



THE HUNT
RISE OF EVIL

The Pit of Loch-Durnan

Revised!



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A Hunt: Rise of Evil setting adventure.

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Introduction

"I know your secret, Crimble McCalister!" Barlan the dwarven smith shouted as he cut a deep gash with a sharp knife across his own forearm. Crimble looked to his brother Ian with an amused grin, then slowly turned back to the dwarf.

"Whatever do you mean, Barlan?"

Grumbling and growling the dwarf held the bleeding arm out to him. "Ya know what I am sayin! Heal it priest, if ya can."

Ian frowned and his eyes narrowed. "Why do you question my brother so? We have known each other for nigh on ten years. You know us," he stated with a slow and dispassionate voice.

Barlan would not banter. He stepped up and held out his arm at Crimble again. "Heal it!" The brothers exchanged glances again but made no move.

"Bah, you are not the McCalisters I know. Ya cannot heal it cause ya have lost favor with your god or you are not Crimble at all. Heal it or I'll expose ya to everyone."

Crimble grinned at Barlan, not a friendly grin, like the one the dwarf remembered on the priest not so long ago, but a wicked grin.

"I will heal you and you will say you are sorry."

The dwarf simply nodded and held the arm out with firm resolution.

Crimble stepped up and lightly brushed the dwarf's wound. There was a sickly yellow flash of light that brought a rumbling growl to the dwarf.

Ian shot up from his seat with an outstretched hand.

Suddenly, Barlan found he could not move at all. Ian, the damn sorcerer did something to him, cast some magic that froze him in place.

It was then that the dwarf noticed the slow dark streak that was creeping up like a vine across his forearm and towards his bicep.

"I am still a priest," Crimble stated. "And we are still the McCalisters. But we have found a new way and a new master to serve."

Barlan tried to move, scream or anything, but was totally immobile.

Crimble turned his back on the smith and started to slowly walk out of the study of his family home. "If you think I have killed you, old friend Barlan, you are quite right. But if you think this night marks your

end you are very wrong. It marks your beginning."

Ian smirked, still holding the dwarf in place with his spell. "You should have left well enough alone, now you will join the others in the Pit."

Barlan could not see but he knew the black streak spread swiftly over him. As a strange cloudy darkness overcame his vision he heard the fading laugh of Crimble McCalister and the final words from Ian.

"You should have left it alone."

The Pit of Loch-Durnan is an adventure compatible with the d20 system for 3 to 6 characters ranging from 2nd to 4th level. This adventure takes place in the small hamlet of Loch-Durnan, a town where two sons of the former mayor have fallen on dark ways, and have come to serve an imprisoned evil beast who seeks his release. The pair has sworn to assist the devil in his escape from the powerful crystal he is trapped in under a small mine called the Pit of Loch-Durnan. They can only do this by expanding the influence of the devil's power.

This is a multi-part site-based adventure that should take the party up a level or two. It is designed with five 2nd-level characters in mind, but you can adjust it to accommodate three or four 3rd- or 4th-level characters, etc.

How To Use This Module:

This adventure requires the use of the *Player's Handbook* and other core books from Wizards of the Coast (see OGL for details) and takes place in The Hunt: Rise of Evil campaign setting by Mystic Eye Games, but it can be used with any d20 fantasy adventure setting.

Each part of the adventure is comprised of acts that progress you along the storyline to uncover the wicked ways of the brothers McCalister. During each act there will be certain events that occur. In the shaded box will be the text that the GM should read or paraphrase to the players as they move along. Monsters or NPCs that appear will be detailed in the appendix marked "Important Characters" and "Other Monsters."

The adventure is written in a generic format for use with any fantasy d20 setting. Specifics like the names of gods and the area surrounding Loch-Durnan are left sketchy on purpose. Each section will be accompanied by a Hunt: ROE portion (where appropriate) that will detail how this fits into The Hunt: Rise of Evil campaign setting.



Adventure Background

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Note: The manor house is presented by floor and not by the way the party might traverse the house. Keep in mind that the players will likely be coming from the pit and into the sub-dungeon of the manor house.

Warning: If you plan to be a player and not the GM, you have read too far already. If you continue, it will spoil the twists and turns in the adventure.

In the secluded town of Loch-Durnan, something evil is afoot. The town mayor has died and left his two sons, Crimble and Ian McCalister, in charge of the woodlands community.

Not long after the death of Mayor McCalister, strange things began to happen in town. People would turn up missing only to materialize days later. They seemed no worse for wear and went back to their duties, not knowing what happened to them.

In truth, the brothers killed their father and are seducing or charming the townsfolk to the worship of a devil named Warphit. Warphit is trapped in a crystal prison beneath the town's small mine. Gold from that mine, called the Pit of Loch-Durnan, has made the hamlet very profitable. They have kept it quiet, though, to avoid raids. The brothers were once the foremen of the mining operation under their father and the dwarven smith, Barlan.

In their efforts to uncover larger veins of gold, the brothers unearthed a chamber that had been buried in a collapse by the mine's previous owners (who remain unknown to the people of the town). The chamber contained a large, pulsating crystal of a sickly yellow color. This holds the trapped immortal spirit of Warphit, an ancient, but relatively minor devil.

The devil is greatly weakened in the nearly indestructible crystal prison, but he can use some of his infernal powers to affect those nearby. Once the brothers discovered the crystal, Warphit went to work seducing them. Ian was simple; a sorcerer lusting for power. But Crimble was more difficult, being a cleric of the local lawful neutral god. It took time and Ian's help to finally seduce the cleric. Finally, he became the first wicked cleric of Warphit. Crimble was the key to Warphit's

release, a cleric that could gather worshippers and minions. Warphit also takes pleasure and gains power from suffering, fear, and death. These things would feed the infernal lord and finally give him the power to escape.

Plotting, the two brothers went to work seducing the townsfolk. Those that they could not sway or charm were used for the creation of undead minions, or for terrible experiments by the brothers in the name of Warphit.

As this adventure begins, the entire hamlet has been seduced, enslaved, or otherwise disposed of. The brothers are forced to go to nearby communities to attract others to Loch-Durnan, while preparing a smaller crystal to take to surrounding towns. The brothers will not go out themselves, as the devil wants his two allies to stay close. Usually, they will send a villager to a larger town to attract those who would not be missed.

There are a few tactics the townsfolk use when attracting new blood to the hamlet. (See **Adventure Hooks** below). The goal for the brothers is to trap adventurers in the pit and let them wander, thus testing the strength of their new minions. This would feed the twisted pleasures of their infernal lord, and ultimately induce the adventurers to stumble upon the crystal to be swayed or killed. The party is actually the second group to be put into the pit—the first group met their untimely demise.

Other Campaigns: Loch-Durnan should be located near a secluded lake. The hamlet is built against a small ridge, with the pit is along the wall of said ridge. The townspeople use a special basket devised to lower victims into the pit. There should be a small road (mainly just wagon ruts in the grass) that leads to the hamlet. This road should be at least four to seven days from a major community and deep within a wooded area (see the map to Loch-Durnan).

The Hunt: ROE: Loch-Durnan is best located south of Delaware, deep in the Dunreth Vale. To place the hamlet, go south three days on the old road, then southeast on the Mill road. At about its center, one day's travel, is the turn to Loch-Durnan and leads another half day east to reach the village on the small lake. If the adventurers were to go any further down Mill road, remind them of the terrible haunted mill at the road's end, where the dread bandit Lord Malway and his witch met their doom at the hands of the merchant princes. This is not a place for young adventurers.

Adventure Hooks:

Greed and Valor:

After watching the party in the local tavern of a large town, Gormon Wilbur (Com2; 7 hp)

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and Willy Burbash (Com 1; 4 hp) will approach the characters at the inn. Both Gormon and Willy are villagers seduced by the brothers and Warphit.

Each of them has a small knotted bracelet of colored nemp that Crimble has managed to enchant, giving off a false alignment reading if there is an attempt to detect it on the pair. The bracelets only last for about two to three weeks before losing their potency, and it will make the wearer appear as if his alignment is the opposite of what it really is.

When they approach one of the characters, this is what they will generally say:

"Good day, I could not help but note that you are apparently well equipped for travel and some adventure. I am Gormon and this is my friend, Willy. We are from Loch-Durnan, a small village a few days from here.

We would like to employ your services on behalf of our village. None of us are much more than simple miners, and our mines have had a sudden infestation of goblins. We could use your assistance in clearing them out and are willing to pay.

Our mayors have given us permission to offer payment of a nugget of gold, valued at 100 pieces, to each of you who come plus a room, bed, and good country food for the duration of your stay."

Both Gormon and Willy are of middle years. Gormon has a distinct limp and an obviously twisted right leg. He has brown hair and brown eyes, smiles a great deal and seems jovial. Willy is a simple man, fit from working in the mines, though a bit nearsighted and balding. He will let Gormon do all the talking and simply bob his head in agreement to anything Gormon says. Both men seem very sincere.

The characters may question them at this point. Here are Gormon's responses to some of the common questions he may get from the players.

Who are your mayors?: Brothers they are, Ian and Crimble McCalister. Ian is a sorcerer of some skill and Crimble is a cleric of (your campaign's local LN god).

The Hunt: ROE: *Crimble is a priest of the Pantheon and follows the All Father.*

Why have they not done in the goblins?: They have tried; Crimble was wounded and two other townspeople were killed. They would go back and

try again, but they fear leaving the hamlet without a leader.

When did the goblins come to the mines?: A few weeks back.

Where did they come from?: We do not know. The mine existed before Loch-Durnan, and it is not yet completely explored.

How many goblins do you think there are?: We aren't sure, but Crimble and Ian killed at least ten.

Is the mine a "gold" mine?: Yes, but please, we have come to you in good faith and would hope you will not spread that around.

How come the goblins do not attack the village from the mines?: Because we use a special basket to lower our miners into the mines themselves. This is the only way in, and it is too high for the goblins to find a way up.

Has anyone else tried?: No, you are the first we have asked.

How far is your village?: Four to five days from here in the forest.

How did you hurt your leg?: A simple and foolish mining accident with a cart.

Encounter On The Road:

Here is an alternative adventure hook.

The adventurers come across Gormon and Willy on the road beset by two bandits (War1, hp 8 each). Willy will be wounded, but not badly (3 of 4 hp left), and Gormon will be pleading for their lives. If the party kills the bandits or drives them off (they will not be brave in the face of real adventurers), Gormon will relate the tale told in **Greed and Valor** above and have a similar conversation to what is described there. He will add that the gods must be favoring him this day.

You might come up with many other ways for the party to want to head for Loch-Durnan, but these are the best ways. Remember that you are setting up your PCs to be betrayed when they are in Loch-Durnan.

They will think it a straight forward "save the town adventure," but it is not.

If your players want to spend a little time gathering rumors about the hamlet, there is little to none. A Gather Information check (DC 16) will gain them only this. A roll must be made for each rumor.



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There is a gold mine in a hamlet in the woods not far from here, but no one is sure about it.

A mayor of a local hamlet (could be Loch-Durnan) passed away and left his two sons in charge. One is a priest.

A priest of the LN god in the area is one of the new mayors of a town nearby. They seem to be having some trouble of late.

It should be noted, all of Gormon's comments are mostly true. The goblin attack did occur, and Crimble was wounded. All Gormon left out was that the goblins are now the devil's servants. Gormon has been instructed to tell the truth about all things other than the fact that Crimble is no longer a priest of the LN god. He simply does not discuss anything regarding the hamlet's new patron devil.

If the party decides to go to Loch-Durnan, the pair will be very excited and treat the party to what they call a fine dinner (really it is simple and cheap). The pair then informs them that they can leave first thing in the morning.

If the party has second thoughts, Gormon will double the reward (they do not intend to give it to them anyway). This is to add some validity to the claim of who they are and what they want.

Act I: On The Road to Loch-Durnan:

The first part of the adventure will start the morning of the day after the party accepts the commission to help the hamlet. Gormon and Willy will meet them in the inn's common room at sunup. Allow time for the adventurers to buy anything that they might need. The pair are friendly and open, but again Gormon does most of the talking. They seem to only know about mining and simple village gossip of the typical sort. They wear basic

traveling gear befitting a commoner, and each carries a roughly hewn quarterstaff for protection and for use as a walking stick.

The first day of travel should be entirely uneventful and end at a simple roadside tavern or a very good campsite area that will allow for full rest.

If this is a roadside inn and not all the rumors have been given out from the short list above, the PCs may try again here, but there is no more additional information.

Optional Encounter (EL 3):

Whether the party stays at a roadside establishment or campsite, this optional encounter with a few ruffians can occur. One of the ruffians, Jake Rutland, was a miner in Loch-Durnan a few years before the changes took place. When he spots Gormon and Willy, he knows they are very likely to have some gold on them.

If this is at the roadside, set this encounter up so as to appear that Gormon and Willy are alone and not with the PCs. Perhaps they are getting drinks for the table. Jake will address Gormon and they will obviously recognize one another. Jake and his fellows (three others) will then try to "convince" Gormon to rent them a room and buy some food. When Gormon refuses loudly (knowing that the party is within ear shot) the ruffians will get, well, rough with Willy and Gormon. The party can intervene. The ruffians will

Event Chain:

Several key events must be noted as you proceed. To help you, the GM, play this adventure to its fullest, we have outlined these events by act. Each is important to note so that you do not forget them. If the players miss some of these, they will be at a severe and deadly disadvantage.

Act I: Players must get to Loch-Durnan and meet the brothers. It will be best if they descend into the pit on their own, but you will note options if they change their minds or hesitate.

Act II: In the pit, the meeting with Barlan is key. It will be very difficult for the players to get by Warphit without the dwarf's help. The meeting with Sheepo will be very helpful, but if they miss it they will simply end up going into the 2nd level battered and bruised. There is a heavy price to pay for hack and slashers here. If the characters rampage through and manage to bypass Warphit, they will end up trapped between the goblin chief and Crimble. This is a no-win situation.

Act III: Mellie is the key contact in the manor. She will tell the characters how to secretly get to Ian's tower via the wagon. Without her help they will have to sneak to the tower, and they will have no idea what to expect. However, they may simply flee at this point. Rodrigo is useful, but failure to meet him will not place the players at a serious disadvantage. You may want to give an extra experience award for a good party that helps the people out of the manor dungeons.

Act IV: There are no key encounters in the tower that will hinder the party too much. The monkey-bird may prove to be a fun and useful NPC, but is not essential.

never draw lethal weapons, using fists or clubs—they are not killers, just thugs.

The purpose of this encounter is to encourage the

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greed factor. It should become apparent that Jake felt the pair of Loch-Durnan villagers will have extra loot from the mines and that the hamlet itself is quite wealthy. When, and if, the ruffians are beaten, they will beg for pity and say they have come on hard times. They know how wealthy Loch-Durnan town-folk really are. Jake may allude that he has tried to organize a raid against the town, but people fear the sons of the mayor. It is rumored that one is a sorcerer and the other a cleric. It is also rumored by Jake that the brothers have driven off raids before. This may also plant a seed of doubt as to why the brothers seem unable to deal with simple goblins, but let the players come to that conclusion on their own.

Jake Rutland: War2; 14 hp.

Half-Orc Thug: War1; 8 hp.

Human Thugs (2): Rog1; 5, 6 hp.

If pressed, Gormon will admit that the hamlet is rather wealthy from the mine and that he would double their pay to keep quiet about it. If he has already doubled their pay he will offer another 50 gold per person on top of the 200 in nuggets.

Day Two and Three:

Are on a main road and should be basically uneventful. The party may run into travelers but none will be hostile.

Early on the Fourth Day:

Gormon will lead the party onto another less used road. They will travel this road for about a day. There is a one in six (a roll of 1 on a d6) chance during the day of a wilderness encounter. If they do get an encounter, then roll on the following table using a d20. See **Appendix II** for encounter details.

As night falls, the party will come to a fork in the road.

d20	Encounter
1-2	Owlbear (1)
3-7	Goblins (2d4)
8-15	Game Animal (deer, elk or moose)
16-18	Dire Rats (2d10)
19-20	Wolves (1d10)

Gormon indicates that the eastern trail (no more than wagon ruts in the grass between the forest trees) is the road to Loch-Durnan. That night it will begin to rain. If the party did not have an encounter during the day, there is a two in six chance they

will have one that night. Roll on the above table if they do get one. If they did have one during the day, there will be no night encounter.

Day Five:

That morning Gormon and Willy will be excited about getting home, even though it is still raining and a mist is clinging to the forest treetops. After the party is underway, the rain comes down a bit harder. The trail is muddy and the characters will find themselves stumbling on occasion.

The rain and muddy trail have the following effects. Once during the trek the characters should make a Fort save (DC 10), anyone that fails will catch a cold. If anyone rolls a natural 1, the character will become severely ill and run a high fever. Neither are life threatening and will pass in 5 days -/+ 1 day per Constitution modifier. A minor cold will put the character at -1 to all attack rolls, skill checks, ability checks, and saving throws for the duration, and their sneezing will mean they cannot use move silently effectively.

A severe cold means the character is at -3 to all attack rolls, skill checks, ability checks, and saving throws, and if he does not spend at least eight hours in a warm place at rest, he will not shake it the next day, even if they should have by the above rule. *Remove disease* will rid the character of the cold. Elves are immune to the common cold.

Any player who tries to move at a run in the rain along the trail or in the forest will need to make a Balance check (DC 18) every round or fall, getting muddy and taking 1d2 damage.

About one hour or so down the muddy rut, make a secret Spot check (DC 22) for each character. If a character succeeds, he will note that they are being shadowed by some kind of animal in the woods. If this is brought up to Gormon or Willy, they will become a bit frightened thinking it may be wolves. Every attempt to look straight at whatever it is fails, and the shadowy form can only be noted out of the corner of one's eye.

This is the shadow hound servant of Crimble that is watching the party as they progress towards town (see **Appendix I** for shadow hound details). If it becomes obvious that the party has realized they are being shadowed, the hound will race off back to its master.

As the party closes on the hamlet, they will note small farms and houses in the thicket of the trees. Most will have smoke coming from the chimney. Around mid-day the party arrives on the slope of a forested hill overlooking a small lake. On the hill, wedged up against a cliff, is Loch-Durnan. No one is out and about, other than a couple of cows in a field.

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A flash of lightning and a crack of thunder announces your arrival in Loch-Durnan.

The hamlet looks pleasant, with several thatched roof buildings nestled in a clearing and settled against the back of a granite ridge.

Several of the chimneys have smoke wafting gently out of them, and a mist clings to the tree tops and the top of the ridge line. As you walk into Loch-Durnan, there is no one about. A couple of cows huddle under a tree next to a pair of buildings. The bells at their neck chime as the beasts eat the grass in the yard.

Through the steady sheet of rain, the party can make out the mist-shrouded lake which gives the hamlet its namesake. The lake itself looks very pleasant and has several small fishing boats tied to moorings in the mud bank. These are barely visible due to the mist that clings to the Loch's waters. As Gormon leads you through Loch-Durnan towards the inn, you note a low, stone tower that looks out of place. There is also a very large wooden structure at the center of the ridge's base that reminds you of a giant swing with a basket dangling from it by a thick rope.

Last, there is a large manor on the highest hill to the left of the ridge that could only be the mayors' house.

If Gormon is questioned about the various locations around Loch-Durnan, you should reference the description of each. He will openly inform the party of who lives where. Here is what he might say about the three unusual constructions:

Stone Tower (building 9): This is the tower of Ian McCalister, one of the sons of the former mayor. Ian spends much time in there practicing his magic. He was an adventurer for a bit and is trained in sorcery.

Large Construct with the Basket (location 1): That is the way we get into the mine. We call it the "big bucket" and the mine is called the Pit of Loch-Durnan. It only takes one strong man to lower several in the basket into the mines. It is the only way in or out and is what has kept us safe from the goblins thus far.

The Manor House (building 2): This is the manor of the mayors. Crimble McCalister lives there now, and Ian spends a great deal of time there when not in his tower. We will meet the brothers this evening after we have had a chance to rest.

Gormon will escort the party to Lochside, the local inn and tavern. He will then introduce them to the innkeeper and set up rooms for them all (see the description of the inn for details). The party is free to wander around until dinner. The villagers are well trained to receive and deceive new guests into Loch-Durnan. They will not talk about anything very serious and will stick to topics like weather, grain prices, raising cattle, and mining techniques. If asked about the goblins, they will exclaim how terrible it is and how happy they are that the adventures have come to help them.

Loch-Durnan (hamlet)

Monstrous; AL LE; 1500 gp Limit; Assets 23,000 gp (special: Gold Mine); Population: 130: Mixed 91% Human, 2% Dwarf, 3% Half Orc, 3% Halfling, 1% Half-Elf.

Authority Figures: Mayors Crimble McCalister (Clr3 of Warphit) and Ian McCalister (Sor3).

Important Characters: Gormon Wilbur (Com2), Willy Burbash (Com1), Gart McDonald (Exp3, inn keeper), Hanna (half-orc, War2, stable owner), Mathus McGee (War3, militia, manor guard captain), Stephon Crumper (Clr1 of Warphit).

Key to Loch-Durnan:

Loch-Durnan is a well-kept secret by the people that live there. The hamlet has been well supplied by a prosperous gold mine for over ten years. This mine, known only as the pit of Loch-Durnan, is at the base of a ridge line where the hamlet itself is nestled. This is a cursory overview of Loch-Durnan, some buildings will be added in more detail later in the module.

The Pit of Loch-Durnan

At the base of the long ridge line is a large, circular open pit (nearly 20 ft. in diameter) that descends into the darkness. Grass has grown over the lip of the pit making the edges hard to discern. Over the opening is a very large, wooden apparatus that resembles a swing. At its center, held by the thickest rope one might ever see, is a huge wooden basket. This basket is used to lower miners into the pit to work. The crank seems very small when compared to the makeshift descent system. It only takes one able-bodied individual (Str 14 or better) to work the crank on the well-balanced elevator system.

The pit is the gold mine that feeds Loch-Durnan and the heart of this adventure. There is an entire key of the pit in the second act of this module. Above is only what the characters see at a glance.

2. McCalister Manor

The McCalisters' three-story manor house is a solid country home. The walls of the entire first floor are solid brick and the remainder is built of thick dunn pines. The manor is not as opulent as those seen in larger communities, but it has a look of both ruggedness and comfort. Two large wooden double doors bar the manor's small courtyard from view with only a small sliding viewport in each. All of the leaded glass windows are on the second and third floor. At one corner of the courtyard is a very defensible stone tower. A seven foot stone wall surrounds the manor grounds, evidence that this home was built to withstand the events of life in the deep woods.

This is the manor house of the twin brother mayors. Crimble spends most of his time in the manor and does not venture out much. Ian spends more time at his tower than here at the manor. There is a secret entrance to the mines, known only to the brothers, that they use to go to the entrapped devil. The manor house is a part of the story later in the adventure. Adventurers should not have any reason to visit here before descending into the pit.

3. Dugal's General Store

The general store of Loch-Durnan is a utilitarian shop full of items for both mining and harsh country living. Lanterns, grain, tools, etc can be bought here at fair prices.

Dugal, a long time resident of Loch-Durnan and a former miner, runs the general store. Most common items can be found here to include feed and miners' tools. Dugal also evaluates the nuggets from the mines. Dugal has two sons that double as guards, Bawth and Relgo. At least one of the sons is usually present at the shop. All prices for common goods at the general store should be a good 20% higher, since the hamlet is far out of the way.

