secret doors. These secret doors are all plainly visible from the halls; you don't need to succeed at a Perception check to find them from this direction.

The doors to this room open to reveal a square room with a sunken floor. Although the floor is only a few inches below the level of the hallway floors outside of it, it's filled with a sharp-smelling acid. The acid isn't strong enough to injure you or deep enough to hinder you, but it clings to your feet in an unpleasant way. Monody, skeptical of the acid, simply remains airborne.

Creatures: Two water mephits are playing in the acid of this room, forming it into sticky balls and hurling it at each other. You suspect they've been at this game for a very, very long time by the scrim of slime that covers the walls.

"Someone new to play with!" one of the mephits shrieks.

"No, mine!" shouts the other.

Both of them leap into the air and attack you. Whatever their version of "playing" is, it's not anything you want to participate in. But it seems you have no choice.

One mephit uses its breath weapon on you while the other tries to hang back and cast *acid arrow* at you. They then switch places, and each does the other tactic (*acid arrow* and breath weapon). Then they rush into melee and use their breath weapons as often as they can. Note that the acid in the room isn't deep enough for them to swim or to utilize their fast healing.

Water Mephits (2) **Creature 1**

N, Small, Aquatic, Elemental, Water

Perception +3; darkvision

Languages Aquan

Skills Athletics +6, Stealth +6

Str +1, **Dex** +3, **Con** +1, **Int** -2, **Wis** +0, **Cha** +0

AC 16, **Fort** +7, **Ref** +11, **Will** +4

HP 20, fast healing 2 (while underwater);

Immunities bleed, paralyzed, poison, sleep;

Resistances acid 3, fire 3

Speed 20 feet, fly 25 feet, swim 25 feet

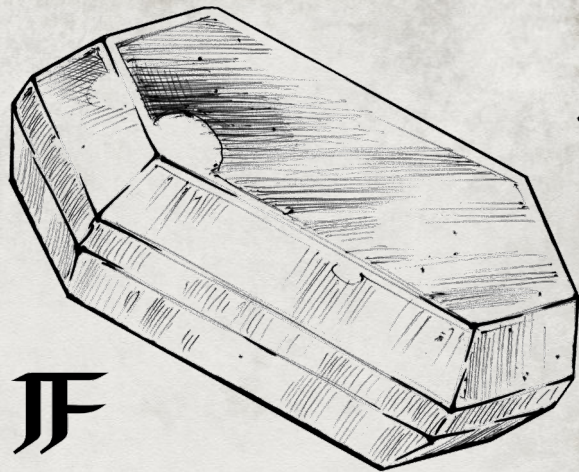
Melee ♦ claw +8 (finesse), **Damage** 1d6+1 slashing

Arcane Innate Spells DC 17, attack +9; **2nd** *acid arrow*

Breath Weapon ♦♦ (acid, arcane) The water mephit breathes acid in a 15-foot cone that deals 2d6 acid damage to each creature within the area (DC 17 basic Reflex save). The water mephit can't use Breath Weapon again for 1d4 rounds.

Drench ♦ (abjuration, arcane, water) The water mephit puts out all fires in a 5-foot emanation. The mephit extinguishes all non-magical fires automatically and attempts to counteract magical fires (+7 counteract modifier).

Golden Snuffbox: Even a cursory search reveals a jumble of loot the water mephits have stashed in a corner of the room. The only item



T

of obvious value is a golden snuffbox. This is one of the key items for defeating Thavelshenk in area A11.

Treasure: The golden snuffbox contains a strange wad of magical moss that has resisted the effects of the acidic fluid. If you succeed at a DC 15 Nature check, you realize that consuming the moss has the same effect as a *lesser healing potion*. On a critical success, you can distill a bit more potency from the moss, and it functions as a *moderate healing potion* instead. If you fail, you don't know what the moss does and don't think it's edible.

A10. GRIM GARDEN (MODERATE)

This room is blazing with bright light from magically illuminated panels in the ceiling. While not nearly as bright as natural sunlight, the light is nevertheless much brighter than the rest of the tomb. The northwest quadrant of the room is a flower bed about 20 feet square. The dirt in the flower bed is churned and loose, and looks healthy, but the only flowers growing are ash-gray, brittle, and dead.

Only one plant in the garden appears to be alive, and it's little more than a brown stick with a dull green leaf. It's growing out of the stopper of a *potion of barkskin* buried in the garden.

Creatures: With a shudder, the dirt of the flower bed roils and churns, and a heap of

dead flesh rises. This is a zombie brute. It doesn't leave the flower bed. If it can't reach you, it hurls a clod of necrotic earth at you. Each time it does, make a DC 5 flat check; if you fail, the zombie brute rips up the ground containing the potion and destroys it.

Zombie Brute

Creature 2

NE, Large, Mindless, Undead, Zombie

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15, **Fort** +10, **Ref** +3, **Will** +6

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus Improved Push 5 feet

Ranged ♦ clod of necrotic earth +3 (range 30 feet), **Damage** 1d6+5 bludgeoning plus 1d6 negative

Treasure: If the *potion of barkskin* hasn't been destroyed by the zombie brute throwing it at you, you can easily locate and claim it after the fight.