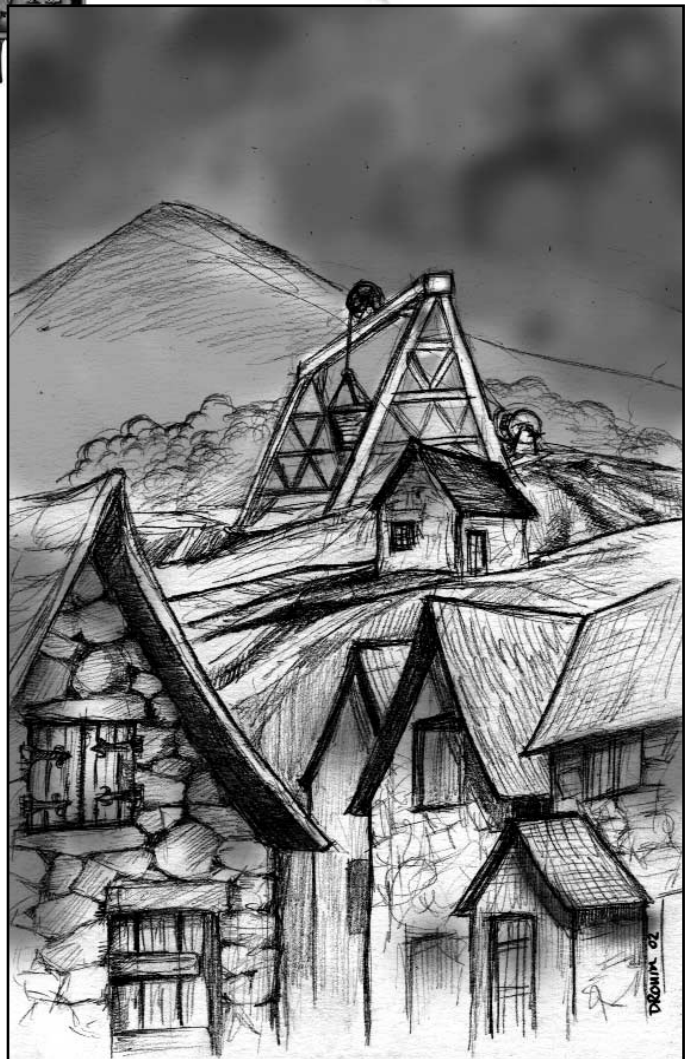
Bawth Laury: War1, 6 hp.

Dugal Laury: Exp2; 10 hp.

Relgo Laury: War2, 11 hp.

4. House of Barlan

The house of Barlan and his smithy stand empty and silent. The doors are locked up and the forge that is



open to the view of passersby is dark and cold. It is obvious that no one has been here in some time.

Barlan is the dwarven smith and head foreman of the pit. His house/smithy is closed up, and the grounds area is a bit out of care—his forge stands cold. Barlan has been missing for over a week after his encounter with the McCalisters. (See Barlan in the pit description.)

5. The Lochside Inn

Smoke rises invitingly from the stout, wooden building that is Loch-Durnan's only tavern and inn. A porch runs the entire length of the front and has a solid roof over it to keep off the misty rain that often falls here. All sorts of rockers are lined up along this porch for patrons to sit and enjoy the scene of the loch and the country.

This is where the characters will first congregate and is where the McCalister brothers will introduce themselves to the party; a very cozy inn with a smiling and jovial

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keeper named Gart McDonald. There are also two serving girls here: Loraine and Gwen. Loraine is extremely plain in appearance, but is very outgoing and friendly with the patrons. She talks a lot and openly about someday leaving the small town to explore the wide forests. Gwen is quiet and shy. She says very little and does her job efficiently.

Gart McDonald: Exp3; 10 hp.

Gwen: Com1; 2 hp.

Loraine: Com1; 4 hp.

6. Hanna's Stables

The stables and matching small home are typical of a solid forest town structure. The stable house is not crowded with visitors' horses, and it appears that it normally stays half empty, as one can see some of the stalls being used for general storage. In one of the stalls is a notable huge rust colored stallion that belongs to Crimble. The animal is very spirited and will let few ride him.

Hanna runs the town stables. She is a tough looking half-orc woman who is the adopted daughter of the former stable owners. The stables were left to her when her adopted father died, and she is well accepted in the community. There are two buildings associated with the stables; the northern, smaller one is Hanna's house, the larger is the stables themselves.

Hanna: War2; 16 hp.

7. Leatherworker/ Clothier

The tanners' and seamstress' shop is exactly what one would expect. Large vats of colored liquid are in the front yard and are bubbling hot from the fires underneath, and tanning hides can be seen curing on large racks in a covered shed. The smell that wafts from the vats and the hide shed make most folks want to steer clear.

The buildings house two businesses. The larger one on the right is the leather worker and tanners' workshop and the one on the left is the seamstress'. This is run by a family of halflings. They are Mel Dobbs (tanner/leatherworker) Catrina Dobbs (seamstress), Mart Dobbs (son of Mel and Catrina, tanner/leatherworker, hp 4), Wally Dobbs (son of Mel and Catrina, harness maker), Tippi Dobbs (daughter of the Dobbs, seamstress).

Catrina Dobbs: Exp1, 4 hp.

Mart Dobbs: Exp1, 4 hp.

Mel Dobbs: Exp2, 7 hp.

Tippi Dobbs: Exp1, 4 hp.

Wally Dobbs: Exp1, 3 hp.

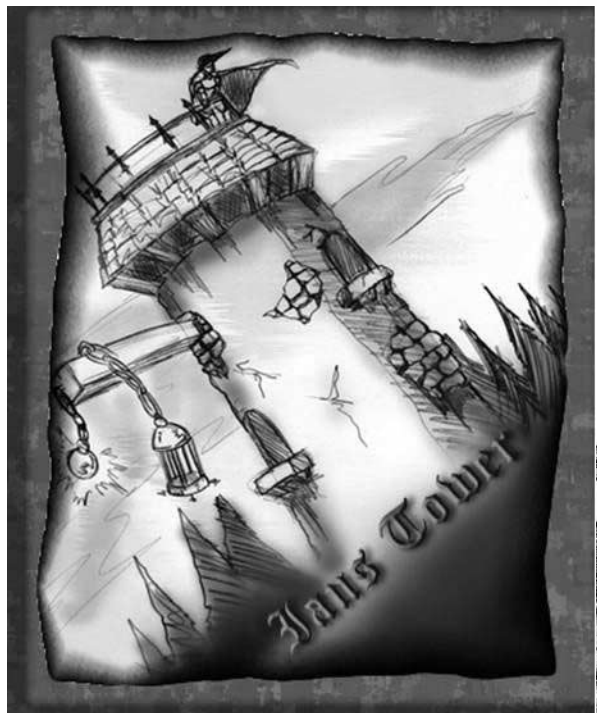
8. Chapel

The large bronze crows of Grolm stand out in stark relief on the wooden front doors of this small country church. The building appears to have been built with great care and attention to detail. A small bell tower rises nearly thirty feet above the steepled roof of the church, with groomed flower gardens, which ring the chapel area. (If you are not using this in The Hunt: ROE setting, replace Grolm with your own LN deity.)

This is a small church with a dwelling for a cleric or two next to it. A cleric of (NG deity or Grolm of the Pantheon) named Stephon Crumper resides here and works for Crimble. Stephon has been seduced as well, but is far weaker than Crimble. Services are held here in the devil's name, but not in the presence of the adventurers. Unless a detailed search of the chapel is made, it appears to be exactly what it is: a church of a local deity. If a detailed inspection occurs (Search check, DC 20), it will yield some of the evidence of evil devil worshippers. There should be no logical reason for the players to do this.

Stephon Crumper: Clr1, 7 hp.

9. Ian McCalister's Tower



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The solid stone tower sits nestled in the trees at the far end of the hamlet. It appears to be nearly four stories tall and is made of uneven, large stones, set with thick mortar. The McCalister coat of arms hangs proudly over the iron-bound wooden door that is the entrance to the tower itself.

This is the tower of Ian McCalister, the sorcerer and brother of Crimble. This is further detailed in a later section.

10. Ruined Cottage

This small cottage appears to have been abandoned and is clearly unkempt. The windows are boarded up. The yard is completely overrun with weeds, bushes, and wild flowers. It is obvious that the townsfolk avoid this home, for some reason.

This is a cottage that lies in ruin. It was once the home of Mellie Tilbert (a white witch in *The Hunt* or a druid in your campaign setting). She long ago left the small hamlet, but no one occupied her cottage, and it fell into ruin.

Day Five—Continued:

If the players wander about, they will meet the various townsfolk. All seem genuine and relieved to have the players here. The good acting on their part is directly due to the influence of Warphit, a master of deception. If they attempt to go to the manor or the tower, they will find both locked up tight and no answer. Loch-Durnan's militia will steer the characters back to the inn.

Most likely, the party will hang around the inn. If that is the case, several farmers and woodsmen will come in from the outlying areas. A Spot check (DC 20) will let players see that some of the locals coming in are treated a little coldly. These are

folks from far out that have not been seduced or charmed by Warphit and the McCalisters. This is not obvious to the party, and only those who ask, or those that have the Alertness feat should get a chance to notice.

Appearances:

Due to the powerful and deceiving influences of the devil Warphit, the townsfolk are all able to be extremely convincing and know that to sprinkle one's lies with mostly genuine truth will avoid mistakes and unwanted attention.

Even though Warphit cannot directly control those who have not been presented before him, and are outside his chamber, he spent many days twisting the minds of the villagers with charm spells so that they would appear to be genuine and convincing. A Sense Motive check (DC 26) is required in order to receive a hint that there are other motives involved here.

As the GM, you should not give any real hint that something about the people of Loch-Durnan is out of place at all. A character should have no reason to feel that the folks are not simply looking for help to rid themselves of the pesky goblins.

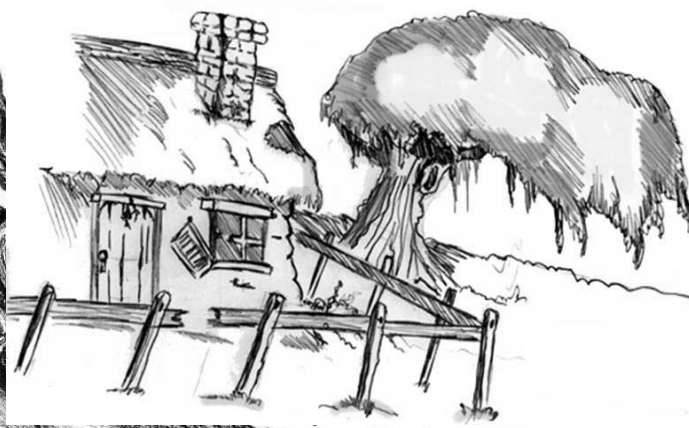
However, if discovered, the entire hamlet will ambush the characters and toss them into the pit.

If they do notice and question anyone they will get generally the same answer which is, "We just don't see them much in town. They aren't the sociable type." If someone in the party who hears this can detect lies, then he will note that while this is not an out-and-out lie it does not appear to be the whole truth. Further questioning will yield nothing more than that (we want to get them into the pit after all).

Day Six—Meet the McCalisters

After a good night's rest at the inn, the characters will be treated to a good country breakfast of sausage, biscuits and gravy. While dining, both Ian and Crimble McCalister will come in and be introduced by Gormon. The pair seem genuine in regards to the need to rid the pit of the goblins. A Spot check (DC 16) will allow the characters to note that both Ian and Crimble are wearing similar knotted, hemp bracelets to that of Gormon and Willy. If questioned they will shrug and say, "It's an old village tradition for good fortune and we need some good fortune, since we are unable to work our mine." They are the same magical bracelets that give off a reverse reading to their alignment. The pair will sit and visit with the characters and will let the party question them.

Here is how both will respond to the most common questions the party might have. Use these to help you adlib the conversation with the brothers.



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Feel free to paraphrase in order to fit your own style.

Tell us about the goblins: (Crimble or Ian) The goblins came when we found a new vein to mine. It opened up into yet more caverns. Apparently it was the home of the goblins. Now they feel the entire mine is theirs.

You were injured fighting the goblins. What happened?: (Crimble

grimaces) Well, the chieftain of the goblin tribe is a shaman and he caught us by surprise with his magic. Both Ian and myself were injured. (Crimble will rub his right arm, recalling the wound.) After that, the villagers refused to return, and the two of us dare not try to kill the chieftain on our own. That is why we have hired you.

How many goblins are there?: (Crimble or Ian) We are not certain but we killed a good ten when we attempted to raid them. Part of what we need you to do is come back and tell us if there are too many of them, so we can bring in more help.

What kind of spells did the goblin shaman cast?:

(Ian) It was sorcery, of that I am sure. The spell that hit my brother was a *magic missile*. A Spot check (DC 20) will result in the character noticing that Ian talks with no emotion in his voice, even when addressing his brother's injuries. Allow the players to make a check if they are noticing the brother's behavior. It is easy to assume he is simply dispassionate.

How long has the town been mining in the Pit?: (Ian) My father reopened the mine nearly twelve years ago. They were already there. Maybe it was once the mines of gnomes or dwarves. The tunnels in the mine are large and very old.

Why have the goblins not attacked the town?: (Crimble or Ian) The basket and winch that you undoubtedly saw when you entered our small town is the only way into the pit. It is more than 100 feet to the bottom and the mine entrance.

How did your father die?: (Crimble) Of old age, we are

sorry to say, though we are glad he lived a long and happy life.

What god do you worship?: (Crimble) I am a devout follower of (LN god of your world or Grolm of the pantheon in the Hunt: ROE campaign). My brother follows my faith as well, though he has had a different calling in life (Ian will simply nod in agreement but make no comment).

What happened to the smithy in town?

Why does his place stand empty?: (Crimble)

Barlan, a dear family friend, was a dwarf and the head foreman of the mine. He went down with us in our raid and was killed by the goblins.

What of the abandoned cottage? Why has no one taken residence there?: (Ian) Mellie

Tilbert lived there. It is widely known she is a witch. One day she simply left without a word. Folks are afraid to take over the cottage for fear she will return and be angry. Thus, it stands empty.

Are we the first group hired to do this?: (Ian)

Yes, and we hope you are the last, as well.

Again, these are answers to questions the characters are likely to ask.

Some are the same questions

Ian McCalister

that might have been asked of Gormon earlier on. Everything that the brothers say, other than who they worship, is founded in enough truth that it will confound *detect lie* attempts. The addition of the hemp bracelet charms makes it impossible to determine the brothers' deception.

Day 6—To the Pit

After the brothers chat with the party, they will get down to business. There are no maps of the mine, but Ian will scribble out a basic outline of the level one portion of the mine itself (see Ian's map in the appendix). If

Crimble McCalister

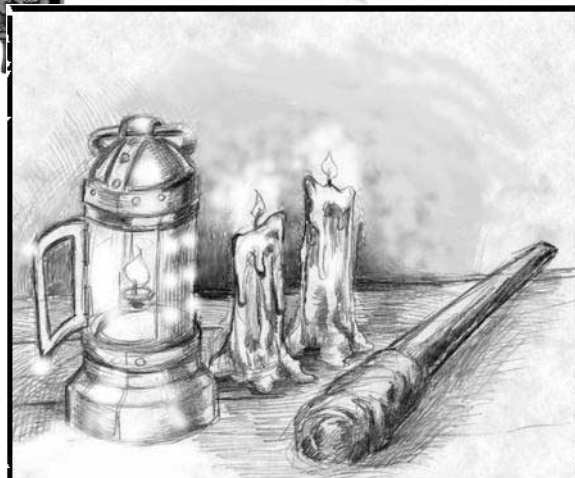


asked why there is no map, the townsfolk shrug and say, "We have been mining there so long we have not thought to do it."

The brothers will escort the characters to Dugal's store for any last minute goods they might need, then with many of the townsfolk following, they will walk the party to the base of the ridge.

Crimble will explain that they will lower the party down in the basket. If there is serious trouble, simply tug on the bell rope and the basket will be hauled up. Someone will stay on watch until they return.

Wishing them good luck, the characters will be lowered into the Pit of Loch-Durnan, descending 100 feet to the mine entrance floor, and begin Act 2.



Act II: Into the Pit:

All of the next act consists of the characters' adventure in the pit. It is staged differently than the first act, and will be laid out by the key to the various levels within the pit. It would not be a bad idea to allow characters to increase levels while in the pit, in order to better handle the latter part of the adventure.

If the party descends on their own, they will have all their gear. If the party is waylaid by the townsfolk, then they will only have their basic gear. Warphit loves to watch the characters struggle.

Lighting: The characters should bring enough light sources with them, as there are few sources in the pit itself. The basket has a hooded lantern with about twenty minutes worth of fuel in it that can be used. There is a store of some torches and lamp oil in a locked box in area 3, but you will note that area 3 of level 1 has some complications.

Possible Light Sources

Source	Radius	Duration
Bullseye lantern	40-ft. cone	6 hours/pint of oil
Candle	5-ft. radius	1 hour
Hooded lantern	15-ft. radius	6 hours/pint of oil
Light spell	20-ft. radius	10 minutes
Torch	20-ft. radius	1 hour

Measurements: Each square (represented by a dot grid or square pattern) in the pit represents five feet. Please keep this in mind if you are drawing it out, using tiles, or a mat.

Order and Mapping:

You should have the party tell you, or use miniatures to show marching order. Also, someone should maintain a growing map to refer back to when needed.

How to Read the Key:

Each numbered item in the key represents the same location on the map. These keyed locations will be outlined as so:

Gray Text Box: This will appear first, and is what can be read or paraphrased by you to the characters.

Normal Text: The GM notes that describe the area.

Monster Stats and/or Traps:

Outlining any simple monsters, major ones will be listed here

but details will appear in the reference section at the back. This will also detail a trap that appears in the GM section.

Tactics: This details the tactics of creatures in

Things That Could Occur

1. The party refuses to go to the mine:

If the characters change their mind for some reason, then the brothers will appear disappointed and ask them to stay and enjoy the hospitality of Loch-Durnan, saying that they hope the folks will grow on the characters enough that they will want to stay and help. After the characters retire for the night they will be ambushed (with Crimble and Ian casting spells), while the entire town waylays them with clubs (treat club damage as subdual). After they are knocked out, they will awaken in the pit basket as it is being lowered. Remember that Warphit feeds on fear and violence, as well as worship. It is just as effective to let the character wander the pit and fight Warphit's minions than to simply be seduced. It is even more interesting for both to occur to the hapless characters.

If the characters choose to leave that day, then they will be immediately ambushed by the townsfolk and the McCalisters as soon as they begin to depart.

2) If the characters ask for a good luck charm before going into the pit, the brothers will shrug and give them theirs along with Gormon's and Willy's charm. No one else appears to have them.

the area, should combat occur.

Loot: This will alert the GM to any loot in the location.

Support: This will show, if the location can get support from another location, and how that support will arrive.

Pit of Loch-Durnan: Level 1:

The entry area to the pit is a hole that descends straight down almost 100 feet to the mine's floor. The McCalister brothers' father discovered it ten years ago. Warphit exerted a tremendous effort to plant the seed in the old mayor's mind to dig in the area of the pit. It was so difficult for the devil to send his power outside the crystal prison that it took him these many years to recover. Even still, Warphit is weakened from that effort. The crystal blocks most of its powers, but the devil can use some of his many abilities for short distances. The cost is high and leaves him very weak. Warphit now relies on influenced minions to protect him and do his bidding. He has planned his escape from the crystal for many years, and now uses his minions and the suffering of his enemies to gather strength in order to break out.

1. Entry

As you are lowered by the powerfully built stable owner, Hanna, the dust motes rise in the sunlight around you. After about the first twenty feet of your descent, you can no longer see the villagers above and the small lamp is all that illuminates the rough hewn walls of the pit.

The basket lowers slowly and will sometimes jerk with the movements of the crank above, but seems sturdy enough. Finally, you lower into a natural cavern; the lantern cannot illuminate the entire chamber and in moments you feel as if you are suspended over nothingness.

Ten more feet though, and you can make out the dirt floor and the depression made by the basket where it sits lowered into the pit. Moments later the basket comes to a thudding halt on the cavern floor, a small cloud of dust rising, and you begin to cautiously climb out into the silent chamber. As the last of your party exits the basket, a shrill goblin cry erupts from within the cavern.

The basket descends into this natural cavern, which serves as the entrance to the pit for the miners. Unless players have their own light source, the only illumination is the small lantern that is attached to the basket. As soon as the last character steps out of the basket, the townsfolk will

begin to winch it back up. Hiding behind a couple of broken crates in the far corner is a single goblin scout. As soon as the characters are out of the basket and the winch starts, the goblin will call out.

Goblin

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d4-1, crit. 20/x2, dagger) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: Dagger, 2 javelins, studded leather armor.

Tactics: The goblin will wait in hiding until the characters are firmly out of the basket and the winch is cranking away. He will then signal his companions in area 2 with a shrill cry, and they will attack.

Loot: The single goblin has 7 cp and its smelly gear.

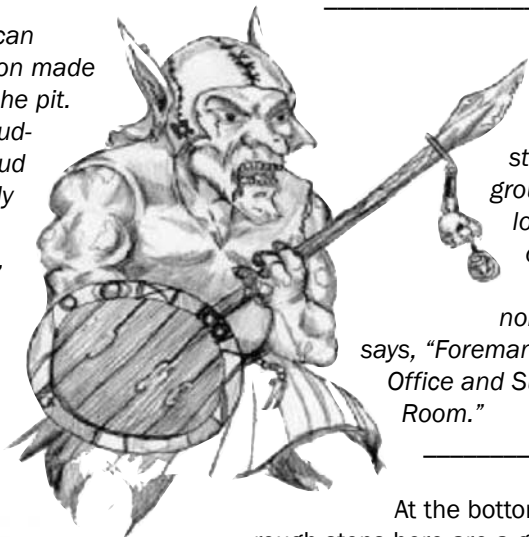
Support: This goblin is supported by the goblins hiding in area 2.

2. Entry Part II

Jagged, natural steps lead down into the pit. No more of the goblin raiders are in the area, though there are still remains of some underground beast they had eaten not long ago. Three dark tunnels lead out of this area and deeper into the mine. On the wall by the northern most tunnel is a sign that

says, "Foreman's Office and Supply Room."

At the bottom of the rough steps here are a group of goblins sent by Hortek (see area 9 in 1B) to accost the characters



as they get out of the basket. They will be warned by the hidden scout in area 1 and will come in charging.

Have the character with the highest Intelligence modifier make a check against a DC 17. Success will mean the character noted that the goblins appeared to be prepared for this. The character could assume that the goblins were simply ready for anything from the humans above, but you could make it appear highly suspicious.

The sign to the foreman's shack hangs over the cavern entrance to the north. Make sure one of the party deduces that a good amount of supplies might be there still.

Goblins (7)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Hortek, the goblin chief, and Warphit have staged these goblins for an ambush. The devil and the chief know they cannot win, but the goblins will try since Hortek, under Warphit's compulsion, is ordering them to do so. At the signal from the goblin in area 1, these seven will spring from a crouch at the base of the rough hewn stairs and attack. Four will rush to melee while the other three will chuck javelins. The goblin in area 1 will stay behind the broken crates and hurl javelins as well, with the intent to get the characters in a crossfire from behind.

Loot: Each goblin has 1d8 sp and their weapons.

Support: There is no further support other than the goblin by the crates.

3. Foreman's Shack

The foreman's shack is built directly into the cavern wall.

The foreman's shack is a squat, but solid wooden building that is built halfway into the wall of this cavern. The windows are dark and the door is shut tight. Broken miners' gear and crushed boxes are strewn about the cavern floor. In front of the door to the shack are the bodies of what appear to be a mix of goblins, zombies, and the remains of a skeleton or two.

Shoving your way up to the door, it creaks open with an ominous groan. The room appears to have not been ransacked by the raiding goblins and remains intact. Before you have a chance to scan the dark interior, a deep, cracking voice calls out.

"Thank the gods, someone has finally come."

As you look upon the speaker you see a stout dwarf sitting at a desk with parchments sprawled in front of him. It becomes readily apparent that no creature could be alive in the condition the dwarf is in. Pieces of flesh and bone are missing from his arms, exposing withered muscle underneath. Fingers are cracked, broken or torn away altogether. The dwarf is missing an eye with the nerves of the socket hanging loose. The sight is terrible.

The dwarf's lips part in a near toothless and broken smile.

"I have waited and suffered, hoping beyond hope that someone would come that could stop this madness... I am Barlan, please talk with me before you pass judgment. I can help you."

This was where the miners' efforts were directed before Warphit's coming. In here, the party will find Barlan. He is very much undead and a fairly tough zombie, but he is



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THE HUNT RISE OF EVIL

protected by his father's necklace and possesses the willpower of his ancient kind. He has locked himself in the shack and has attacked anyone (evil or non-living) who attempts to enter. Warphit has revealed in the dwarf's internal struggle, so he has let him be. Unknown to Warphit, however, the dwarf has laid out a plan for the foul devil's demise.

This is where the party will learn of the betrayal and true intent of the townsfolk. Make certain that the party does not outright attack Barlan or they will be flying blind. The undead dwarf has tried his best to keep his mind together, having waited for someone, anyone, that was not evil and still alive, so that he could pass the task at hand to them.

On Barlan's desk are his plans, drawn out on old parchment with an unsteady hand, to collapse the room that holds Warphit's crystal prison, and bury the creature forever. He has used his engineering skills to work the plan to perfection (see Barlan's map). The downside is that anyone that comes too close to the devil's crystal will be subject to the influence of the underworld creature and might be taken over. The only way to ensure that they are not overtaken is to possess the necklace that Barlan wears around his neck (a token of power that will protect the wearer from mental intrusion). He will also share the fact that the characters must cross the room, or they will be trapped on this side, with no way out of the pit. The dwarf informs them they must get to the other side. He will tell them he knows of a secret entrance to the McCalister's manor house and has marked it on the map.

The obviously undead dwarf beckons you in to stand before the desk, as he slowly shuffles through the parchments.

"This town is not beset by goblins, but by a devil. My poor lads are not the same, they are seduced and evil now. Ah, here is what I seek."

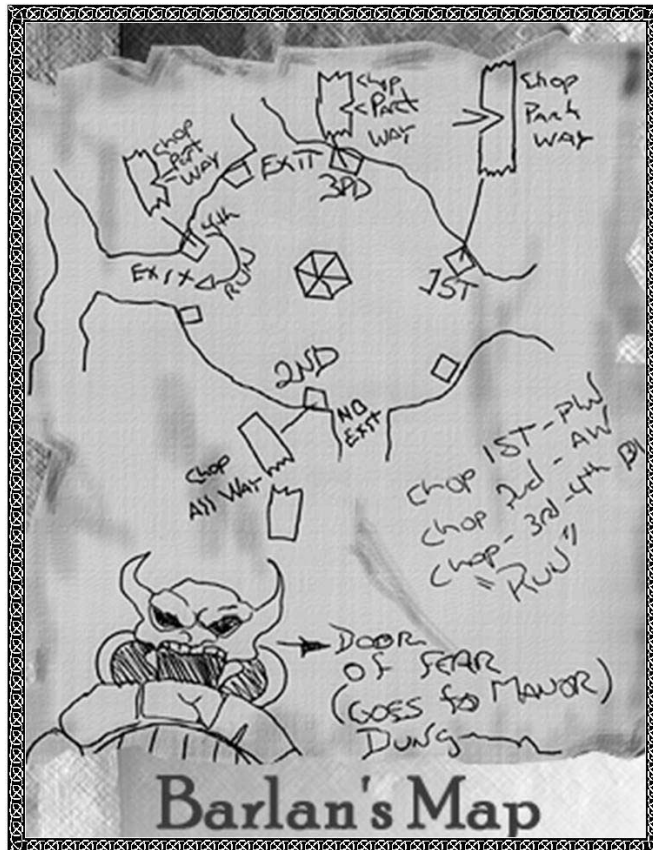
Barlan hands a hand drawn map over on a bloodied piece of old parchment.

"This is the secret, this is the way to stop the devil. You must stop him if you ever wish to see daylight again."

The dwarf is very animated for someone long dead; and relief marks his every movement.

"I was not certain how much longer I could hold on. I have a plan you see, a plan to stop this devil from Hell."

Give the party time to question Barlan. The lads he refers to are Crimble and Ian. The dwarven smith fancied himself their uncle of sorts.



It will pay off for you, as the GM, to become familiar with the story, so that the dwarf can answer the questions they are asking. Barlan does not know that the brothers killed their father, who would not succumb to the devil's will, but he does know that the brothers eventually gave themselves willingly to the foul creature—as has most of the Loch-Durnan. Those who did not succumb are either dead, or have become terrible experiments at the hands of the brothers. He knows that the brothers cannot be saved and that even if the chamber of Warphit collapses, the brothers and many of the townsfolk will have to be dealt with.

He will then go over his map and plan to collapse the chamber

(see Barlan's map and explanation).

Whoever wears the necklace is the one that will have to follow the plans laid out by Barlan to collapse the chamber. He knows that if the chamber is collapsed completely, the devil will not be able to exert influence on any more victims and will weaken over time. He also knows that the weak-minded goblin leader is now under the devil's sway as well.

Barlan will reiterate to the party that for them to escape the pit and live, they must follow his plans. The other alternative is to become minions of the hellish beast or undead servants. Last, after going over his plan, he says that he thinks the brothers took Mellie, the witch that lived in town in the now abandoned cottage. If she

still lives, she will be held in the manor house and may be useful. Once the characters agree (what choice do they really have?), Barlan will step from behind his desk, his lips in a broken smile. He will then remove the necklace and hand it to the closest character. As soon as he does so, his eyes glaze over and the Barlan zombie attacks in a rage.

Barlan Explains His Map:

"My mind is a little fuzzy, but I will explain as best I can," Barlan grumbles pointing a half demolished finger at the map he lays before you.

"Here is the plan. You must take me axe and me necklace and fight yer way into the devil's chamber, as I am sure he is guarded. Once inside, the person with the necklace and the axe needs to follow me instructions close. Chop the first post part way, the second all the way through, the third part way and the fourth all the way through. The rest of ya' need to make a dash for the tunnel directly across the way. The devil is strong, so ye' might not all make it without some being controlled. I do not know. Once ye' have chopped that 4th post, I am telling ya' to run like the wind into the tunnel before the room comes fallin' on ya."

Barlan will then shuffle around the desk to face you. "I wish I could help ya' more, but I fear I will not be able to hold on if I get too close to that beast."

He starts to unclasp the necklace he is wearing. "This will protect ya'...Oh, and after you're out, look for the door of fear. I drew the top of it as best I could. That door will take ya' into the manor; the only other way outta' here to my knowin', unless you take the tunnel into the deep underneath. You should not be tryin' that."

As soon as he hands the necklace over to the closest party member, his eyes glaze over and he attacks. Now, with the necklace removed he is a savage and tough zombie; the spirit and mind of Barlan gone forever.

Barlan

Male advanced zombie: **CR** 1; Medium-size undead; **HD** 3d12+3 (22 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 14 (-1 Dex, +2 natural, +3 studded leather armor; touch 9, flat-footed 11; armor check penalty -1); **BAB** +1; **Atk** +2 melee (1d6+1, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, undead; **AL** N; **SV** Fort +1, Ref +0, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge

(a partial charge).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Once Barlan loses control of himself he becomes a mindless, savage zombie with no real tactics other than bashing the characters.

Special Note: Barlan's necklace provides complete protection to the wearer against all forms of mind control or charms—even from the devil. However, due to the taxing efforts the charm had to undergo to keep the undead Barlan's mind together, the charm has been weakened and will slowly fade in power. After a full month it will be reduced to offering a +2 saves against charms and mind-affecting magic. After two months it will reduce to +1, but it will not degrade past this.

Additional Supplies: The shack has four miner's picks, two lanterns, about ten hours of lantern oil (total for both), and a box of eight torches, as well as flint and steel. Barlan's battleaxe sits in the corner discarded and covered in webs. It is a fine quality axe and counts as a masterwork dwarf war axe. It is the axe Barlan instructed the party to use in order to collapse the chamber of Warphit.

A simple role-playing tip here is to play out key characters like Barlan. Use the undead dwarf to set the eerie tone of this terrible event that has beset the hamlet of Loch-Durnan. Also, use the darkness and tight tunnels to continue to emphasize the mood. Glance through a thesaurus to find words to set a dark mood like this one.

4. The Old Vein

This cavern looks to be one of the original mining areas but now serves as storage. All of the crates are smashed, and litter of all sorts is strewn about the empty, silent cavern.

This room was where the first miners of Loch-Durnan found a large vein of gold some ten years past. The vein has been totally mined out, and the area has been used for supplies since. All of the boxes and crates are broken and scattered. Evidence hints that it was goblins (Wilderness Lore check, DC 10). Small bones, rotten clothing, and old weapons provide more clues that the goblins had once ransacked this room. A search (Search check, DC 20), will reveal that one of the broken chests

had a hidden compartment that was not previously found. In it is a small jar of tinder dust with 4 doses left and a small lump of pure gold (valued at 60 gp). See special items in the appendix.

5. New Door

You come to a door that looks to be fairly new. It is made of solid wood and bound in iron, with a large lock clamped to the door latch to prevent entry or... escape!

Crimble erected this door to keep in the latest pet of Warphit (a halfling ghoul named Tippi) until the priest could better control it. This door is made of strong wood and is locked; however, it is not trapped. The door is obviously a new construction to even a novice who looks at it.

Door: 2-in. thick; Break DC 23; Hardness 5; 20 hp; Open Lock DC 28.

6. Lair of Tippi

Tippi is a clever ghoul. It will know immediately that whoever is coming through the door is not Crimble with goblin bodies to eat. The cave smells terrible and reeks of decay. As soon as characters get the door in area 5 open, two of Tippi's ghoul creations will charge down the hall and attack.

As you finally get this solid door to open, a terrible stench wafts out of the black depth of the tunnel. A fiendish hiss echoes out of the darkness as two shapes charge out at you.

*Their mottled and rotten flesh, terrible clawed talons and sharp fangs mark them clearly...
Ghouls!*

Ghoul

CR 1; Medium-size undead; **HD** 2d12 (13 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +1; **Atk** +3 melee (1d6+1 and paralysis, crit. 20/x2, bite) and +0 melee (1d3 and paralysis, crit. 20/x2, 2 claws); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Create spawn, paralysis; **SQ** +2 turn resistance, undead; **AL** CE; **SV** Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Languages: Common.

Skills and Feats: Climb +6, Escape Artist +7,

Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.)

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

You come around a dark corner and observe a scene of carnage. Half chewed bodies of goblins (and perhaps some others) lie about the deep cavern. Flies, worms, and other such bugs are abundant and the smell of decay and torn flesh is nearly overwhelming.

Launching a ferocious attack from the dark recesses of the cavern is a short lean figure. Nasty claws tear at you as this halfling-undead abomination assails you in a rain of blows and terror.

Tippi

Male advanced halfling ghoul: **CR** 1; Small undead; **HD** 3d12 (19 hp); **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 16 (+1 size, +3 Dex, +2 natural; touch 14, flat-footed 13); **BAB** +1; **Atk** +5 melee (1d6 and paralysis, crit. 20/x2, bite) and -1 melee (1d3-1 and paralysis, crit. 20/x2, 2 claws); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Create spawn, paralysis; **SQ** +2 turn resistance, undead; **AL** CE; **SV** Fort +1, Ref +4, Will +5; Str 9, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Languages: Common.

Skills and Feats: Climb +6, Escape Artist +8, Hide +12, Intuit



Direction +3, Jump +6, Listen +9, Move Silently +10, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.)

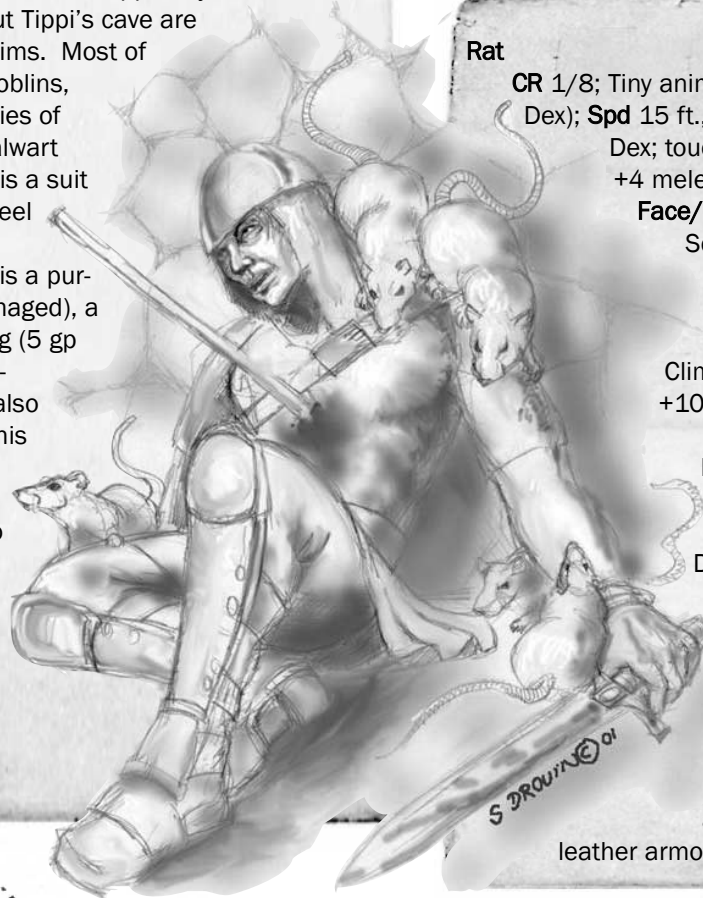
Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Tippi will wait in hiding while the two lesser ghouls attack the party. If the characters do not continue into the cavern, Tippi will sneak out and attack them as soon as the opportunity looks good. If the characters continue, then Tippi will wait in the dark corner and ambush the first character to happen by.

Loot: Scattered about Tippi's cave are the remains of its victims. Most of the stuff belongs to goblins, but there are two bodies of what appear to be stalwart adventurers. On one is a suit of chainmail, Large steel shield, and a bastard sword. On the other is a purple saffron robe (damaged), a silvered dagger, a ring (5 gp value), and a quarter-staff. The party will also find a spellbook on this body but it is ruined and half eaten.

Support: Tippi has no support from another area other than his own little ghouls.



7. Workers' Rest Area

This was once a rest area for miners. Benches are lined up, and there are old moldy cots in the corners. It is obvious that goblins have raided this area of anything valuable. The only good point to this cave is that it looks like a reasonably defensive place to rest a bit.

There is nothing of value in here.

8. Dank Alcove

Another gruesome scene lies before you. The body of a fallen adventurer is sprawled in the deep recesses of the tunnel. It convulses as if it is alive, but as you get closer you realize it is the feeding frenzy of some large tunnel rats.

The rat-covered corpse in the corner is yet another fallen adventurer who staggered here before being attacked by the vermin. Warphit has little trouble controlling the lesser creatures. When the party stumbles onto this gruesome scene, the rats will immediately and surprisingly attack with abandon.

Rat

CR 1/8; Tiny animal; **HD** 1/4 d8 (1 hp); **Init** +2 (+2 Dex); **Spd** 15 ft., climb 15 ft.; **AC** 14 (+2 size, +2 Dex; touch 14, flat-footed 12); **BAB** +0; **Atk** +4 melee (1d3-4, crit. 20/x2, bite); **Face/Reach** 2 1/2 ft. by 2 1/2 ft./0 ft.; **SQ** Scent; **AL** N; **SV** Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Skills: Rats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Tactics: These rats will apply no tactics other than to swarm onto one character at a time.

Loot: There is a broadsword in the corpse's hand, a simple short spear protruding from its chest, and it wears a suit of studded leather armor that is damaged beyond repair.

Pit of Loch-Durnan: Level 1B:

You traverse along a winding tunnel with smooth walls and hard packed floors. As you finally approach, there is a split in the tunnel that ends up going in two directions, west and northwest. The dim light of flickering, low burning fires can be seen coming from both directions. Giving pause to examine and listen, you clearly hear the chatter of non-human tongues wagging. You can only guess that the goblins were smart enough to post guards in this area and you should proceed with some level of caution.

One thing of note, the area due west seems to have far more activity than that of the northwest tunnel.

A forty-foot tunnel spans between level 1 and level 1B. This area is where the goblins have settled in. It also happens to shield the area where Warphit's crystal prison is housed. The devil does not waste much of his limited energy on the goblin masses other than compelling their leader, a tough goblin named Hortek. Once Warphit got a hold on the goblin leader's mind, he drove him to set up his tribe in the upper mines of level 1B and has since let them fend for themselves. The underground pool gives them fresh water and some fish. The goblins also occasionally venture deeper into the caverns whence they originally came to hunt underground beasts for food. They will not leave the area under any circumstances and will defend it to the death.

1. Miners' Storage

This area was carved out of the rock to serve as dry storage for the miners. It appears to be well made and is completely free of leaks.

This appears to have been a dry storage for the miners. The walls have been smoothed, and elevated racks line the far side of the cavern. On those racks are some solid, untapped kegs that have been strangely left untouched by the goblins that had set up camp in here.

All of the other boxes and crates have been smashed and looted by the green skins.

There are three other goblin guards in here. If they have responded to combat in area 2, then the area will be empty of enemies. If not, the guards will be alerted to the noise and begin showing interest. They will not be caught by surprise in this case.

Goblins (3)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: These goblins are typical and not that brave. If outnumbered, they will attempt to flee. If there is not enough room to run by, they will hurl javelins in an attempt to drive off the intruders. They may surrender, if given the option.

Loot: There is some dried, old meat (eight days worth for one person) as well as three casks of ale that have strangely been left untapped and undisturbed. Each cask weighs about 12 lbs. and contains about 5 gp worth of standard ale. Hortek has been saving them for an occasion that is not known to the goblins guarding the area.

Support: If a fight ensues in this area that is noisy or lasts for more than three combat rounds, the goblins in area 2 will be alerted and come to aid these guards in one more round.

2. Goblin Watch

Several goblins sit around a campfire talking amongst themselves. They appear to be completely unaware of intrusion, and are paying no attention to the hallway at all. It is as if they feel entirely safe from harm.

There are two other exits from this large cavern, one to the north that seems to have a muddy, dark floor, and one to the west, where more flickering firelight can be seen.

Warphit's power is not unlimited, so he usually lets the goblins do as they please, knowing they will attack most intruders, unless he says otherwise. As the charac-

THE HUNT RISE OF EVIL

ters get to this area of the pit, they are entering the chosen home of Horteck and his tribe of green skins. Goblins stand guard here in order to alert the tribe of intruders or drive an enemy back. There are five goblins huddled around a low fire in the cavern. They are not being very vigilant about their post and feel safe from the villagers. If a party is stealthy they will not alert the guards until they come within eyesight, or if they have a bright light.

Goblins (5)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15

(+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Having no warning from Warphit, the goblins feel they are very safe and are not on their toes in regards to their guarding duties. Unless the party makes a great deal of noise or brings a very bright light into the area, the goblins will be caught flat-footed. One will hang back and hurl javelins while calling for help in area two, unless prevented in some way by the party in the first round of combat.

Loot: These goblins have a total of 27 copper pieces on them.

Support: If the guard is allowed to yell for help for more than three full combat rounds, then it will alert the others in area three as well. Likewise, if a loud combat goes on for three full combat rounds, it will alert the goblins in area two (if they have not been dealt with).

3. Goblin Watch II

Huddled around three small, smoky fires are eight goblin guards who are eating cooked cave vermin and talking amongst themselves. It is apparent they are not expecting trouble, and thus, are not very watchful.

A larger group of goblins are positioned here for the defense of the tribe. They have set up a watch/living area in this large cavern. There are three fires burning in the cavern, and goblins huddle around them for warmth. This prevents them from using their darkvision.

Goblins (8)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex);

Spd 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin);

Face/Reach 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

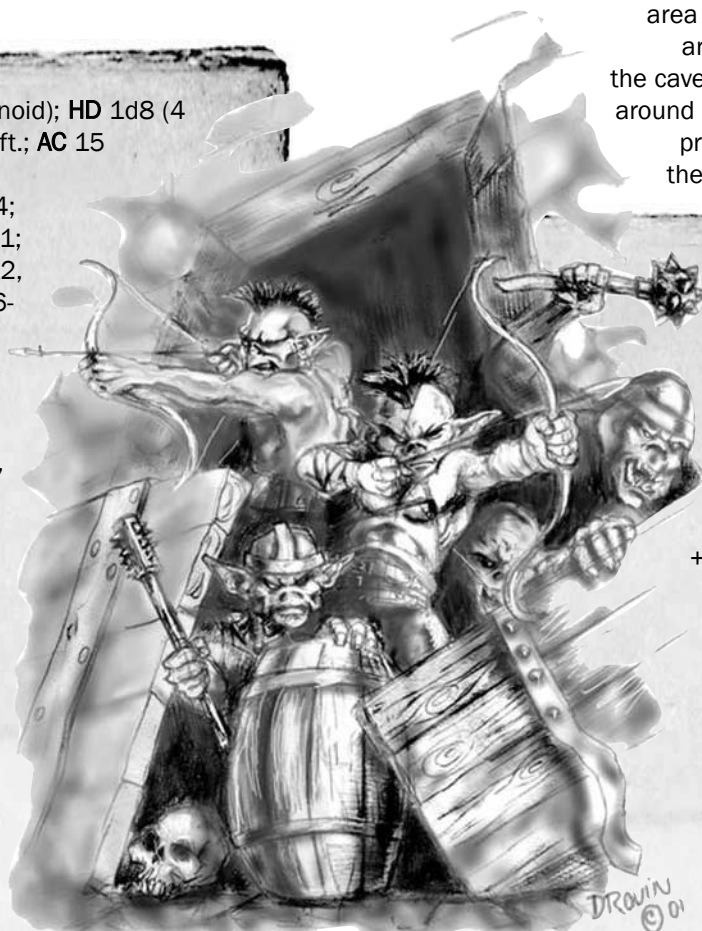
Skills and Feats: Hide +6, Listen +3, Move

Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Again, these goblins are feeling very safe from intrusion. Unless alerted by the guards in area 1, they will not be diligent in watching the entrances of the room. Since they have fires going, they will not be able to use darkvision; the flames cast long shadows and make some noise. Very quiet characters could make it by here by making opposed Hide and Move Silently



checks against the Listen and Spot checks of the goblins (who suffer -1 to checks due to the fires). If alerted from the sounds of combat in nearby areas, they are lined up to hurl javelins as the party enters, and cannot be surprised. Furthermore, if alert, the players will not be able to sneak across the room.