Secret Door: You need to search the room and succeed at a DC 20 Perception check to notice the secret door to area **A11**; if you fail, you can't find the secret door.

A11. SEPULCHER (SEVERE PLUS)

You gain a Hero Point when you enter this room!

The sepulcher is a long, dim chamber with a raised alcove in the north end. That raised area is lit with *everburning torches* that glow with a dim, gray illumination. A single sarcophagus resting there is carved with the image of Imogrin Thavelshenk on its lid.

The six columns supporting the ceiling here are also carved with her haughty likeness,

so there isn't anywhere in this chamber free from her gaze. That's perhaps the most eerie thing about this cursed dungeon so far.

Wisps of shadow emerge from the sarcophagus and coalesce into Thavelshenk's malevolent wraith. You've fought many ghosts in your life, but none as powerful as this one. Thavelshenk gives a horrid grin that splits the shadow of her face.

"My dear Dirge, my murderer! Have you returned to accept your vengeance at my hand?"

You pause in confusion. Why would she know you? She died before you were even born.

"Wait! You're not Ramnit Dirge at all! You're only a...part of him? What trickery is this?"

Monody clears his throat, just like a fussy professor might. "Ah, madam, your soul was trapped, unwilling to move on to the boneyard and unable to return to this world. I needed to bring you fully forth, and the only way to do so was to bring your killer into your presence."

You turn to the nosoi. "You used me?"

Monody cocks his head, "Technically, I used the little bit of Ramnit Dirge that makes up your soul. But now Thavelshenk is fully manifested, and you can send her to her eternal rest." He gestures toward the shadowy figure with his wing, inviting you to step forward and face her.

Thavelshenk doesn't seem to care about the details of whose soul belongs to whom. She wails in rage and lunges forward.

Creatures: Imogrin Thavelshenk's spirit attacks as best she can. If you came in through area A10, the light shining in the door from that room gives her pause, and you gain a +4 bonus to your initiative roll in this combat. Keep in mind that the three items which remind Thavelshenk most of her mortality weaken her (as described in the sidebar on the following page).

Imogrin Thavelshenk, Wraith **Creature 6**

Unique, LE, Medium, Incorporeal, Undead, Wraith

Perception +14; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

AC 24, **Fort** +8, **Ref** +14, **Will** +14; +1 status to all saves vs. positive

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↗

Speed fly 40 feet

Melee ✦ spectral hand +17 (finesse), **Damage** 2d8+5 negative plus drain life

Drain Life (divine, necromancy) When the wraith damages a living creature with its spectral hand Strike, the wraith gains 5 temporary Hit Points and the creature must succeed at a DC 23 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the wraith that killed it. It doesn't have drain life or wraith spawn and becomes clumsy 2 for as long as it is a wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will, gains Wraith Spawn, and is no longer clumsy.

CONCLUSION

With Imogrin Thavelshenk's defeat, the eerie shadows and supernatural effects throughout the tomb dissipate. A grinding echoes through the tomb as the doors finally open, setting you

Using the Items

Thavelshenk is weaker for each of the three significant items you carry—hopefully, weak enough to defeat! The three items are the marble candlestick in area **A7**, the silver comb in area **A8**, and the golden snuffbox in area **A9**. Adjust Thavelshenk's statistics as follows for each item (for example, if you have all 3 items, reduce her Perception by 6).

- Reduce level by 1
- Reduce Perception by 2
- Reduce skills by 1 each
- Reduce AC by 2
- Reduce saving throws by 2
- Reduce Hit Points by 10
- Reduce attack bonus by 2
- Reduce spectral hand damage by 1
- Reduce drain life DC by 2

free. Monody gives an awkward farewell and flutters off in an impossible direction, slipping between the planes to return to the boneyard. With luck, you won't see him again.

Now, perhaps, you can find something to eat, and enjoy it in peace!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient

rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v1.0a (c) 2000, Wizards of the Coast, Inc.
System Reference Document (c) 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder Core Rulebook (Second Edition) (c) 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.
Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.
The Duskwalker's Due (c) 2020, Run Amok Games; Author: Ron Lundeen



52-IN-52

**The ultimate RPG
subscription.**

**A product a week
every week for a year
in FOUR game systems!**

**Available now at the
OPEN GAMING STORE**



Run Amok Games

Spectacular Adventures for your Pathfinder Game

www.RunAmokGames.com



Teeth of the Storm

A gruesome scene on a rain-slicked bridge leads the heroes on a nighttime race to grant a restless soul peace. *Teeth of the Storm* is a Pathfinder Second Edition compatible gothic horror adventure. Presented for four to six heroes of 1st level, this adventure also includes notes to run this adventure in the "ultra-horror" style of horror movies, where the body count is sure to rise and only the smart and lucky will survive until sunrise.



Ghosts of Sparwell Lodge

The exclusive Sparwell Lodge has a long and glorious tradition, but time has eclipsed the martial glories of its members. The lodge has suffered mysterious attacks, and the heroes are the only ones who can expose the lodge's secrets before it's too late! *Ghosts of Sparwell Lodge* is a Pathfinder Second Edition compatible mystery adventure for four to six heroes of 4th level.

Available at DriveThruRPG.com