Loot: These goblins have little in the way of loot. In total they will have 17 cp and poor quality food that would last a single person fifteen days.

4. Muddy Cavern

A glint of gold catches your eye. Deeply embedded in the wall on the far side of this cavern is a large gold nugget that is easily visible from the entrance. Mud covers the entire floor of the cavern and seems to get deeper as it goes further inward.

This pit of mud is obviously avoided by the goblins. Down in the mud, lying dormant, are three mud worms. These creatures can hibernate for years until some hapless creature stumbles into the mud. At the opening to the room, the bottom is only about a foot under the goopy mud. As you go further into the room, the bottom drops steeply two feet for every five feet traveled. At its deepest, in the middle, the mud pit is eight feet deep. The mud is thin enough to swim across at a very slow rate of five feet per round. Embedded in the wall on the far side, in between three rough natural columns, is a large gold nugget that someone had once managed to get halfway exposed. The nugget is visible from the room's entrance if the characters have a light. Once a character is at four feet deep or more (which will be ten feet into the room) the worms attack.



Mud Worms (3)

CR 1; Large vermin; **HD** 2d8 (9 hp); **Init** +0; **Spd** 10 ft., swim 40 ft.; **AC** 15 (-1 size, +6 natural; touch 9, flat-footed 15); **BAB** +1; **Atk** +2 melee (1d3+3, crit. 20/x2, slam); **Face/Reach** 5 ft. by 10 ft./5 ft.; **SA** Constrict 1d3+3, improved grab; **SQ** Rubbery skin, tremorsense, vermin; **AL** N; **SV** Fort +3, Ref +0, Will +1; **Str** 15, **Dex** 10, **Con** 11, **Int** -, **Wis** 12, **Cha** 10.

Skills and Feats: Climb +8, Hide +0*, Swim +10.

Constrict (Ex): A mud worm deals 1d3+3 points of damage with a successful grapple check against

opponents of up to Medium-size.

Improved Grab (Ex): To use this ability, the mud worm must hit an opponent of up to Medium-size with its slam attack. If it gets a hold, it can constrict.

Rubbery Skin (Ex): A mud worm has damage reduction 3 against bludgeoning weapons of all types.

Tremorsense (Ex): Mud worms can automatically sense the location of anything within 60 feet that is in contact with mud.

Vermin: Immune to mind-influencing effects.

Skills: * A mud worm gains a +8 racial bonus to Hide checks in muddy terrain.

Tactics: Mud worms will attack by sneaking up, using their Hide skill, and striking quickly from under the mud.

Loot: The gold nugget is not as big as it appears and is worth 40 gp. It will take seven minutes to pry the nugget out of the wall.

5. Dank Cave

This dank cave has several natural steps leading down to it. The room is large and strangely devoid of goblins. There are scattered remnants of bone and old food. On the north and south side of the room are a series of small holes. Water trickles slowly from them.

When the water from the underground river rises, it sometimes forces a colony of giant ants into this cavern, which is why the goblins leave it be. They also dump leftover or rotten food in here to keep the ants from wanting to go too far. Whenever the party enters this cavern roll a d20. If you roll a 1-3, the ants are coming into the room from their underground network. They will be driven by the river to come up here and get away from the water. It will only be a few that are cut off from the main ant tunnels that come here. They will not wander out of the cavern, but will attack or scavenge in this area.

Giant Ant, Soldiers (1d4)

CR 2; Medium-size vermin; **HD** 2d8+2 (11 hp); **Init** +0; **Spd** 50 ft., climb 20 ft.; **AC** 17 (+7 natural; touch 10, flat-footed 17); **BAB** +1; **Atk** +3 melee (2d4+3, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Acid sting, improved grab; **SQ** Vermin; **AL** N; **SV** Fort +4, Ref +0, Will +1; **Str** 14, **Dex** 10, **Con** 13, **Int** -, **Wis** 13, **Cha** 11.

Skills and Feats: Climb +10, Listen +6, Spot +6.

Acid Sting (Ex): The giant ant soldier has a

stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

Giant Ant, Workers (1d4+1)

CR 1; Medium-size vermin; **HD** 2d8 (9 hp); **Init** +0; **Spd** 50 ft., climb 20 ft.; **AC** 17 (+7 natural; touch 10, flat-footed 17); **BAB** +0; **Atk** +1 melee (1d6, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Improved grab; **SQ** Vermin; **AL** N; **SV** Fort +3, Ref +0, Will +0; **Str** 10, **Dex** 10, **Con** 10, **Int** -, **Wis** 11, **Cha** 9.

Skills and Feats: Climb +8, Listen +5, Spot +5.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Tactics: The ants are simply trying to keep from drowning in the river, but they will attack anything that enters the cavern while they are there. They have no special tactics.

6. Goblin Encampment

There is no paraphrased text for this area but read it carefully, as this encounter is a major plot development.

The encounter with Sheepo and Glith may go a few ways. The most likely are covered here.

This is the first of two large goblin encampments. This particular group of goblins is led by the right hand of Hortek. Her name is Sheepo Gnarlknee, a goblin shaman of some power. For the party to be successful in getting by Hortek, they will have to negotiate a deal with Sheepo. Area 8 is protected by Sheepo's personal guard, led by Sheepo's apprentice, Glith. This will be discussed later, but is critical to the party's success.

Sheepo, through magic, has managed not to be swayed by Warphit and has recognized that her leader, who she is loyal to in a strange way, has been almost completely taken over by the devil. She will do anything to secretly break the hold Warphit has on Hortek so that they can return home

to the underground lair. Please see area 8 for making contact with Sheepo.

This encampment is divided by a small, clear underground stream that is about three feet wide but shallow enough to walk across. On the south side of the stream are the bulk of the goblins led by the shaman—forty-seven in all! The first thing the party will note is the lack of females and children, as none are present.

The encampment itself is dank and dirty, with garbage strewn about. Fires burn low and with little smoke. On the far side of the small stream is the one small, and well-guarded hut of Sheepo.

Hopefully, the party will not be trying to fight their way through here, since it would likely draw attention from areas 7, 9, and 10.

If Glith in area 8 has been able to reason with the party to talk to Sheepo, then the shaman will offer to sneak the group by Hortek using the second level sorcerer spell "minor image" to make the characters appear to be part of her personal guard. She will then escort them with several real personal guards to area thirteen where the party can descend past the goblins and to the area most closely guarded by Warphit. Sheepo knows as long as the devil holds sway over Hortek that they will never be able to leave here and go back to their tribe. She also knows that they could never get past Warphit. The spirits have told Sheepo that a group of surface dwellers would come soon that might be able to stop the hellish beast.

This is why she will have Glith set up to find or encounter the party before Hortek.



Sheepo Gnarlknee

Female goblin Sor5; **CR** 5; Small humanoid (goblinoid); **HD** 5d4 (12 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 13 (+1 size, +2 Dex; touch 13, flat-footed 11); **BAB** +2; **Atk** +2 melee (1d4-1, crit. 19-20/x2, dagger) or +5 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +1, Ref +3, Will +4; **Str** 8, **Dex** 14, **Con** 11, **Int** 10, **Wis** 11, **Cha** 14.

Languages: Goblin.

Skills and Feats: Concentration +6, Knowledge (arcana) +4, Move Silently +6, Spellcraft +6; Combat Casting, Dodge.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: Dagger, 2 javelins, spell component pouch, *wand of sleep* (4 charges).

Sorcerer Spells Known (6/7/5; DC 12 + spell level): **0-level**—*detect magic, detect poison, ghost sound, light, open/close, read magic*. **1st**—*identify, magic missile, protection from good, summon monster I*. **2nd**—*acid arrow, minor image*.

Sheepo's Personal Guards (10)

Male goblin War2; **CR** 1; Small humanoid (goblinoid); **HD** 2d8 (9 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +2; **Atk** +2 melee (1d6-1, crit. 20/x3, halfspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +1, Listen +1, Move Silently +4, Spot +1; Combat Reflexes.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: Halfspear, studded leather armor.

Goblins (37)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Sheepo will try to stop a fight with PCs first in order to talk to them and discover if they are the adventurers the Spirits told her of. If she cannot find a way to stop them from attacking, she will command the thirty-seven normal goblins to attack. Her personal guard will surround her, and she will support the fight with her magic. This will also alert any remaining goblins in area 8.

A low-level party is no match for Sheepo and her group. The shaman alone will likely be able to kill two or more

PCs under 3rd level. Try, as the GM, to get a negotiation going so the party is not wiped out.

If a large battle ensues in area 8 that is not stopped within five combat rounds, Sheepo will order her goblins out to assist. She will, again, attempt to stop a fight with PCs.

Loot: Scattered amongst the goblins are 740 cp, 38 sp, and 7 gp. There are also numerous, low quality weapons most common to goblins.

In Sheepo's hut there is her personal stuff. A locked chest is in one corner and contains 80 gp, two *potions of cure light wounds*, and a *potion of fire breath*, as well as a divine scroll of *detect traps*. If you are feeling generous, or the party is not doing well, you can have Sheepo give the party these potions to help them against the devil's minions.

Support: As you read through this, you will note that the area might be supported by a few groups, but is more likely to support area eight where Glith has been posted to watch for the heroes the Spirits told Sheepo to expect.

7. Well

A large, stone-ringed well consumes the majority of this small cavern. The water rises nearly to the top and appears to be crystal clear. Four goblins stand guard but again do not appear terribly alert.

Even though the stream is clean, there is a large, stone-ringed well of crystal clear water that is cool and fresh. Hortek has this well guarded as his own personal water. He does share it with Sheepo and his own personal warriors, but no one else.

There are four goblins of Hortek's guard here watching over the well to make sure no common goblins get to it.

Hortek's Guards (4)

Male goblin War2; **CR** 1; Small humanoid (goblinoid); **HD** 2d8 (9 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +2; **Atk** +2 melee (1d8-1, crit. 20/x2, morningstar) or +4 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +1, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics

block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Again, this group is a bit bored. They have never had a problem and so they are not on alert. Unless a battle goes on in area 8 for more than five combat rounds, these goblins will be caught flat-footed and unprepared.

Loot: Each goblin carries 1 gp and 11 cp.

Support: If overwhelmed, one will immediately try to head out to get help from area 7, 8, or 9.

8. Sheepo's Guards

As soon as you enter, you note three large doors turned sideways and propped to face the hall that you have come from. Out from behind the table in the north part of the cavern a spear rises high with a dirty, maybe white, tunic tied to it like a flag of truce.

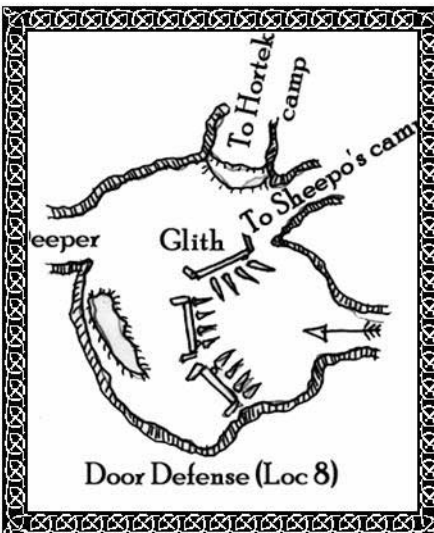
A goblin voice calls out in broken Common. "Surface dwellers, we wish to talk to you, please do not attack us. We are not your enemy. My mistress needs your help and will help you in return."

There are three other exits to this cavern and all seem to be active with goblins.

This is the room where Sheepo's personal guard and her apprentice are. Glith is on alert and waiting for a party to come through in order to get them in a negotiation with his master (Sheepo). Sheepo and Glith are also very smart (for goblins), and have set up a solid defense using discarded doors and logs. They have three large wooden doors set up to face the entrance from the mines to area 8.

Behind each door are three of Sheepo's personal guards with short bows and four more with javelins and morningstars (see handout below: door defense). In front of the three propped doors is a roughly dug trench with pointed logs facing the entrance. Glith is behind the one closest to the tunnel to

area 6. When the party enters the area, Glith will call out for parley and fly a dirty, torn, white tunic on a spear. Glith speaks fair but broken Common. If the party shows that they are willing to listen, then Glith will inform them that his master wishes to speak with



them (see text box).

These are elite goblins and well-rooted, with little to fear from low-level characters. They are fairly confident and trust in Glith and Sheepo entirely. Any fighter, ranger, or paladin can make an Intelligence check (DC 11) to note that if these goblins wanted to do the party serious harm, they could.

Glith

Male goblin Sor2; **CR** 2; Small humanoid (goblinoid); **HD** 2d4 (5 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 13 (+1 size, +2 Dex; touch 13, flat-footed 11); **BAB** +1; **Atk** +1 melee (1d6-1, crit. 20/x3, halfspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +0, Ref +2, Will +3; Str 8, Dex 14, Con 11, Int 12, Wis 11, Cha 13.

Languages: Common, Goblin.

Skills and Feats: Concentration +5, Knowledge (arcana) +6, Spellcraft +6; Dodge.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: Halfspear, *potion of cure light wounds*, spell component pouch.

Sorcerer Spells Known (5/2; DC 11 + spell level): **0-level**—*detect magic, ghost sound, light, ray of frost, read magic*. **1st**—*charm person, magic missile*.

Sheepo's Archers (9)

Male goblin War2; **CR** 1; Small humanoid (goblinoid); **HD** 2d8 (9 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +2; **Atk** +2 melee (1d4-1, crit. 19-20/x2, dagger) or +4 ranged (1d6-1, crit. 20/x3, 60 ft., shortbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +1, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs)

gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 20 arrows, dagger, shortbow, studded leather armor.

Sheepo's Guards (12)

Male goblin War2; CR 1; Small humanoid (goblinoid); HD 2d8 (9 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +2; **Atk** +2 melee (1d8-1, crit. 20/x2, morningstar) or +4 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +1, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: Glith will do everything he can to keep the PCs from fighting them and parley. If a battle ensues, he will attempt to *charm* one of the PCs and have them shout out to stop fighting. If he is able to calm things down quickly, he will release the *charmed* character as a show of good faith. If not, he will direct the *charmed* character to defend the goblins. If the fight goes on for more than five rounds, the remaining warriors of Sheepo's guard and regular goblins plus Sheepo herself, will pour out of area 6. You can have her make one final attempt at reason. If that fails, they will fight until all PCs are dead, as they do not want Horteck to discover they attempted to talk to the characters in any way.

If forced to defend themselves, the goblins will fight from cover (one-half cover), at first shooting bows and hurling javelins. If characters manage to get to the other side of the doors, the goblins with morningstars will engage them while the archers continue to assault easy targets.

Loot: The goblins each carry 5 sp and 7 cp. Glith has 10 gp and his *potion of cure light wounds* (if he has not used it).

Support: See above.

9. Goblin Encampment II

A large, dusky cavern yawns before you. Many, many goblins hustle about the area, and there are several obvious campsites in the cavern. The area is divided by a river and small lake with even more goblins across the way.

You notice there are no females or young amongst the goblins in the massive cavern, and all the males seem to be young warriors.

This is the larger goblin encampment, and is run by the goblin war chief, Horteck the Clever. The goblin chief is entirely in the thrall of Warphit and will do the devil's bidding without question. If an uncontrollable fight ensues in area 8 and continues for more than ten rounds, Horteck will be alerted and come to the rescue of his shaman. Horteck, driven by Warphit, will attempt to subdue all of the characters, if possible, and take them back for torture. If he and his goblins cannot overwhelm a character, he will simply order the character killed. Hopefully, the PCs will have been wise enough to parley with Sheepo, but if not this may give a few of them a second chance.

If caught, the remaining party will endure a long night of torture at the hands of Horteck and his personal guard, under Sheepo's watchful eye. The shaman will openly tell Horteck not to kill them, as it may displease the devil Warphit. Horteck will agree.

After the long, terrible day, the characters will be at half hit points and suffer a -2 temporary penalty to Constitution for ten hours -1 hour per Will save bonus. Afterwards, they recover the temporary Con loss.

At night, Sheepo and Glith will create a stealthy rescue with illusions, *sleep* spells, and *charms*. The shaman will dump the players at area 13 and tell them to continue on to deal with the devil. The shaman will give them the potions and scroll but tell them that to return this way will be their deaths. Sheepo will not allow the party to go and kill Horteck, explaining that he is under Warphit's influence.

Horteck is a wickedly tough goblin who is normally an unusually good leader; this is why Sheepo follows the chief. He is normally very cunning as well, but since the intrusion of the chaotic Warphit, he has abandoned any attempt to be clever. If the characters battle in area 8 or manage to get to the large encampment of area 9 and 10, they will encounter Horteck and his personal guard. See the text box for a complete description of Horteck, or show them the illustration of him here.

The large encampment is at the edge of an underground river that is fed by the stream that cuts through area 8 as well. This side of the river holds the regular goblin warriors, forty-four in all. These goblins are loyal to Horteck, but are becoming unsettled because they are not returning to their females and children. They are normally of very high morale, but because of this and the irrational behavior their leader has been showing, they are at standard morale.

Goblins (44)

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Tactics: If the goblins have been alerted by battle in area 8, but have not yet organized to go to there to fight, they will be setting up in loose formation here. If the party has managed to get in here unnoticed (unlikely) the goblins will be milling about, doing their work, but will all be armed. If alert, Horteck and his personal guard will also be on this side of the lake. The chief will be barking orders and will be surrounded by his guards. If the party managed to get here unnoticed, then Horteck will be on

his side of the lake in area 10. Again, that is very unlikely, as Glith and his troop are very alert in area 8. Remember that Horteck will order the goblins to attempt to subdue the characters so that Warphit can feed on their torment and keep them alive a bit longer.

Loot: There are 1,100 cp, 140 sp and 20 gp amongst the various shanty homes of the goblins on this side of the lake.

Support: This area will get heavy support from Horteck and his personal guard in area 10.



10. Horteck's Vein

On the far side of the river stands a canvas and bone tent/shack with a few small campfires around it. The entire wall behind the makeshift home is what is amazing. Veins of bright, yellow gold run through it like a winding maze that glitter and sparkle in the fluttering campfire lights. The massive amount of wealth in that wall is unbelievable.

Standing before the shack with several tough-looking goblins is Horteck the Clever. A wild-looking, wiry warrior with a solid spear made of sharp, glimmering steel.

This side of the river is where Horteck and his personal guard are. He has sixteen guards (the other four are at the well in area 7) and a small wooden shack where he lives. If the party is captured, they will be trussed up behind the shack for Horteck and/or Warphit to play with as long as they last. They will not be brought into Horteck's shack unless they have battled their way in.

Behind his shack is one of the major veins of gold in the mine, and covers the back wall. The party is not likely to be able to get to any of this gold, and Horteck guards it with his life.

Horteck the Clever

Male goblin War4; **CR** 3; Small humanoid (goblinoid); **HD** 4d8+11 (29 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +4; **Atk** +5 melee (1d6, crit. 20/x3, masterwork halbspear) or +5 ranged (1d6, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 10, Dex 13, Con 15, Int 10, Wis 11, Cha 9.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +5, Listen +1, Move Silently +4, Spot +1; Improved Initiative, Toughness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, masterwork halbspear, studded leather armor.

Hortek's Guards (4)

Male goblin War2; **CR** 1; Small humanoid (goblinoid); **HD** 2d8 (9 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +2; **Atk** +2 melee (1d8-1, crit. 20/x2, morningstar) or +4 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Intimidate +1, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Loot: Amongst Hortek's personal guard is 180 gp in gold nuggets from the vein in the large cavern wall. Each will also have 3 sp and 5 cp. In Hortek's personal shack is an exotic, but very dirty animal hide rug (from the manor) worth 14 gp, a small war chest that has a Medium-size, rusty breastplate (+4 armor bonus, unless repaired), a pair of Medium-size locked gauntlets, a simple silver ring (6 gp), two silvered daggers, 360 gp, 400 sp, 200 cp, a small wooden box with four tiny glass vials filled with light green liquid (wayfarer's water, see special items at the back of the book), and two *potions of cure light wounds* which he will take into battle with him.

11. Black Pit

This appears to be an empty and non-descript tunnel, unless someone inspects it closely. This is a pit trap that was cleverly designed by the previous owners of the mine before the hamlet of Loch-Durnan discovered it. The townsfolk had it clearly marked, but the goblins took the signs and painted over them. The painted marks are still visible to someone with a light source or darkvision, making it a bit easier to find. One way to bypass this trap without incident is to be escorted by Sheepo or Glith. If they escort the PCs via area 8, they pass it without incident. If they had to rescue the PCs from Hortek, they escort them to area 13 from area 9 instead.

Spiked Pit Trap (40-ft.-deep): **CR** 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search DC 16; Disable Device DC 20.

If someone manages to survive falling on the spikes or climbs down to the bottom, he will notice a corpse stuck on some of the spikes. It was obviously a fighter type wearing archaic chain armor, a severely dented winged helmet, and a longsword that broke during the fall. A Search check (DC 15) will reveal a small, iron ring (+1 *ring of protection*) in the skeletal hand beneath the corpse.

12. Remains

This awful room is where the goblins discard their refuse when they actually remember to do so. There are several humanoid corpses that suggest more than one party has been here since the takeover of the mine.

The goblins got 90% of the valuables off the corpses, but a Search check (DC 22) will reveal that in the tattered clothes of one of the corpses is a small ornate amulet made of white gold with a steel chain. A drawing of a broken arrow is etched upon it. The amulet is magical, but as the soft gold is damaged, it only functions 50% of the time. When it does function, it provides *protection from arrows* (damage reduction 10/+1 against projectiles). Roll each time the wielder is struck with a projectile to determine if the amulet functioned.

Anyone in this area for more than one round must make a Fortitude save (DC 18) or suffer 1 point of temporary Con damage due to the smell and unwholesome air. The effects last for 24 hours.

13. To Level Two

A set of rough, wide, natural stairs descends into the darkness below in a winding circular pattern. A powerful rush of foul air blasts up at you from below.

This is simply the rough hewn natural stairway down to the lower part of the mine and Warphit's room, starting with the entry area level 2. It is likely that Sheepo brought the characters to this spot. If that is the case, she will guard the stairs against the PCs returning that way for 24 hours with her entire guard and Glith before going back to Hortek and hoping for the party to succeed.

Pit of Loch-Durnan: Level 2:

This level of the pit has two distinct parts. The first is the rest of the mine, including the room that houses Warphit's crystal prison. The second belongs to whoever originally built the mine and was their underground stronghold. The secret passage to area 3 was used by old Mayor McCalister to go into the mines from his manor. Since Warphit's lair was uncovered, the other way into and out of the mines from the manor is also open. The original secret door remains but is well-hidden, with only the two brothers knowing the location.

The other portion of level 2 is the upper area of an old gnome temple that was built off the mine. It was the gnomes who originally built the mine and entrapped Warphit. This leads up to the dungeon of the McCalister manor house and also down into the old, sealed temple. The temple has, unfortunately, been twisted by the nearby evil, malignant presence of Warphit. During this adventure, the sealed temple is magically shut and cannot be opened by the party at this time.

1. Stairs from Level 1B

As you reach the bottom of the long stairs, a moaning wind blows by you and upward from somewhere not far off. A dim, pulsating, sickly yellow glow can be seen further down the tunnel. The feel from the glow is uninviting and is difficult to look at without feeling some revulsion.

The rough hewn stairs from area 13 of level 1B descend into darkness. The GM should make a note that the only light in the mine area is the pulsating crystal prison of Warphit. The stairs look as if they are almost natural and wind down nearly forty yards before ending in the hallway area. As soon as the characters enter this area, they will begin to feel the power of Warphit. While it is greatly subdued, the sickly, hateful presence can still be felt.

2. Newer Vein/Holding Area

This cavern was part of the new mining operation that accidentally uncovered Warphit's prison. Milling about mindlessly are a few of the former villagers, who are now zombies. Crimble has set the zombies to guard the area against intruders. There are three Medium-size zombies and one Small halfling zombie. As soon as someone enters the room or passes by

the opening to this area, the creatures moan and shuffle out to attack. The players could pass them but may not want to leave enemies behind.

Zombies, Medium-size (3)

CR 1/2; Medium-size undead; **HD** 2d12+3 (16 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (-1 Dex, +2 natural; touch 9, flat-footed 11); **BAB** +1; **Atk** +2 melee (1d6+1, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, undead; **AL** N; **SV** Fort +0, Ref -1, Will +3; **Str** 13, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Zombie, Small

CR 1/4; Small undead; **HD** 1d12+3 (9 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (+1 size, -1 Dex, +1 natural; touch 10, flat-footed 11); **BAB** +0; **Atk** +1 melee (1d4, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, undead; **AL** N; **SV** Fort +0, Ref -1, Will +2; **Str** 11, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Zombies have no real tactics, they will shuffle forward and attack the nearest living thing.

Loot: While there are gold veins visible in the cavern, it would take the right tools, knowledge, and time to mine out. Thus, there is no loot to be had.

3. Newest Vein/Holding Area

As the people of the hamlet continued the efforts to keep finding more veins to mine, they also uncovered this cavern. Again, Crimble has housed some guards here in the form of zombies. Also, the secret door that the young McCalister's father used is here. It is very hard to locate (Search check, DC 25), as it was built by dwarves and enhanced with illusions by gnomes. The door appears to be a natural part of the cavern wall, and the sequence of jutting rocks to push in order to open it is well-hidden (Disable Device check, DC 23).

Zombies, Medium-size (4)

CR ½; Medium-size undead; **HD** 2d12+3 (16 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (-1 Dex, +2 natural; touch 9, flat-footed 11); **BAB** +1; **Atk** +2 melee (1d6+1, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, undead; **AL** N; **SV** Fort +0, Ref -1, Will +3; **Str** 13, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: As stated before, zombies really do not have tactics.

4. The Bottomless Pit and Bridge

When the hamlet ran into this obstacle, they knew they had to get around it. The dark pit falls farther than the eye can see, and to drop something down the middle will result in a fall forever. This is truly a bottomless pit (as far as PCs and the world are concerned). The walls are lined with veins of gold and a wind howls up through the center. The townsfolk built a bridge around each side of the circular cavern so they could cross. The bridge is wooden, but is built on the remnants of an older stone bridge built by gnomes. It is sturdy and safe.

If any party member makes a Listen check (DC 14), he can hear another moan over the wind and across the dark cavern. It is the moan of zombies milling about the far side in area 5e. As soon as a character reaches a halfway point on either side, the zombies will move to intercept. This will force the party to fight, one at a time,

on the narrow bridge. The guard rail will keep someone from falling into the pit, but the bridge is only wide enough for one

abreast.

5. The Choked Hallway

As you get halfway across the bridges that circle the howling pit, zombies stagger towards you to do battle. They choke the hallway with their bodies and the terrible smell of rotting flesh.

Behind the boiling mass of moaning undead, the sickly yellow light pulsates in an angry rhythm. As it does, the zombies moan louder and seem to shuffle to you a little faster than before.

This is the primary defense that Warphit has before his chamber. Unfortunately, Crimble and Ian are not powerful enough to raise more zombies. Even this would normally be beyond their means, if not instructed by the powerful devil.

Zombies, Medium-size (4)

CR ½; Medium-size undead; **HD** 2d12+3 (16 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (-1 Dex, +2 natural; touch 9, flat-footed 11); **BAB** +1; **Atk** +2 melee (1d6+1, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, +2 turn resistance (see **Monster Tactics** below), undead; **AL** N; **SV** Fort +0, Ref -1, Will +3; **Str** 13, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Warphit is capable of directly controlling these zombies, giving them +2 turn resistance. While the devil is still overconfident, he will attempt to beat down a party that makes it all the way. Keep in mind Warphit does not know about Barlan's map and plan.

The zombies will simply choke the hallway and attack until all are destroyed, or the party is killed. If the party attempts to flee, the zombies will follow.

6. Chamber of Warphit

As you clear away the last of the zombies, you find a large circular cavern before you. In the center, held in place by a large stalagmite and stalactite, is a huge crystal. The yellow, sickly glow definitely emanates from the six-foot tall, perfect thing. The pulse glares and diminishes, as if in tune with a wildly beating heart. An angry rage can be felt in the room and makes you afraid to enter.

The roof of the cavern itself is supported by several tall, wooden beams. A great weight seems to press down on the wooden slats of the ceiling, as if it might fall at any minute. Suddenly, a mist forms and congeals in the crystal itself, and a glaring, inhuman visage stares out at you in mute anger. The face dares you to enter, dares you to come before it. Then, the devilish eyes flick to the wearer of the dwarf's amulet. The once glaring eyes fly wide in surprise and the devil's powerful confidence wavers for a moment.

With a rattle and clang of weapons, undead skeletons with glowing red eyes shamble out of two of the caverns' side passages and attack. You would swear you can hear the great devil laughing.

This is the crystal prison chamber of the devil, Warphit. The party will quickly notice that the room is as Barlan described, and his map is accurate.

There are six skeletons that will attack the party. Three will come from area 9, and three from the room in area 7. When a character tries to enter the room, a wave of anger from Warphit will hit them. Everyone who enters will have to make a Will save (DC 12), or suffer from fright, unable to enter for five rounds. Only the wearer of the amulet does not have to make this roll. In fact, the only thing the amulet wearer must be concerned with are the skeletons and the task at hand, following Barlan's instructions.

Skeletons, Medium-size (6)

CR 1/3; Medium-size undead; HD 1d12 (6 hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural; touch 11, flat-footed 12); BAB +0; Atk +0 melee (1d4, crit. 20/x2, 2 claws); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Immunities, undead; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Improved Initiative.

Immunities (Ex):

Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.



The party should dispatch the skeletons as quickly as they can, and then cross the room. Once Warphit sees what the party is up to (which will be evident when someone first starts hacking at a support beam), he will bring all the power he can muster to bear. First, he will make contact with Ian, Crimble, and Hortek for assistance. This will begin a timeline (on back cover) of events. Any character who is a wizard, sorcerer, or cleric will hear the mental call and understand it for what it is. Help will be on the way for the devil. Making contact will take 2 rounds. On the 3rd round, the devil will start to mentally assault the party. Any character (other than the amulet wearer) passing within 20 ft. will be attacked by Warphit through one of these means (at random).

Roll a d6 to determine what power Warphit will use. He will go after humans, half-orcs, and halflings first, leaving elves and half-elves alone, due to their resistance to charms. He can use one attack per round.

Remember that Warphit is greatly weakened in his prison and cannot exert even a fraction of his true power; thus, he can only launch fairly weak magic at the party. Also, once he has failed to charm a character, that character cannot be affected by the charm again for 24

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hours.

If Warphit manages to charm a character, he will then have him go after the person who is attempting to collapse the chamber. Once a character makes it to area 8 or into the hall of

will begin to rumble. It will collapse 4 rounds from that point. Each round the rumble will become louder, and dust will sift and fall through the ceiling beams. If the party is in area 9 to watch the collapse, they will see a handful of goblins rush in the moment before the ceiling falls, killing the creatures.

Warphit's powers table

1d6	Result	Effect
1 or 2	Mental Blast (DC 16)	Will negates. Failure to save deals the character 2d6 subdual damage from a sharp mental blow. Characters reach 0 hp are unconscious and must be awakened.
3 or 4	Charm Person (DC 13)	Will negates. As charm person.
5 or 6	Color Spray (DC 15)	As color spray.

area 9, Warphit can no longer affect him.

The person who is chopping at the pillars must follow Barlan's instructions as quickly as possible. Each support beam has 20 hp and a hardness of 5. The character must roll a touch attack to succeed in hitting the beam correctly (against AC 10). The beams that are to be cut partially through will groan and creak after receiving 10 points of damage. This indicates the character has chopped enough.

If, for some reason, the beams are cut incorrectly (i.e. not according to Barlan's plan), roll a d6 each round thereafter. If a 1 or 6 is rolled, the chamber rumbles for one more round, then collapses. A character within 10 ft. of an exit may dive for it by making an Reflex save (DC 14) to see if they can leap fast enough to avoid being crushed. Failure means the roof caves in on the character.

The cave-in deals 8d6 points of crushing damage and traps a character under the rubble. Should he survive, he immediately begins suffering from suffocation. If a character leaps into area 7, he will be trapped. If he leaps into area 5, he will have to battle Hortek and all his tribe, including Sheepo who cannot afford to be found out. If he leaps into area 8 or 9, he will take 1d6 subdual damage from debris and choking dust, but otherwise be safe.

If the correct order is followed, the cavern room

The Collapse

As you scramble into the tunnel, a great rumble can be heard. The crystal chamber quickly begins to fill with dust which is falling between the ceiling beams as they strain and buckle inward. The yellow glow from Warphit's crystal pulsates madly, and in the last few seconds is barely visible behind the mounting dust in the air. Then, with one final groan, the chamber roof crashes down. A great inhuman wail slams the minds of all, making your knees weak from the force. Dust and debris chokes your view, but as it settles you can clearly make out that the chamber ceiling has been completely brought down.

No matter when the chamber collapses, a great wail from Warphit will be heard when it does. The party should know they must move quickly, as Warphit has called for help, and the rumble must have been felt all over the immediate countryside.

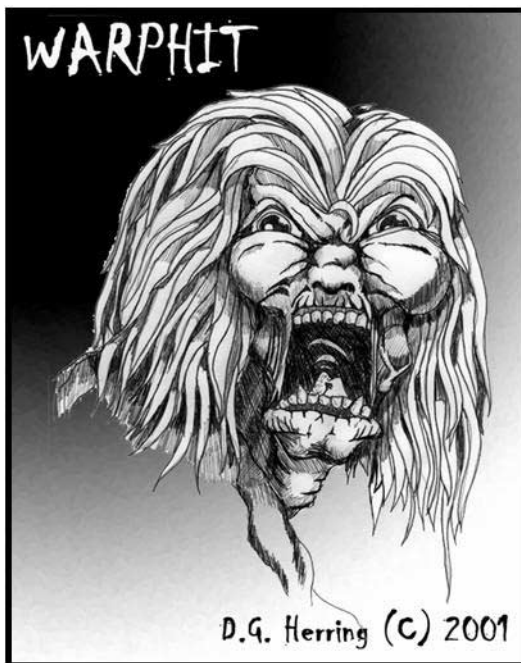
7. Old Vein

This is an empty cavern. A few bones are scattered about, and some flecks of gold can be seen in the walls.

This is one of the recently uncovered mine areas. There is nothing of interest here. If a character gets trapped here during the collapse, his oxygen will run out in ten minutes and he will begin to suffocate.

8. Tunnel of Flight

This natural tunnel winds into the darkness and away from the crystal chamber.



This is the tunnel the party should use when fleeing the chamber of Warphit. When the chamber collapses, this tunnel will be choked with dust for ten minutes. This will make visibility only 5 ft. all the way to area 11 and the opening to area 12.

9. The Other Tunnel

As you enter this tunnel, you find yourself in darkness. The way appears to be little used by the former miners-turned-devil worshipers.

This tunnel is affected by the collapse (like area 8), but the visibility effect will go to the opening of area 10 and area 11.

10. Dark Cavern

This old cavern appears to have been mined out and is of little use. The dark cavern is cool, damp, and quiet.

This was where three of the skeletons were kept. There is nothing of value in here, and the walls appear heavily mined.

11. Tunnel to Beyond

The hallway splits off going south and west. A sign hangs over the western tunnel and states: "Beware, this tunnel leads to the deep underneath and has many dangers. Do not enter. Monsters and traps abound."

There is a skull and crossbones under the writ to warn those who cannot read.

This is a tunnel that the goblins had used upon their arrival. Unable to get into the door of fear at area 13, they ended up before Warphit's crystal and became his minions when Hortek was taken over. It should be obvious that the players don't want to go this way; remind them that Barlan warned them as well. If they do decide to go this way, they will wander down a winding tunnel for a seemingly endless time, until they give up and go back or enter into an adventure of the GM's choosing.

12. The Door of Fear

After traversing a long and winding tunnel, you reach a small cavern. At

its end is a flight of three carved steps that lead to a huge, iron-bound wooden door. Over the door is the demonic head depicted on Barlan's map. An ominous feeling overcomes you as you approach the steps.

This is the door that Crimble and Ian use to visit the mines, their tortured pets, and Warphit. The brothers have no knowledge of the secret entrance their father used to get in and out of the mines between area 14 and area 3. The massive reinforced door is warded from those trying to enter from this direction, unless they have come out of the door from the upper temple area. If this has been done, the wards do not have an effect when the person or creature returns through the door. The party, however, has not come from that direction and suffers from the door's wards.

The bearer of the amulet is not affected by the door. If he passes through and tosses the amulet to a character, or comes back out with it and hands it off, the rest can come through without being affected.

Fear Effect: The demonic head atop the door emanates fear up to 30 ft. in the direction it faces (into the small cavern). A Will save (DC 18) negates.

Compulsion: There is a strong *suggestion* on the door as well, which makes a character, monster, or other decide to go back whence they came if they have overcome the fear. A Will save (DC 18) negates.

Door: 2 in. thick; Break DC 25; Hardness 5; 25 hp; Open Lock DC 20.

13. Entrance to the Upper Gnome Temple

You see a short, ornately carved hallway that appears to be a dead end. The wall carvings show many gnomes working the mines, as well as a gathering of gnome priests with hands joined around a large glowing crystal like the one Warphit is imprisoned within.

The air is clean in here, as if the area has been recently visited.

This is the hall to the old gnome temple which resides under the McCalisters' manor house. No one is sure which of the McCalister ancestors discovered the temple, but the manor has always had its dungeons attached to it.

At the far end is a secret door (Search check, DC 12) into the temple proper. The gnomes that built this made the inner door secret in order to delay any trespassers while they organized their defense. The

mechanism to open the door is complex (Disable Device check, DC 12).

Secret Door: 4 in. thick; Break DC 28; Hardness 8; 60 hp.

14. Old Temple Hallway

This is a long hallway that runs east and west. At each end, opposite the secret door you entered, are two medium-sized stone doors. Directly in front of you is a massive iron door. A stout chair is set facing it and a sign hangs from the large, carved handles, which reads: "Beware, wards & magic. DO NOT TOUCH."

Carved into the door is what appears to be an ancient gnome god that has long since been forgotten.

The pair of Medium-size doors are not locked and have no special properties. The massive door across from where the party enters leads to an old gnome temple. There is too much magic on this door for the party to enter at their current level. Old McCalister's secret door is on the east wall and connects to area 3. Refer to the secret door in area 3 for details.

15. Lower Storage

Entering this large open area, you note a flight of stairs ascends into darkness. The room appears to be some sort of storage. Several large boxes fill the shadowy far corners. You can tell at a glance that some of the boxes contain a few common items like torches, but some appear to be filled with parts to strange and diabolical devices.

This is an area where Crimble and Ian store items they might need when coming to the pit. Most of these are common goods, but several are part of their terrible experimentation, in the devil's name. There are five crates and the contents of each are listed here.

Crate 1: Common items, 6 torches, 1 hooded lantern with two pints of oil, 1 small miner's pick and a door spike.

Crate 2: 7 large blankets, 4 waterskins (full), 1 50 ft. silk rope, and a small step ladder (5 ft).

Crate 3: Contained is one set of thumbscrews, a man-catcher pole, a strange device for wedging one's mouth open, and a meat hook (for dragging zombies). This crate also has 10 lbs. of dried meat in a sewn up canvas bag.

Crate 4: This large crate contains a partially assembled

rack (torture device). It looks as if it was recently worked on.

Crate 5: Four jars contain severed heads in some sort of fluid that keeps them fresh. If one looks closely, one of the heads is an animated zombie head that will roll its eyes and work its jaw, as if trying to get at you.

16. Upper Storage

The flight of stairs ends on this landing, but the stairs continue upward on the southeast wall of the room. In the dark corner, a desk can be seen with an ornate high backed dining chair pulled up to it. A single unlit lamp sits on the desk. Next to the desk is a large open crate.

This is a landing at the top of the first flight of stairs. There is a desk with an unlit oil lamp and a stout chair that looks as if it was from a large, expensive dining set. There is another crate with several full-sized picks, a club, 4 torches, and a heavy mace. Neither the club nor the mace has any special properties.

17. Manor Entrance

At the top of the stairs is another landing that is much smaller. On the far wall you see a stout, reinforced door with a coat of arms emblazoned in its center. It appears to be that of the McCalisters.

This is the door to the manor house, and will take the party into act 3. The door is locked and has statistics as follows:

Door: 2 in. thick; Break DC 25; Hardness 5; 20 hp; Open Lock DC 25.

If the party is having trouble with this door and takes 10, please refer to the timing in the next act. The party will confront Crimble as he comes to the aid of his patron, Warphit. The priest will appear in a different place in the manor depending on the time it takes for the party to get from the collapsed cavern to this location.

In the next act, the adventurers will find themselves in the manor house of the evil brothers.

Act III: McCalister Manor

Crimble's Manor House:

The manor house is a three-story stone and wood structure with a captain's walk on the west side of

the house facing Loch-Durnan. The house was originally built 300 years ago, and the ensuing generations have been adding on ever since. Most of the subterranean parts of the manor were built about 200 years ago, and the details of the construction have long since been forgotten.

Around the house is a seven-foot stone wall that creates a courtyard. To the southwest of the house is a coachhouse and servants' quarters.

Note: Not all of the rooms in the manor will have paraphrased text. As the GM, feel free to use your creative license to add flavor to these locations.

The Grounds:

1. Coach House

It contains a stable with four stalls and room for a wagon. Connected to the stable is the coachman's quarters. This room has a bed, a fireplace, and a table with bench. The coachman, Tol Maggort, lives here. He is normally sleeping or taking care of the horses.

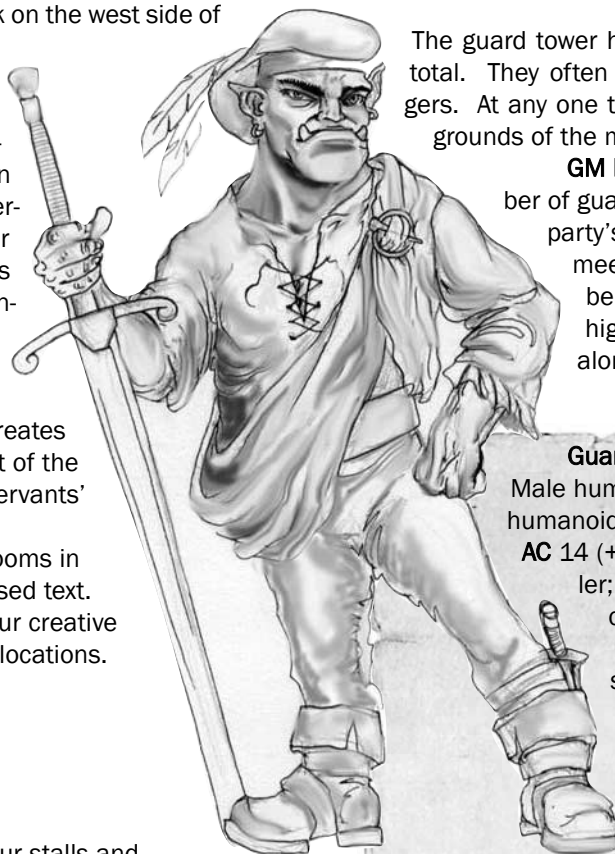
Tol Maggort

Male half-orc War1: **CR** ½; Medium-size humanoid (orc); **HD** 1d8+3 (8 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 14 (+1 Dex, +3 studded leather armor; touch 11, flat-footed 13; armor check penalty -1); **BAB** +1; **Atk** +4 melee (2d6+4, crit. 19-20/x2, greatsword); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Half-orc traits; **AL** N; **SV** Fort +5, Ref +1, Will -1; Str 17, Dex 13, Con 17, Int 8, Wis 8, Cha 10.

Languages: Common, Orc.

Skills and Feats: Handle Animal +6; Skill Focus (Handle Animal).

Half-orc Traits (Ex): Darkvision 60 ft., orc blood.



Gear: Greatsword, studded leather armor.

Tactics: Tol will protect the horses with his life. If he notices a fight in the courtyard, he will wait to see how the guards are doing. If the guards are winning he will join them. If he sees Crimble or Ian fighting, he will join them in order to impress them with his loyalty.

2. Guard Tower

The guard tower houses the manor's guards, eight in total. They often serve as errand boys and messengers. At any one time there will be 2-6 guards on the grounds of the manor.

GM Note: You can determine the number of guards available, depending on the party's level and condition, when they meet the guards. Mathus McGee might be with them as well (if the party is of higher than average level or moving along easily).

Guards

Male human War1: **CR** ½; Medium-size humanoid; **HD** 1d8 (4 hp); **Init** +0; **Spd** 30 ft.; **AC** 14 (+3 studded leather armor, +1 buckler; touch 10, flat-footed 14; armor check penalty -2); **BAB** +1; **Atk** +4 melee (1d6+2, crit. 19-20/x2, short sword) or +1 ranged (1d8+2, crit. 20/x3, 20 ft., shortspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LN; **SV** Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +1, Spot +1; Alertness, Weapon Focus (short sword).

Gear: Buckler, short sword, shortspear, studded leather armor.

Sergeants

Male human War2: **CR** ½; Medium-size humanoid; **HD** 2d8+6 (15 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 19 (+2 Dex, +5 chainmail, +2 Large steel shield; touch 12, flat-footed 17; armor check penalty -6); **BAB** +2; **Atk** +5 melee (1d8+2, crit. 19-20/x2, longsword); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LN; **SV** Fort +6, Ref +2, Will +1; Str 15, Dex 14, Con 17, Int 12, Wis 13, Cha 12.

Languages: Common, Elven.

Skills and Feats: Handle Animal +6, Intimidate +6, Jump +7, Listen +3, Ride (horses) +9, Spot +3; Alertness, Weapon Focus (longsword).

Gear: Chainmail, Large steel shield, longsword.

Tactics: The guards are not expecting trouble. If a group of strangers approach the guards, they will attempt to scare them off by using threats. If that does not work, the guards will fight, normally a defensive strategy that allows them to summon more help.

3. Boat House

Although not on the manor grounds, the boathouse is the private dock for the McCalisters. The boathouse holds a small skiff and a rowboat without rigging.

First Floor:

1. Entry

This has double wooden doors. Inside the entry, (50 ft. by 25 ft.) to the west, is an ornate stairway leading to the second floor. On the north wall is an arch that opens to the ballroom.

2. Ballroom

This huge room (55 ft. by 120 ft.) is virtually devoid of furniture. On the east wall is a massive fireplace. A second floor balcony runs around the west and north sides of the room. Paintings of members of the McCalister ancestors line the west wall.

3. Dining Room

This 100 ft. by 40 ft. room has a huge u-shaped table (50 ft. long and 20 ft. wide). Benches run along the legs of the "U", and a richly decorated chair heads the table.

4. Stairway

These stairs lead to the second floor.

5. Kitchen

There is a spacious kitchen with a large fireplace on the south wall. On the north wall is a door that leads outside.

When the characters are escaping from the house, a young boy who has been turned into a zombie (Timothy O'Brien) will intercept them. If the party is about to leave the manor through the kitchen door, have

Timothy burst in from the dining room. If the O'Brien family is with the party, have Michael try to protect his son. He may even try to hug Timothy to his chest. If that occurs, Timothy will attempt to kill his father.

Timothy O'Brien

Male small zombie: **CR** ¼; Small undead; **HD** 1d12+3 (9 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (+1 size, -1 Dex, +1 natural; touch 10, flat-footed 11); **BAB** +0; **Atk** +1 melee (1d4, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Partial actions only, undead; **AL** N; **SV** Fort +0, Ref -1, Will +2; **Str** 11, **Dex** 8, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Skills and Feats: Toughness.

Partial Actions Only (Ex):

Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Timothy will attempt to kill the closest person to him.



6. Pantry and Trap Door leading to the Wine Cellar

On the west wall is a small set of double doors halfway up the wall. The doors lead to a large dumb-waiter.

Second Floor:

1. Balcony

The balcony overlooks the ballroom of the first floor. There are two exterior doors that lead to the captain's walk.

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2 and 3. Guestrooms

These are 20 ft. by 20 ft. rooms with a nice, large bed, an armoire, and a chair and writing table. Empty heating pots are spaced around the rooms. There are tapestries on the wall covering most of the stonework.

4. The Study

The doors to the study are locked (Open Lock check, DC 25), and Ian and Crimble both have the keys. The doors are stout and require a Strength check of 22 to break them down. The study is a large, 40 ft. by 40 ft. room. There are bookshelves lining the walls and a large oak table in the middle of the room. Four richly padded chairs and a couch are placed around the room. The books in the bookshelves range from mining techniques to histories of the area.

A Search (DC 20) of the shelves will detect a hidden compartment in the bookshelf (it is a false book on the northeast corner of the room). In the compartment are two books that discuss demonology. One book is an encyclopedia of demons. Reading the book will take a total of 40 hours and will give the reader a +1 skill rank in Knowledge (demonology). The other book is a collection of stories from devil worshipers. The book is chilling, but offers no knowledge benefits.

5. Ian's Room

The door is locked (Open Lock check, DC 25) and has the same kind of door as the study (area 4 above). When Ian visits his brother and decides to spend the night, he sleeps here. The bed is large and comfortable. Ian has brought some of his books covering spell lore and alchemy here to read at night. They are interesting to spell-casting characters, but offer no special knowledge. If a character looks through the book on alchemy, he may notice (Search check, DC 10) that a section on the use of chemical compounds to animate dead flesh is dog-eared, and has been heavily glossed in the margins with comments such as "tried this, does not work, leads to an unstable compound where the flesh soon decays, thought it was working, but longevity a problem."

On the east wall, near the north corner, is a secret door (Search check, DC 20) behind a tapestry that leads to the stairs. The door is not locked.

6. Crimble's Room

The door is locked (Open Lock check, DC 25) and has the same kind of door as the study (area 4 above). This is Master Crimble's private room. A large bed rests in the southeast corner of the room. A

vanity is set near the door. In the middle of the east wall is a large writing desk. It has two locked drawers (Open Lock check, DC 30). In addition, both are trapped with poison needle traps.

Poison Needle Trap: CR 2; +8 ranged (1, plus blue whinnis poison); Search DC 22; Disable Device DC 20.

In the first drawer is the ledger of the mining operation. A careful reading will discover that virtually all mining stopped one year ago.

The second drawer contains Crimble's diary, a gold-tipped writing quill (1 gp), and an ornate dagger that Crimble was using as a letter opener. The diary relates the fall of Crimble under Warphit and the actual use of the pit. The dagger is actually a +2 *dagger*. Crimble grew up watching his dad use the dagger as a letter opener, and never even questioned its true value.

On the north wall are two secret doors (Search check, DC 20 each). The door on the west side goes to the stairs. The one on the east side goes to the strong room. The door to the strong room is locked. The doors are locked and share the same traits as the door to the study (see area 4 above). Both Crimble and Ian have a set of keys for all of the doors.

7. Stairs to the Attic

These stairs go to the attic.

8. Strong Room

This small, hidden room contains the treasure of the McCalisters. There are two chests, unlocked and not trapped, with a total of 1,250 gp and 3,000 sp. Also, there is a set of ancient armor (masterwork full plate) and a longsword in a scabbard. Gordan McCalister, Crimble's distant grandsire, who fought along-side the duke in the insurrection wars originally used this armor. The longsword is actually a +1 *keen longsword*. Both Crimble and Ian see the weapons as crude and beneath their dignity to use (much to advantage of the party).

Attic:

1. Storage

There are crates of old clothes, tattered tapestries, old books and such.

2. Storage

The contents of this room are very similar to those of the first. There are eight mannequins that support a variety

of fancy dresses. The front six are wearing ball gowns that have pearls sown into the bodices. The pearls have a total value of 500 gp. The last two mannequins are wearing wedding dresses complete with veils. These are actually two skeletons that have been commanded to attack anyone (other than a McCalister) who gets near the door to the shrine.

Skeletons, Medium-size (2)

CR 1/3; Medium-size undead; **HD** 1d12 (6 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 13 (+1 Dex, +2 natural; touch 11, flat-footed 12); **BAB** +0; **Atk** +0 melee (1d4, crit. 20/x2, 2 claws); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Immunities, undead; **AL** N; **SV** Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Improved Initiative.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: They have no special tactics other than to attack the first living creature they come in contact with.



3. Shrine to Warphit

The door to this room is locked (Open Lock check, DC 30) and trapped. In the room is a small shrine to Warphit. A crudely carved statue of the devil is placed on a small altar flanked by candelabra. The candles, when lit, give off a stench of rotting flesh (Fort save, DC 10 or become nauseated for 10 +/- Con modifier rounds).

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search DC 21; Disable Device DC 25. Note: Trap releases burnt othur fumes.

Wine Cellar:

1. Pantry

The pantry is a good-sized cellar (30 ft. by 30 ft.). There is a dumbwaiter on the west wall that goes to the pantry in the kitchen. A Small creature would have no trouble hiding in the device. A Medium-size creature could fit but would have to curl up to do so.

To the north are two shelves. A search here reveals salt, saffron, and other ingredients for cooking. In addition, there are spare pots and pans on the shelves.

There is a door on the northeast wall.

2. Wine and Water

There are many barrels of wine, water, and ale. Also, there is a shelf that holds fifty wine glasses and an equal number of mugs.

3. Stairs to Dungeon

This door does not have a lock, but is closed at all times.

Dungeon:

Gordan McCalister built this addition 200 years ago. During that time, there was an insurrection against the local duke, and the McCalisters used the dungeon to hold and interrogate the "guests" of the manor. After that time, the dungeon lost its function as a prison and began to be used as a storage for the McCalisters. That remained true until the death of Ian and Crimble's father. As the new masters of the manor began to succumb further and further to the influence of Warphit, they renovated the dungeon and began to house those who were not under the control of Warphit.

1. Dungeon Guard Room

Two guards, part of the eight (see description of the guard tower) are stationed here at all times. There are two cots with strong boxes at the foot of the bed, and a table with four chairs. On the table is a pack of playing

cards, some dice, and a pile of wooden chips. The strong boxes contain the personal items of the guards. If they are plundered, there is a total of 50 sp, two daggers, a sharpening stone, and four sets of commoner clothing.

Guards

Male human War1: **CR** ½; Medium-size humanoid; **HD** 1d8 (4 hp); **Init** +0; **Spd** 30 ft.; **AC** 14 (+3 studded leather armor, +1 buckler; touch 10, flat-footed 14; armor check penalty -2); **BAB** +1; **Atk** +4 melee (1d6+2, crit. 19-20/x2, short sword) or +1 ranged (1d8+2, crit. 20/x3, 20 ft., shortspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LN; **SV** Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +1, Spot +1; Alertness, Weapon Focus (short sword).

Gear: Buckler, short sword, shortspear, studded leather armor.

Tactics: The guards are not expecting trouble. If a group of strangers approach, the guards will attempt to scare them off by using threats. If that does not work, the guards will fight normally with a defensive strategy that allows them to summon more help. However, if Crimble is meeting the party in the dungeon, these guards will be with him.

2. Torture Room

You come across a room that all heretics and thieves fear—a torture room. The clinking of shackles as they sway in some unfelt breeze creates a somber mood. You see a well-used rack, and a red-stained iron maiden stands open. The spikes from the interior look like menacing teeth of a savage maw awaiting a meal. Branding irons rest in a large bucket near the ashes of a fire pit. A crow's cage hangs from the ceiling; the skeleton of an occupant, long past any worry, slumps to the side of the cage, making the cage hang at an odd angle. The stink of dried blood is thick in the air.

The room is a standard medieval torture room. There is a well-used rack, a crow's cage, an iron maiden, and a fire pit to heat up the branding irons. The fire pit is not lit, but the warm ashes tell that it was in use not too long ago. Along the wall are a series of manacles. There are

also three sets of manacles hanging from the roof of this part of the dungeon.

Crimble normally takes care of administering the "lessons" to his guests. At times, he allows one of the guards to take over so that he can watch.

In the crow's cage is a skeleton. A Spot check (DC 10) notices that it has a gold ring on the left ring finger. If the party frees the skeleton, it will animate and attack them. The gold ring is of very poor workmanship (5 sp).

Skeleton, Medium-size

CR 1/3; Medium-size undead; **HD** 1d12 (6 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 13 (+1 Dex, +2 natural; touch 11, flat-footed 12); **BAB** +0; **Atk** +0 melee (1d4, crit. 20/x2, 2 claws); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Immunities, undead; **AL** N; **SV** Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats:

Improved Initiative.

Immunities (Ex):

Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: The skeleton will wait until someone is trying to remove the ring, and then it attacks.

GM Notes: If the party has been moving at a good pace, they should encounter Crimble with some of his goons, Mathus McGee (GM option), and his shadow hound. Crimble will have three to four guards, from the original eight in the manor. Depending on the strength of the party and the relative ease that they have experienced

Leaving the Manor:

The wagon at the coach house is the best way for the party to get to Ian's tower or out of Loch-Durnan. They will have to face the half-orc, Tol, and maybe some guards to do so, but it will be safer than walking to the tower.

As the GM, create a sense of tension while the party rambles along in the wagon. Most of the townsfolk will have felt the rumble when Warphit's chamber collapses and be outside. Have them eye the wagon as it goes by. Make the players fear discovery. Make them role-play this scene, using the fog and rain to add a sinister mood to the event.

Of course, the players should arrive at the manor without incident but make them sweat a little.

so far, you may adjust the number of guards who accompany Crimble. As the fight progresses, have some of the party make Spot checks (DC 15) to notice a gray, cloaked figure watching the fight from the hall between the prisoners' rooms. This figure is Luis Rodrigo, who will retreat back to the room to begin writing his recollection of the battle. That is what he will be doing when the party encounters him.

If the party is not moving very quickly, you may offer some hints that they should not tarry. If the party does delay its escape, feel free to have more guards accompany Crimble when he meets them. The more time the party wastes, the more time Crimble has to recover from having the contact to Warphit severed. Crimble will begin to organize his men to enter the pit by the secret door and investigate what has occurred.

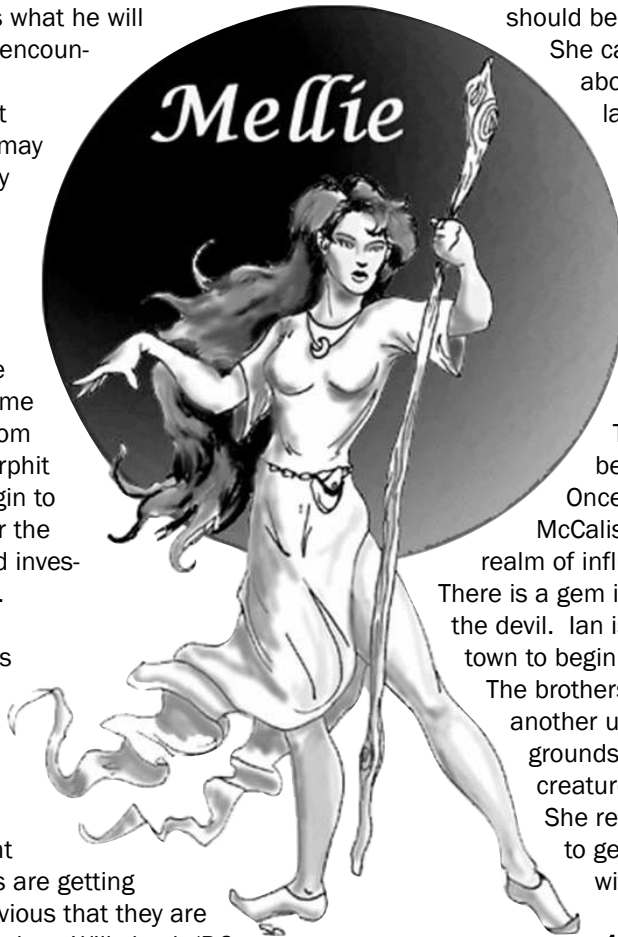
Tactics: Crimble attempts to use the torture devices as cover so he can prepare and cast his spells. His goons will flank whatever position Crimble chooses and fight defensively. If the guards are getting close to death, or it is obvious that they are outclassed, have them make a Will check (DC 15 + number of guards dead or seriously wounded). If they fail the roll, they will bolt. Crimble will fight to the death, attempting to drag anyone with him.

GM Note: If you have Crimble face the party in another location, he will use the same strategy of hiding behind something and using his spells.

3. Prisoner's Room

You see a badly beaten, disheveled woman sitting on a rough pallet in the corner of the cell. She attempts to hide her face from the light that enters the room as you look in. The cell itself is dark and dank. There is a bucket of fetid water and a plate with pieces of moldy bread beside the straw pallet.

The woman has a massive tangle of black hair and is wearing a torn smock that looks as if it was once white.



Mellie Tilbert (see **Appendix I: Important Characters**) has been placed here. She has been tortured and shackled with special chains that have temporarily taken away her powers.

GM Note: Mellie should not be used to save the party, unless it is likely they will die otherwise. The party should be saving her, not the other way around. She can provide some information to the party about the McCalisters and the hamlet. In later adventures, she can be an ally to the party.

Mellie was captured by the McCalisters six months ago and has remained in the dungeon and, at times, the manor ever since. The McCalisters hope to convert her to the ways of Warphit but have, so far, failed to do so.

Things Mellie Knows:

The McCalisters are completely evil because they were influenced by a devil. Once they consolidated their power here, the McCalisters were going to start to expand their realm of influence.

There is a gem in Ian's tower that is somehow linked to the devil. Ian is planning to take the gem to a nearby town to begin the expansion of evil.

The brothers ship things back and forth to one another using a wagon that is on the manor grounds. Ian has just begun to send horrible creatures to Crimble.

She recommends to the PCs to use the wagon to get to Ian's tower. This will avoid trouble with the townsfolk.

4. Prisoner's Room

Luis Rodrigo, is a fifty-five year old Gildorian sage. He came to this hamlet after he recognized a few slipped words from Wilbur and Burbash in a nearby town. Although the words would have been gibberish to anyone else, Luis has made his life's work the study of terror and pain (a human version of Warphit himself). Luis recognized the words of the infernal language and became curious. He thought that if there were devil worshipers in the area, death and terror would surely be present as well. He has not been disappointed.

After a strange conversation with Crimble and Ian, Luis was given access to the dungeon so that he could watch, and at times, interview the prisoners to further his knowledge. He has since refurbished the dungeon cell into a private study. He has a small bookcase with

THE HUNT RISE OF EVIL

treatises on pain and terror. Luis has a simple, but comfortable bed, a writing desk, and two chairs. On the table is Luis's current treatise on fear and suffering of the tortured. Near the bed is a brazier of coals that heat the room. Even still, the room is cold and damp, but Luis does not seem to notice.

If the party fought Crimble in the torture room, they will find Luis rapidly scribbling in some journal. He is attempting to jot down his recollection of the battle, the look of pain and death in the eyes of the combatants, the sense of fear in the weaker, and bestial joy in faces of the victors. If the party has yet to fight with Crimble, they will find Luis organizing his notes on Michael O'Brien's last session.

Luis Rodrigo

Male human Exp6: **CR** 5; Medium-size humanoid; **HD** 6d6+6 (27 hp); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +4; **Atk** +6 melee (1d4, crit. 19-20/x2, masterwork dagger); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** N; **SV** Fort +3, Ref +2, Will +7; **Str** 10, **Dex** 11, **Con** 13, **Int** 18, **Wis** 14, **Cha** 15.

Languages: Abyssal, Common, Draconic, Infernal, Orc.

Skills and Feats: Alchemy +10, Bluff +8, Diplomacy +15, Gather Information +13, Heal +11, Intimidate +11, Knowledge (nature) +13, Knowledge (the planes) +13, Knowledge (religion) +13, Listen +4, Profession (scribe) +13, Read Lips +13, Sense Motive +8, Spot +4; Alertness, Skill Focus (Gather Information), Skill Focus (Profession (scribe)), Weapon Focus (dagger).

Gear: Masterwork dagger.

Sensing that things around here are going to become dull after the fall of the McCalisters, Luis will offer to accompany the party. "By watching you hack and maim your way around the countryside, I will be able to complete my treatise on pain and fear in the life of the wandering adventurers."

Typical Lines (all said with a scholarly detachment):

Have you ever noticed that when a person knows he is going to die and there is nothing that he can do, his eyes dilate, and a calm shines through?

In 455, in the battle of Adrac's Vale, Morgan risked his soul by raising an army of the living dead to strike fear

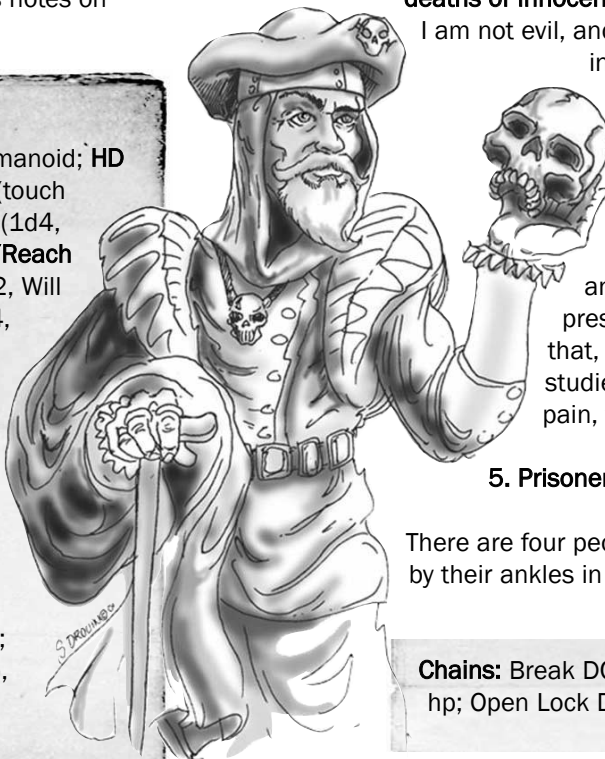
in the army of the Veranesse marauders. What an amazing strategy to hold the lives of loved ones in the balance to insure the loyalty of the troops.

If asked about the McCalisters:

Fascinating duo, apparently they are using some sort of pit to provide entertainment for a powerful creature. The creature must have knowledge beyond our keen about pain and fear. Alas, the brothers never have let me interview the creature.

If asked or accused of being evil and participating in the deaths of innocent people:

I am not evil, and I do not condone evil in any way. The people whose deaths and tortures I have witnessed would have suffered those very same torments with or without me. At least their lives and final moments will be preserved. It is my hope that, eventually, through my studies, we can overcome pain, fear, and death.



5. Prisoner's Room

There are four people chained to the wall by their ankles in this room.

Chains: Break DC 26; Hardness 10; 5 hp; Open Lock DC 10.

Peter Grunnen, age 35, came to Loch-Durnan from a nearby farmhouse to buy supplies but was captured after he began to ask too many questions about the "strange feeling" he had in the hamlet. He has been a "guest" of the McCalisters for 2 weeks.

Michael O'Brien, age 32, his wife Laura, age 30, and their daughter Angela, age 8, were taken after Michael accidentally overheard some suspicious conversation in the Lochside Inn. The tragedy is that Michael did not really hear anything at all. The paranoid townsfolk assumed he had, and the McCalisters imprisoned the whole family to make sure the town's secret remained safe. The family has been held prisoner for three weeks. Their son, Timothy, was killed on the rack eight days ago. Michael will want revenge on Crimble and Ian if given the chance.

Peter Grunnen

Male human Com2: **CR** 1; Medium-size humanoid; **HD** 2d4 (5 hp); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +1; **Atk** +1 melee (1d3 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** NG; **SV** Fort +0, Ref +0, Will +0; **Str** 10, **Dex** 11, **Con** 11, **Int** 10, **Wis** 11, **Cha** 10.

Languages: Common.

Skills and Feats: Handle Animal +5, Listen +2, Profession (farmer) +7, Ride (horses) +2, Swim +2, Use Rope +3; Skill Focus (Profession (farmer)), Skill Focus (Use Rope).

Gear: None.

Michael O'Brien

Male human Com1: **CR** 1/2; Medium-size humanoid; **HD** 1d4 (2 hp); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +0; **Atk** +0 melee (1d3 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** NG; **SV** Fort +0, Ref +0, Will +0; **Str** 10, **Dex** 11, **Con** 11, **Int** 10, **Wis** 11, **Cha** 10.

Languages: Common.

Skills and Feats: Craft (carpentry) +6, Handle Animal +4, Use Rope +6; Skill Focus (Craft (carpentry)), Skill Focus (Use Rope).

Gear: None.

Laura O'Brien

Female human Com1: **CR** 1/2; Medium-size humanoid; **HD** 1d4 (2 hp); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +0; **Atk** +0 melee (1d3 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LG; **SV** Fort +0, Ref +0, Will +0; **Str** 10, **Dex** 11, **Con** 11, **Int** 10, **Wis** 11, **Cha** 10.

Languages: Common.

Skills and Feats: Craft (weaving) +6, Handle Animal +4, Profession (cook) +6; Skill Focus (Craft (weaving)), Skill Focus (Profession (cook)).

Gear: None.

Angela O'Brien

Female human Com1: **CR** 1/2; Small humanoid; **HD** 1d4 (2 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 12 (+1 size, +1 Dex; touch 12, flat-footed 11); **BAB** +0; **Atk** -1 melee (1d2-2 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** NG; **SV** Fort -1, Ref +1, Will +0; **Str** 6, **Dex** 13, **Con** 9, **Int** 10, **Wis** 11, **Cha** 10.

Languages: Common.

Skills and Feats (1/2 normal, child): Craft (weaving) +2, Handle Animal +3, Listen +2, Profession (cook) +1, Spot +2; Alertness.

Gear: None.

6. Prisoner's Room

Empty.

7. Door to the Sub-dungeon

This door leads to the stairs that connect this level to the sub-dungeon below. The door is locked from this side. Anyone coming from below will have to force the door, or pick the lock in order to open it.

Door: 2 in. thick; Break DC 23; Hardness 5; 20 hp; Open Lock DC 20.

Sub-Dungeon:

GM note: When a person enters the sub-dungeon, either from the pit or from the dungeon below, the following description applies:

This level was used to house the more dangerous political prisoners during the time of the insurrections. While the soldiers were imprisoned above, in the dungeon, the leaders of the rebellion and officials that the duke wanted "disappeared" were placed in the sub-dungeon. As an interesting footnote, after the insurrection, the duke was the most powerful figure in the area. All who had opposed him politically and physically had vanished. Years afterward, the king discovered that the duke had initiated the rebellion, and he had the duke removed. The McCalisters quickly hid all traces of their allegiance to the duke, and the dungeons fell into disuse.

Now the McCalisters use the sub-dungeon to store some of Ian's potentially more dangerous experiments. They watch the experiments, and determine if they are too dangerous to be released into the pit. Warphit wants there to be conflict, terror, and eventual death within the pit. The McCalisters want to make sure that they do not place anything into the pit that is too powerful, because if it killed all of the other inhabitants of the pit, there would no longer be the strife upon which Warphit feeds.

1. Anteroom

As you enter this level, it immediately becomes obvious that this is some sort of dungeon or prison. The air is rank from the smell of sweat, animal waste, and smoke coming from torches. You hear rustling noises coming from somewhere just out of your sight.

THE HUNT RISE OF EVIL

This small 10 ft. by 10 ft. room is actually a simple security device that the McCalisters created. Because they do not want the inhabitants of the sub-dungeon to escape to the manor or beyond, they had this special room constructed. If the door to the sub-dungeon is opened, the door to the dungeon above cannot be opened. Although this is a simple device, the McCalisters hope that the less-than-brilliant creatures of the sub-dungeon cannot figure this out.

If the PCs are trying to escape this level, then this room may cause them some delay. If they do not close the door to the sub-dungeon, they will not be able to open the door to the stairs leading to the dungeon. If the party is stuck, then have them make a Spot check (DC 15) to notice some sort of lever device running across the ceiling between the two doors. If they are still stuck, then have them make an Intelligence check (DC 10) to figure out this device.

If the party fails to understand the door system, they can hack through either one as noted below.

Door: 2 in. thick; Break DC 25; Hardness 5; 20 hp.

The Cage:

This long (55 ft. by 20 ft.) caged room is where the McCalisters

test their creatures against one another before releasing them into the pit. In addition to being careful not to introduce a species that is too powerful into the pit, the McCalisters are beginning to develop the same

Create the Dilemma:

You may want to use Don Luis to create a moral dilemma in a party of good aligned players. While Don Luis is not evil in his own right, it could be viewed that to simply stand by and watch the torture of helpless victims is evil as well.

Rodrigo will stand by his neutrality. He feels he is simply a chronicler, a bystander who is watching a scene he cannot change anyway. He feels that at least their painful deaths will not be meaningless, and will impact the thorough treatise he is writing for the good of all researchers. Good characters may find this repulsive and may even want to kill the man. This can be used to create tension in an already tense situation.

On the other hand, Don Luis will be a great source of knowledge, but some of the things he may say will definitely get under the skins of players. He is just as willing to help the players as he was to help the McCalisters while in his pursuit of knowledge. Have fun with him.

taste as their master; they enjoy seeing the creatures fight and die in agony. Currently, the cage is empty.

You can barely see through the steel mesh, but you make out a small room, roughly fifteen feet square. The stench of sweat and feces is strong. The walls of the room glisten as moisture collects and runs down. The floor is of the same rock as the wall. It does not take a dwarf to notice that the room was tunneled out of the rock.

All of the prisoners' rooms are of the same description. They are 15 ft. by 15 ft. with a very strong door in the middle. The doors are some sort of dark wood, mahogany, and are reinforced with steel rods. The locking mechanism is easy, three steel bolts slide into a stone door jamb reinforced with steel. There is a small grate in the door covered by a steel mesh that allows for viewing into the room. The room itself is sparse. The walls, ceiling, and floor are bare rough-hewn stone. There is no furni-

ture.

3. Prisoner's Room

Empty.

4. Prisoner's Room

Zombie, Medium-size Gnoll

CR 1/2; Medium-size undead; **HD** 2d12+3 (16 hp); **Init** -1 (-1 Dex); **Spd** 30 ft.; **AC** 11 (-1 Dex, +2 natural; touch 9, flat-footed 11); **BAB** +1; **Atk** +2 melee (1d6+1, crit. 20/x2, slam); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ**

Partial actions only, undead; **AL** N; **SV** Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

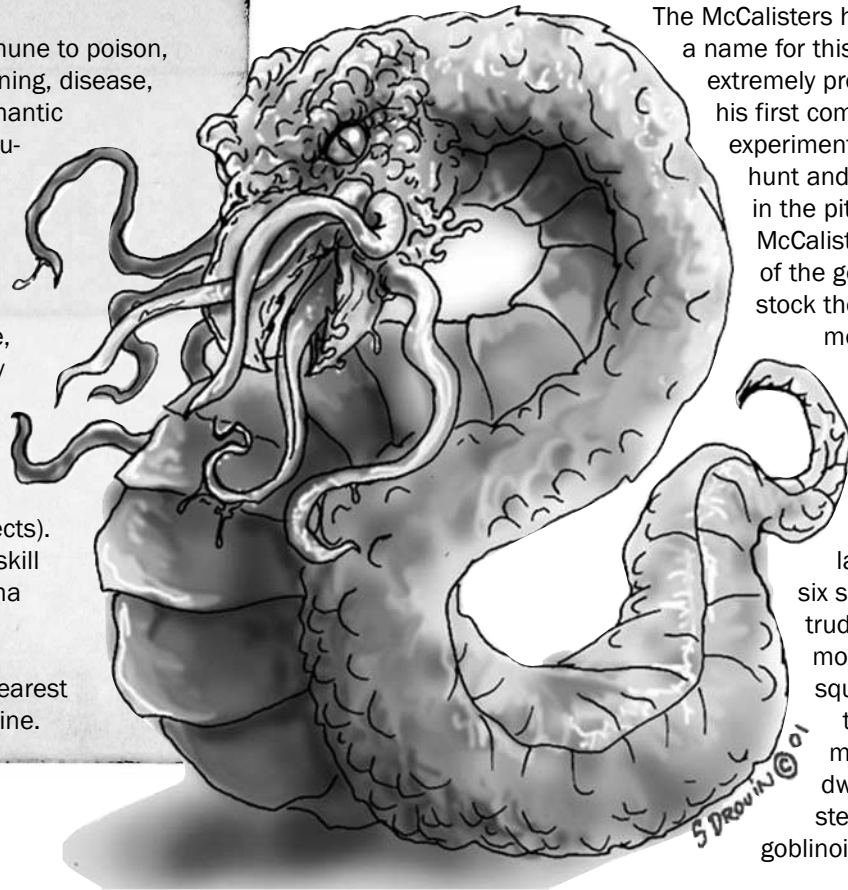
Skills and Feats: Toughness.

Partial Actions Only (Ex): Zombies have poor

reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Tactics: Attack the nearest foe and work up the line.



5. Prisoner's Room

The carrion feeder in this room serves multiple functions; it is a killing machine and it cleans the dead bodies from the area. If the creature detects anyone other than a McCalister approach the door, it will crawl towards the door and wait to attack. If someone is looking through the mesh, have the monster make an attack against the mesh, thus startling the characters.

Carrion Feeder

CR 4; Large aberration; **HD** 3d8+6 (18 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 17 (-1 size, +2 Dex, +6 natural; touch 11, flat-footed 15); **BAB** +2; **Atk** +3 melee (paralysis, 8 tentacles) and -2 melee (1d4+1, crit. 20/x2, bite); **Face/Reach** 5 ft. by 10 ft./5 ft.; **SA** Paralysis; **SQ** Scent; **AL** N; **SV** Fort +3, Ref +3, Will +5; Str 14, Dex 14, Con 14, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness.

Paralysis (Ex): Those hit by a carrion feeder's tentacle attack must succeed at a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

Tactics: The carrion feeder will attempt to paralyze all of the combatants before eating them one-by-one.

6. Prisoner's Room

The McCalisters have not yet developed a name for this creature. Ian is extremely proud of it because it is his first completely successful experiment. It was developed to hunt and slowly kill the goblins in the pit. At some point, the McCalisters anticipate the tiring of the goblins, and want to stock the pit with new and more interesting creatures. When that time comes, they want to induce the maximum amount of fear in the goblins.

It looks like a large, stubby snake with six squid-like tentacles protruding from its head. Its mouth is beaked like a squid's, but the eyes are those of a snake. Ian managed to combine dwarf genes into the monster thus, its hatred of goblinoids.

It
CR 2; Medium-size aberration; **HD** 4d8+4 (22 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +3; **Atk** +3 melee (0, crit. 20/x2, 6 tentacles) and -2 melee (1d6 plus poison, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Improved grab, poison; **SQ** Darkvision 60 ft.; **AL** N; **SV** Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 1, Wis 10, Cha 2.

Skills and Feats: Hide +2*, Listen +2.

Improved Grab: If It gets a hold with a tentacle, it gains a +2 bonus to bite attack rolls.

Poison (Ex): Bite, Fortitude save (DC 18); initial damage 1d6 temporary Dexterity, secondary damage 1d6 temporary Dexterity.

Skills: * It gains a +10 racial bonus to Hide checks when standing steel.

Tactics: If it has a chance to attack the party, it will attack half-orcs first, then elves, half-elves, humans, halflings, gnomes, and finally dwarves.

7. and 8. Prisoner's Rooms

Empty.

9. Door to the Pit

This door is similar to those on the prisoners' rooms but there is no mesh. The door is easy to open from this side—simply pull back the bolts. However, from the other side (the side the party will be coming), it may present a challenge.

Door: 2 in. thick; Break DC 25; Hardness 5; 20 hp; Open Lock DC 30.

Act IV: Ian's Tower (After the Collapse):

Ian's Tower

The tower rises 65 ft. into the air. It is constructed of the same stone that makes up the rest of the hamlet's buildings, yet there is something not quite right about the place. After the collapse of the pit, the evil energies of Warphit have concentrated in the gem at the top of the tower. This energy does not allow Warphit to continue its ability to influence others; however, it may allow others to contact Warphit. The entire tower is tainted with Warphit's evil. Any character with *detect evil* will be aware that evil lurks about the tower.

Level 1:

Ian has five guards and some rather nasty surprises to protect the tower.

GM Note: You can have the guards patrolling anywhere in the tower, or the grounds. There are some suggestions in the room notes.

Guards (4)

Male human War1: **CR** ½; Medium-size humanoid; **HD** 1d8 (4 hp); **Init** +0; **Spd** 30 ft.; **AC** 14 (+3 studded leather armor, +1 buckler; touch 10, flat-footed 14; armor check penalty -2); **BAB** +1; **Atk** +4 melee (1d6+2, crit. 19-20/x2, short sword) or +1 ranged (1d8+2, crit. 20/x3, 20 ft., shortspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LN; **SV** Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 10.

Languages: Common.

Skills and Feats: Handle Animal +2, Intimidate +2, Listen +1, Spot +1; Alertness, Weapon Focus (short

sword).

Gear: Buckler, short sword, shortspear, studded leather armor.

Sergeant

Male human War2: **CR** ½; Medium-size humanoid; **HD** 2d8+6 (15 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 19 (+2 Dex, +5 chainmail, +2 Large steel shield; touch 12, flat-footed 17; armor check penalty -6); **BAB** +2; **Atk** +5 melee (1d8+2, crit. 19-20/x2, longsword); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** LN; **SV** Fort +6, Ref +2, Will +1; Str 15, Dex 14, Con 17, Int 12, Wis 13, Cha 12.

Languages: Common, Elven.

Skills and Feats: Handle Animal +6, Intimidate +6, Jump +7, Listen +3, Ride (horses) +9, Spot +3; Alertness, Weapon Focus (longsword).

Gear: Chainmail, key to the dungeon, Large steel shield, longsword, 4 *potions of cure light wounds*.

Tactics: After the fall of the pit, Ian has warned the guards to be wary, but none really expect trouble. The guards will fight defensively while yelling for help. If the sergeant is present, he will use the healing potions to help any of his downed men, if the battle allows for it.



1. The Entry

When the party arrives at the tower, Ian is aware that things are not what they should be. However, he is busy in his lab trying to contact Warphit. He has told his guards to be on alert.

The door to the entry is not locked. The room beyond is a small antechamber with a grated door on the other side of the room.

One guard may be walking around the perimeter of the tower.

Tactics: If a stranger approaches the tower, the guard will warn them away and then make for the entrance to warn the others. If the party uses the wagon to approach the tower, the guard will sheath his weapon to lend a hand.

2. The Dining Hall

Four long tables and a large fireplace dominate this room. Normally, there are at least two guards sitting at the tables swapping tall tales of adventures and heroic deeds. There is a door on the wall to the southwest, as well as a door on the north wall. The fireplace has a roaring fire in it that heats the room well.

3. The Guards' Room

This room has five beds, each with a footlocker. The footlockers are locked with very cheap locks (Open Lock check, DC 12). A search of the lockers will reveal that they contain trinkets, drawings of questionable moral character, a few coins, and changes of clothes. There is a total of 52 gp, 8 sets of commoner garb, 8 nasty drawings, and an assortment of baubles. The footlocker by the bed on the east wall belongs to the sergeant. Here, the party can find 8 *potions of cure light wounds*.

4. The Stairs

This stairway goes from the first level all the way to the top of the tower. At each landing there is a door that enters the central rooms of the tower. On the south wall of the first level there is a locked door (Open Lock check, DC 25) that leads to the dungeon. The door is stout, and requires a Strength check of 22 to break down. Ian and the guard sergeant have keys to this door.

Level 2:

1. Anteroom

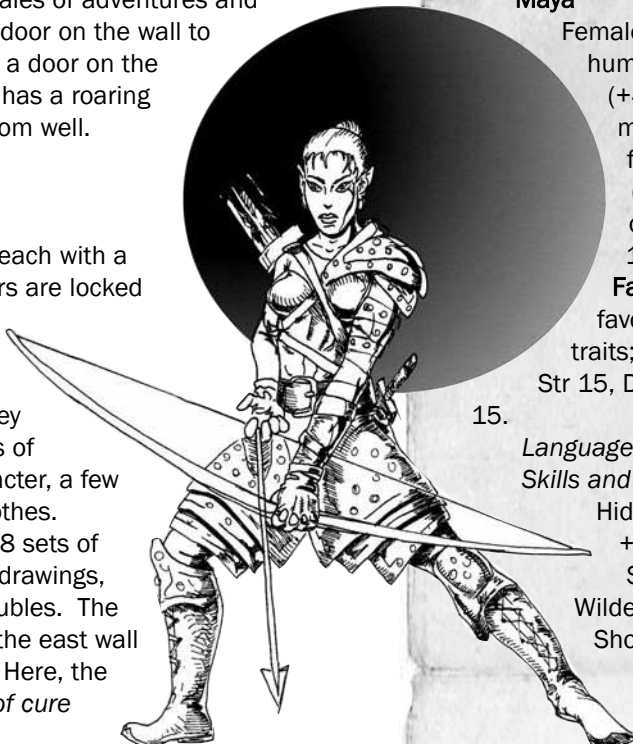
There are doors leading to the rest of the rooms on this level. Tapestries cover the walls to decorate the tower, as well as provide some insulation.

2. Guestroom

This room is ready to receive a guest. It has a comfortable bed, an armoire, and a small desk with a chair. Wall sconces with candles would provide light, but they are not lit.

3. Guestroom

At this time Maya, a female elven ranger who is working for Ian, occupies the room. She hunts and brings back interesting creatures for Ian to use in his experiments.



Maya

Female elf Rgr3: **CR** 3; Medium-size humanoid (elf); **HD** 3d10 (16 hp); **Init** +4 (+4 Dex); **Spd** 30 ft.; **AC** 17 (+4 Dex, +3 masterwork studded leather; touch 14, flat-footed 13); **BAB** +3; **Atk** +6 melee (1d8+3, crit. 19-20/x2, +1 *longsword*) or +10 ranged (1d8+2, crit. 20/x3, 110 ft., +2 *composite longbow*); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** +1 favored enemy—goblinoids; **SQ** Elven traits; **AL** NE; **SV** Fort +3, Ref +5, Will +2; Str 15, Dex 19, Con 10, Int 15, Wis 12, Cha

15.

Languages: Common, Elven, Goblin, Sylvan.

Skills and Feats: Animal Empathy +3, Climb +8, Hide +4, Knowledge (nature) +7, Listen +3, Move Silently +5, Ride (horses) +8, Search +8, Spot +7, Swim +5, Wilderness Lore +8; Far Shot, Point Blank Shot, Track.

Elven Traits (Ex): Immune to

sleep effects, low-light vision, +2 saves vs. Enchantment, automatically

attempt Search check on secret doors within 5 ft., proficient with longsword or rapier, proficient with shortbow, longbow, composite longbow, and composite shortbow.

Gear: 20 arrows, backpack, +2 *composite longbow*, flask of oil, flint and steel, grappling hook, +1 *longsword*, masterwork studded leather, silk rope (50 ft.), trail rations (7 days), 250 gp. She is also carrying a "shopping list" that includes: 1 female dwarf, 1 lizardman, 1 bugbear, and 1 night hag.

Tactics: If Maya is aware of fighting down below, she will head toward the stairway. At the landing for this level, she will wait to evaluate the danger to herself. If she engages the party, she will try to kill the most physically threatening member of the group first. She will then retreat up the stairs toward the roof while using her bow to keep any pursuit at bay. When she reaches the roof, she will use a rope and grapple to repel down to the ground.

4. Guestroom

This room is ready to receive a guest. It has a comfortable bed, an armoire, and a small desk with a chair.

Wall sconces with candles would provide light, but they are not lit.

5. Lounge

The room is designed to use the heat from the fireplace on the first level to warm the rest of the level. In this room, two couches and two padded chairs surround the flue. There is a small lip around the flue that prevents careless people from falling into the fire below. Also, a vent in the ceiling traps most of the smoke from the fire and carries it up to the next level of the tower.

Level 3:

1. Anteroom

There are doors leading to the rest of the rooms on this level. Tapestries cover the walls to decorate the tower, as well as provide some insulation.

2. Library

This library houses a collection of books that mainly deal with the occult and magic. A Search check (DC 20) will find three useful books: +2 *manual of quickness of action*, +1 *tome of clear thought*, and *tome of spellcraft* (72 hours to read +2 skill ranks to Spellcraft skill).

3. Ian's Room

This room is an utter mess. Ian is too preoccupied with his experimentation to worry about things like cleaning or organizing anything. A careful search through the mess (Search check, DC 20) will discover a wand and a scroll case with two scrolls. They are a *wand of shocking grasp* (22 charges), an arcane scroll of *blink*, and an arcane scroll of *lightning bolt*.

4. Crimble's Room

This is where Crimble stays when visiting Ian, and does not want to go all the way back to the manor. The bed is rather plain, but comfortable. There is an armoire containing four changes of clothing. All of the cloth-

ing is foppishly outdoorsy (no real adventurer would be caught dead in such clothing). The writing desk has parchment and an inkwell.

5. Lounge

The room is designed to use the heat from the fireplace on the first level to warm the rest of the level. In this room, two couches and two padded chairs surround the flue. There is a small lip around the flue that prevents careless people from falling into the fire below. Also, a vent in the ceiling traps most of the smoke from the fire and carries it up to the next level of the tower.

Level 4:

1. The Laboratory



Flickering candles on wall sconces and candelabra light the room, giving off just enough light for you to make out the horrible contents of the room. In front of you is some sort of sick and perverted laboratory. A small figure is strapped to a blood-soaked table. A figure of what looks like a nude, blood-covered woman stands next to a desk.

Behind the desk is a stand with a large pulsating gem on it. The pulsing of the gem gives off an eerie yellow-green light that creates a "strobe-like" effect on the table, desk, and standing figure.

To the right, nearly a quarter of the room has been turned into a large cage. You can see four figures struggling against their chains inside this cage.

Before you can act, you see the figure of a man change into that of a black bird and fly through the narrow windows of the room.

This is where Ian has been conducting his experiments. Inspired by Warphit, Ian has been combining sorcery and alchemy in an attempt to create new and deadly creatures. So far, most of Ian's work has not produced the desired results, but a few have been successful. The lab itself is something out of a hellish nightmare.

GM Note: The figure fleeing was, of course, Ian. He escapes to plot against those who foiled he and his brother's plans.

Strapped to the lab table is a halfling (Master Arthur Goldander) split in two with his internal organs exposed. He is Ian's latest vivisection subject. He is conscious but does not respond to outside stimuli. A tube running from a glass ball of pearly white liquid rests above the halfling's mouth. A drop of the liquid falls into his mouth at a rate of a drop per minute. The flask contains a healing potion. Although each small drop is not enough to revive the halfling, it is enough to prevent the patient from dying. If the flask is removed, Arthur will die. If the party fully heals Arthur, he will be hopelessly insane due to the terrible torture he has endured under the knife of Ian. There are three doses of *cure light wound* potion left in the ball.

Standing near the desk, like a mannequin, is the body of a human female with all of her skin removed. The muscles, tendons, and ligaments have been carefully cleaned and preserved. Ian uses the flesh puppet to study human anatomy and physiology. Ana, the name Ian has given the puppet, is able to follow basic commands, such as turn to the left, raise your arm, attack, and others.

There are three books on the desk. One is a book of alchemy, which will take a minimum of forty-eight hours to read, but will add +2 skill ranks to the reader's Alchemy skill. The other book is Tri Lin's Manual of Human Anatomy and Physiology. Depending on the bent of the reader, the book is useful in different ways. If the reader is interested in the healing arts, it will give +2 skill ranks to the Heal skill when working on humans. If the reader is a warrior type, it will give him the feat of Power Attack (assuming prerequisites are met) when fighting humans. In either case, the book takes seventy-two hours to read, and the reader must make an Intelligence check (DC 20) to comprehend the meaning of the passages. The third book is a lab notebook where Ian has been keeping a record of his successes and failures.

There are also two locked drawers (Open Lock check, DC 25) that has Ian's operating tools and two ball flasks filled with healing potions. Each flask contains four doses of *cure light wounds* potion. The other drawer contains a strong box with 1,200 gp and ten small blood-stone gems, each worth 50 gp.

If the books or the drawers are touched, a *magic mouth* will appear and scream "Ana, kill 'em all, kill 'em dead!" Ana, the flesh puppet, will then attack. If the party attacks Ana before the *magic mouth* orders her to

attack, she will not even defend herself and can be hacked into as many little pieces as the characters wish. In that case, after the *magic mouth* has given the instructions, have a severed hand grab one of the party members.

Flesh Puppet

CR 1/2; Medium-size undead; **HD** 2d12 (13 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +1; **Atk** +2 melee (1d3+1 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Undead; **AL** N; **SV** Fort +0, Ref +2, Will +3; **Str** 13, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 1.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.



The Gem: Resting on a stand near the desk is a gem that pulses with a sickly, yellow light. If the party looks into the gem, they will see a hazy image of the figure of Warphit. After the collapse of the pit, Warphit cannot use this gem to influence those around it, but Warphit's evil power is still strong within the gem. If one of the party touches the gem with bare hands, the character must make a Will saving throw against fear (DC 18). Failure will make the character afraid as per the spell *fear*. The gem can be broken.

Gem: Break DC 50; Hardness 10, 30 hp.

If the party manages to break the gem, a brilliant light will emerge from the shattered crystal. Each character within 30 ft. must make a Fortitude saving throw (DC 15) or be dazzled (-1 to all actions) for one minute. Along with the flash of light, a scream of pain and torment erupts from the gem, but quickly fades to silence.

Ian had been planning on taking the gem to some nearby city so that Warphit's influence could be spread. After the collapse, Ian realized that the

gem was useless for converting others.

2. The Menagerie

This is where Ian keeps his works-in-progress. Each of the creatures is chained to the wall, unable to reach one another. The door to the menagerie is locked (Open Lock check, DC 25).

The snake boy has a boy's upper body, head and arms, and the lower body of a snake. If approached by the party, the snake boy will try to look pitiful to lull the party to dropping their defenses. Once someone is close enough, the snake boy will try to constrict the victim, leaving its arms and bite free to take on the rest of the party. Ian is almost ready to take the snake boy to the sub-dungeon. Ian believes that the creature may even be a challenge for it.

Snake Boy

CR 1; Medium-size aberration; **HD** 2d8 (9 hp); **Init** +2 (+2 Dex); **Spd** 20 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +1; **Atk** +2 melee (1d3+1, crit. 20/x2, tail slap) and -3 melee (1d4+1 plus poison, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Constrict 1d3+1, improved grab, poison; **SQ** Darkvision 60 ft.; **AL** N; **SV** Fort +0, Ref +2, Will +3; **Str** 12, **Dex** 14, **Con** 10, **Int** 6, **Wis** 11, **Cha** 8.

Skills and Feats: Hide +4, Listen +5, Spot +5.

Constrict (Ex): The snake boy deals 1d3+1 points of damage with a successful grapple check against opponents of up to Small size.

Improved Grab (Ex): To use this ability, the snake boy must hit an opponent of up to Small size with its tail slap attack. If it gets a hold, it can constrict.

Poison: Bite; Fortitude save (DC 12); initial damage 0; secondary damage 1d6 temporary Strength.

Ian is still experimenting with this creature. He is trying to see if he can add even more bits to the body of the creature, and still have a viable beast.

Quivering Fleshy Thing

CR 2; Medium-size aberration; **HD** 2d8+4 (13 hp); **Init** +1 (+1 Dex); **Spd** 5 ft.; **AC** 13 (+1 Dex, +2 natural; touch 11, flat-footed 12); **BAB** +1; **Atk** +2 melee (1d4+1 subdual, crit. 20/x2, 2 slams) and +2 (1d6, crit. 20/x2, 2 bites); **Face/Reach** 5 ft. by 5 ft./5 ft.; **AL** CN; **SV** Fort +4, Ref +1, Will +4; **Str** 12, **Dex** 12, **Con** 18, **Int** —, **Wis** 12, **Cha** 1.

This poor creature is one of Ian's biggest failures. It was meant to combine the intelligence and loyalty of a dog with the vicious nature of a giant scorpion. The experiment yielded a living creature, yet it is in so much constant pain that it can barely move. The creature has the body and head of a dog, probably a mastiff, and the six legs and tail of the giant scorpion. The creature offers no threat to the party, as all it does is writhe in agony.

Scorpion Dog

CR 2; Medium-size aberration; **HD** 3d8+9 (22 hp); **Init** +2 (+2 Dex); **Spd** 40 ft.; **AC** 16 (+2 Dex, +4 natural; touch 12, flat-footed 14); **BAB** +2; **Atk** +2 melee (1d6, crit. 20/x2, bite) and -3 melee (1d4, crit. 20/x2, 2 claws) and -3 melee (1d4 and poison, crit. 20/x2, sting); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Improved grab, squeeze, poison; **AL** CN; **SV** Fort +4, Ref +3, Will +4; **Str** 10, **Dex** 14, **Con** 16, **Int** 2, **Wis** 12, **Cha** 2.

Skills and Feats: Climb +3, Hide +5, Listen +5, Spot +5, Wilderness Lore +2.

Improved Grab (Ex): To use this ability, the scorpion dog must hit with its claw attack. If it gets a hold, it hangs on and stings.

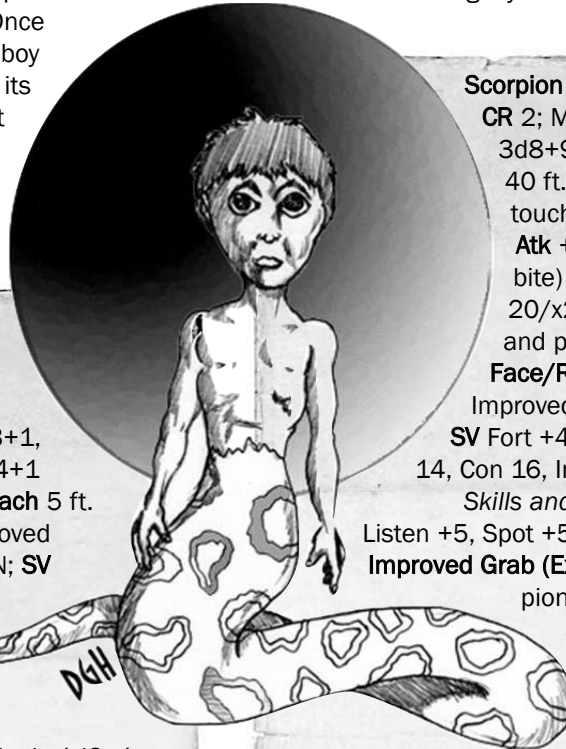
Poison (Ex): Sting, Fortitude save (DC 15); initial and secondary damage 1d4

temporary Str.

Squeeze (Ex): A scorpion dog that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

This creature appears to be half-spider monkey and half-eagle. Qwitsit will try to link with the party members. He is cold, afraid, and hungry. He wants to get out of this place. He will not attack the party unless he is attacked.

Qwitsit is curious by nature. He will attempt to communicate with those around him. He does this by staring at the person and attempting to open an empathic link (much like a familiar). The empathic link is DC 15 +/- Will save bonus of the other, depending on whether the other wants to create the bond or not. Once the empathic link is made, Qwitsit and the linked individual will sense each other's feelings and simple thoughts. This is only if the two are in sight of one another. Also, Qwitsit can only be linked with one person at a time, but can switch the link five times per day.



Qwitsit likes bright, shiny things. His curiosity might get him in trouble since he does not know that taking those wonderful, sparkly things is against the law.

Qwitsit

Monkey-bird: **CR** ½; Small aberration; **HD** 1d8+1 (5 hp); **Init** +2 (+2 Dex); **Spd** 10 ft., fly 60 ft. (average); **AC** 14 (+1 size, +2 Dex, +1 natural; touch 13, flat-footed 13); **BAB** +0; **Atk** +3 melee (1d3, crit. 20/x2, 2 claws) and -2 melee (1d3, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Empathic link (like a familiar); **AL** N; **SV** Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats:

Listen +6, Spot +6; Weapon Finesse (bite, claw).



Top of the Tower:

The top of the tower is barren except for the trap door that leads to the stairway. The wall that runs around the circumference of the top of the tower is crenellated to provide protection for archers on the roof.

Dungeon:

The dungeon is used as a storage area. On the south wall are barrels of clean water, foodstuffs, and other sundries. On the north wall are a series of cages of all different sizes. The further you move east, the larger the cages. In the small cages, resting on tables, are normal and strange animals (birds, cats, dogs, monkeys and such). Animals like monkeys are not native to this area, and may seem strange to those who have never been beyond Dunreth.

There are Medium-size cages as well; most are empty but a few still have occupants.

Cage 1:

Maggie Goldander cowers in this cage. She is the wife of the halfling being vivisected in the lab.

Maggie Goldander

Female halfling Com1: **CR** ½; Small humanoid (halfling); **HD** 1d4 (2 hp); **Init** +2 (+2 Dex); **Spd** 20 ft.; **AC** 13 (+1 size, +2 Dex; touch 13, flat-footed 11); **BAB** +0; **Atk** +0 melee (1d3-1 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Halfling traits; **AL** NG; **SV** Fort +1, Ref +3, Will +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 10.

Languages: Common, Halfling.

Skills and Feats: Climb +1, Handle Animal +4, Hide +6, Jump +1, Listen +4, Move Silently +4, Profession (cook) +4, Spot +2; Alertness.

Halfling Traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs. fear, +1 attack rolls with thrown weapon.

Gear: None.

Cages 2 and 3:

Each of these cages holds a single goblin male.

Goblin

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 12 (+1 size, +1 Dex; touch 12, flat-footed 11); **BAB** +1; **Atk** +1 melee (1d2-1 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: None.

Cage 4:

Lilliana, a female Werfaynodin (wild shape-changing elf) is in this cage. She is dying because she has been caged and has

lost her freedom. She was originally captured by Maya.

use to go forward after the adventure has ended.

None of the epilogues presented are based on the players' failings or deaths, which is always

a possibility.

Here are the key requirements for each epilogue:

Epilogue 1:

The players have: (Use listed EL for roleplay XP bonuses)

- Collapsed Warphit's cavern (EL 8).
- Saved Mellie (EL 3).
- Killed Crimble (EL 4).
- Used the wagon (EL 3).
- Invaded Ian's tower.
- Destroyed the crystal in the tower (EL 6).
- Ian escapes.

This is the optimal ending for the story of the pit. There is also a great reward to getting to this ending.

After the party has destroyed the crystal in the tower and Ian has fled, there will seem to be a great weight lifted from the area. As the players leave the tower, they will be met outside by a weak but smiling Mellie. Other townsfolk are staggering around as if disoriented.

Mellie will explain that most of the townspeople were actually charmed by the brothers and Warphit. This charm has been lifted. The people of the town will be extremely thankful for being freed from the power of the devil and the brothers.

Mellie will later counsel the party and tell them that the town is left leaderless, and that they wish the players to assume the role of town leaders. They will be offered the manor house as a place to live. This will give the players a great base of operations to congregate.

Missing from the hamlet are those that very willingly gave themselves to Warphit. These are Gormon Wilbur, Stephon Crumper (cleric), Willy Burbash, and the manor guard leader, Mathus Mcgee. These have fled town as soon as they knew that all was lost.

If the players accept, the GM can decide on how to move forward. There is still the issue of the goblins that are now trapped in the mine and separated from the tunnels home.

There are the escapees to deal with, as well as Ian, and (if alive) Maya.

If the players do nothing about any of those who fled then nothing will occur, and those that escaped the party will fade away until a later module.

There is also the unexplored temple of the gnomes beneath the manor. This will be a module released for free for those that own this book.

Epilogue 2:

Lilliana

Female werefaynodin Rgr2: **CR** 2; Medium-size shapechanger; **HD** 2d10+2 (13 hp); **Init** +4 (+4 Dex); **Spd** 30 ft.; **AC** 14 (+4 Dex; touch 14, flat-footed 10); **BAB** +2; **Atk** +5 melee (1d3+3 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** +1 favored enemy—goblinoids; **SQ** Fox form 2/day, werefaynodin traits, xenophobic; **AL** NG; **SV** Fort +4, Ref +4, Will +2; Str 16, Dex 19, Con 12, Int 8, Wis 15, Cha 11.

Languages: Elven.

Skills and Feats: Hide +9, Listen +4, Move Silently +9, Search +1, Spot +4, Wilderness Lore +7; Point Blank Shot, Track.

Fox Form (Su): 2/day—*Polymorph* into a fox while maintaining mental ability scores, but all physical abilities become those of a fox. All equipment merges with the new form. Remaining in fox form for more than 12 hours at a time forces a percentile roll every hour after 12. Each roll of 5% or less results in one point of permanent Intelligence damage. If you lose 3 or more points, you lose your identity and become a fox forever.

Werefaynodin Traits (Ex): Immune to *sleep* effects, low-light vision, +2 saves vs. Enchantment, proficient with longsword or rapier, proficient with shortbow, longbow, composite longbow, and composite shortbow.

Xenophobic (Ex): Uncomfortable around races other than elves and half-elves and will not willingly enter a humanoid settlement that is not elven.

Gear: None.

Description: Lilliana is of the elusive werefaynodin, a race of shape-changing elves that live deep in the forest. The humans of the land refer to members of this race as the "Fox Weird." If you do not want to use the odd race, then simply make her an elf.

Motives: Lilliana simply wants to flee the terrible place of her torture. She will shape shift and scamper away as soon as she can. She is not ungrateful, but has been tortured badly and will not stay to be caught again.

Epilogue:

Endings and Beginnings:

In The Pit of Loch-Durnan you can have several epilogues that might take place. Also, as the GM you are able to make up your own if you like. In this section, we will outline the most common endings that can take place and some suggestions you can

THE HUNT RISE OF EVIL

The players have: (Use listed EL for roleplay XP bonuses)

- Collapsed Warphit's cavern (EL 8).
- Saved Mellie (EL 3).
- Killed Crimble (EL 4).
- Used the wagon (EL 3).
- Fled town without going to Ian's tower.

This will be a tough reality for the players. In leaving unfinished business behind, they have drawn the wrath of Ian McCalister. On the third night, after fleeing town, the party will be attacked by these monsters/ NPCs: Ian McCalister, Maya, Stephon Crumper, the shadow hound (if alive), Mathus Mcgee, and 4-6 of the tower guards.

If the players flee this battle, they will be hunted doggedly until killed, or until they have reached a good-sized community. They will always have to watch their backs, and there will be a chance that Crimble might be raised or resurrected. This might also allow the hamlet to uncover the collapsed tunnel and start again.

The party could try to convince local authorities of their claim, but this will be up to the GM, as well as the outcome of a return.

Epilogue 3:

The players have:

- Failed to meet with Barlan
- Failed to collapse the cavern of Warphit.

This tragic outcome is most likely the end of the players. They have one avenue of escape—into the deep tunnels of the world below from whence the goblins came. This could lead to a series of long adventures with the party desperately trying to find a way to the surface world while also trying to evade the evil minions of Warphit.

While the Loch-Durnan story might appear to be linear in ways, this is not the case. Many things can happen that the players may come up with. As the GM, it does not hurt to try and think up other options based on the make-up of the party and characters.

Appendix I: Important Characters (All Character Statistics are open content)

Crimble McCalister

Male human Clr3: **CR** 3; Medium-size humanoid; **HD** 3d8+3 (16 hp); **Init** +0; **Spd** 20 ft.; **AC** 14 (+4 scale mail; touch 10, flat-footed 14; armor check penalty -4); **BAB** +2; **Atk** +6 melee (1d8+4, crit. 20/x2, +1 *morningstar*); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Death touch, spells; **SQ** Rebuke undead 10/day, spontaneous casting; **AL** LE; **SV** Fort +4, Ref +1, Will +6; Str 17, Dex 11, Con 12, Int 14, Wis 16, Cha 17.

Languages: Common, Halfling, Infernal.

Skills and Feats: Bluff +7, Concentration +5,

Heal +9, Hide +4, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Extra Turning, Scribe Scroll.

Death Touch (Sp): 1/day—Succeed at a melee touch attack against a living creature and roll 1d6 per cleric level. If the total at least equals the creature's hit points, it dies.

Gear: Gold nuggets (2,500 gp), +1 *morningstar*, 3 *potions of cure light wounds*, scale mail, scroll—*inflict moderate wounds*, scroll—*protection from good*, silver holy symbol.

Cleric Domains: Death and Trickery.

Cleric Spells Prepared (4/3+1/2+1; DC 13 + spell level): **0-level**—*detect magic*, *guidance*, *mending*, *read magic*. **1st**—*cause fear**, *command*, *cure light wounds*, *protection from good*. **2nd**—*darkness*, *hold person*, *invisibility**. * domain spell.

Description: Crimble is a very tall, athletic man of powerful stature. He has copper-colored hair and blue eyes like that of his twin brother Ian. His *morningstar* is a dark gray with the symbol of the all father (balances of justice) emblazoned at the top of its head. There is no doubt this is a finely-crafted weapon.

The evil Crimble favors his death touch granted from the domain power of Warphit, as a first attack to demoralize those who come against him.

Motives: Crimble has been seduced by power and is extremely overconfident. His youth and ability to do things beyond his means have given him a feeling of immortality. This gives the PCs a distinct advantage, as Crimble feels he and his brother cannot be defeated while serving Warphit and ruling the entire town.

Ian McCalister

Male human Sor3: **CR** 3; Medium-size humanoid; **HD** 3d4 (7 hp); **Init** +3 (+3 Dex); **Spd** 30 ft.; **AC** 15 (+3 Dex, +2 *bracers of armor*; touch 13, flat-footed 12); **BAB** +1; **Atk** +3 melee (1d4+2, crit. 19-20/x2, dagger); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **AL** LE; **SV** Fort +1, Ref +4, Will +6; Str 15, Dex 16, Con 10, Int 13, Wis 17, Cha 17.

Languages: Common, Gnoll, Infernal.

Skills and Feats: Alchemy+7, Concentration +3, Diplomacy +4, Hide +3, Listen +3, Move Silently +3, Scry +2, Spellcraft +6, Spot +3; Scribe Scroll, Silent Spell, Spell Penetration.

Gear: +2 *bracers of armor*, dagger, *potion of polymorph self*, spell component pouch.

Sorcerer Spells Known (6/6; DC 13 + spell level; +2 overcome Spell Resistance): **0-level**—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*,

ray of frost. **1st**—burning hands, charm person, enlarge.

Description: Ian looks much like Crimble with the exception that Ian is not quite as physically formidable as his brother. He wears a simple, gray and black robe that is belted at the waist and a long dark cloak.

Motives: Ian sees no reason why he should dirty his hands with fighting. If the party forces the issue at the beginning of the adventure, Ian will use his spells to help subdue the group. If it looks like he might be forced into hand to hand combat, he will take the polymorph self potion and escape.

If the party destroys the gem and Ian escapes, they have made an enemy who will return to haunt them. Ian will gradually grow more and more insane, due to the separation from Warphit. He will continue to experiment on creating new life, but will lose much of his ability without Warphit's guidance.

Guard Captain Mathus McGee

Male human War3: **CR** 2; Medium-size humanoid; **HD** 3d8+9 (22 hp); **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 17 (+2 Dex, +5 chainmail; touch 12, flat-footed 15; armor check penalty -5); **BAB** +3; **Atk** +7 melee (1d8+4, crit. 20/x3, longspear); **Face/Reach** 5 ft. by 5 ft./5 ft. (10 ft. with longspear); **AL** LE; **SV** Fort +6, Ref +4, Will +1; **Str** 16, **Dex** 17, **Con** 16, **Int** 12, **Wis** 11, **Cha** 11.

Languages: Common, Elven.

Skills and Feats: Climb +7, Handle Animal +5, Intimidate +6, Jump +6, Ride (horses) +7, Swim +7; Combat Reflexes, Run, Weapon Focus (longspear).

Gear: Chainmail, longspear, 2 potions of cure light wounds, tinder dust (6 doses), 180 gp.

Mellie Tilbert

Female half-elf White Witch (Flock of the Moon Sisters)4: **CR** 4; Medium-size humanoid (elf); **HD** 4d6 (21 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 12 (+2 Dex; touch 12, flat-footed 10); **BAB** +3; **Atk** +5 melee (1d3+2 subdual, crit. 20/x2, unarmed strike); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **SQ** Half-elf traits; **AL** CN; **SV** Fort +4, Ref +3, Will +7; **Str** 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 17, **Cha** 16.

Languages: Common, Elven, Sylvan, Witch Cant.

Skills and Feats:

Concentration +6, Heal +5, Hide +2, Intuit Direction +10, Listen +6, Move Silently +2, Profession (herbalist) +8, Scry +8, Search +1, Spot +2; Alertness, Skill Focus (Scry).

Half-elf Traits (Ex): Immune to sleep effects, low-light vision,

+2 saves vs. Enchantment, elven blood.

Witch Witch Abilities: Regain spells at dusk, +2 DC for spells cast in the moonlight, Spell Select, Summon Familiar, Glamour, and Power of 13.

Gear: None.

Witch Domains: Protection and Healing.

Witch Spells Prepared (5+1(+2¹)/4+1/3+1; DC 13 + spell level): None currently, but her usual repertoire is: **0-level**—cure minor wounds, dancing lights, detect magic, disrupt undead, ghost sound. **1st**—charm person, cure light wounds, divine favor, message. **2nd**—aid, color spray, speak with animals.

¹Moon Sisters receive 1 additional level 1 spell per night if the moon is out and visible.

Description: Mellie appears to be a very small and frail woman. She is thin, pale, and is quite pretty. She has long silky black hair that is straight and four feet down her back. Her eyes are gray pools that resemble



the moon itself.

Unfortunately, when discovered, she is quite beaten. She has been kept from the power of her goddess and repeatedly assaulted by the brothers who are wearing her down in an attempt to convert her.

Motives: Mellie will want to help the party as best she can but is so weakened, all she can do is advise them and tell them what she knows. She will tell them the safest way to get Ian is by using the wagon at the coach house, since folks are used to seeing it go back and forth from tower and manor. She will demand that the party leave her in the manor courtyard, and she will escape when she is ready.

Shadow Hound

CR 4; Medium-size outsider; **HD** 3d8+9 (22 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 50 ft.; **AC** 14 (+1 Dex, +3 natural; touch 11, flat-footed 13); **BAB** +3; **Atk** +6 melee (1d6+4, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Scent, shadow blend; **AL** NE; **SV** Fort +6, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Listen +6, Spot +6, Wilderness Lore +7; Dodge, Improved Initiative.

Shadow Blend (Su): During any conditions other than full day light, a shadow hound can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even light or continual flame spell, does not negate this ability.

The shadow hound was a gift to Crimble by Warphit. The devil called out to a creature of the planes and got this. A shadow hound is a cross between a shadow mastiff and a large breed of dog or wolf.

Thus, they do not have all the special powers of the larger shadow mastiff.

Warphit

As an infernal lord, Warphit is beyond harm on this plane. He has no statistics listed here, but we offer a brief insight into the devilish creature.

Warphit was given the ability to come to this plane by a nightmarish act of pure evil. When he arrived, it was to the mines where a greedy gnome had turned on his own brother to profit from a gold nugget. What the devil did not know was the mine was connected to a powerful gnome temple. The clerics there had the power to trap Warphit, and after a long spiritual battle, the gnome clerics were able to contain him in the crystal. Warphit was angry beyond reason at being trapped so soon after arriving to wreak havoc.

Warphit is an infernal lord who thrives on agony,

pain, despair, torture, and death. He actually gains power from it in the same way he gains strength from having worshipers.

This is why the brothers are luring adventurers to the pit. This will feed their lord's craving for power, and his pure lust for such terror and trouble. It also serves to test the creatures the brothers create with Warphit's help.

Appendix II: Monster Encounter Table

d20	Encounter
1-2	Owlbear (1)
3-7	Goblins (2d4)
8-15	Game Animal (deer, elk or moose)
16-18	Dire Rats (2d10)
19-20	Wolves (1d10)

Dire Rat

CR 1/3; Small animal; **HD** 1d8+1 (5 hp); **Init** +3(+3 Dex); **Spd** 40 ft., climb 20 ft.; **AC** 15 (+1 size, +3 Dex, +1 natural; touch 14, flat-footed 12); **BAB** +0; **Atk** +4 melee (1d4, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Disease; **SQ** Scent; **AL** N; **SV** Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever—bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

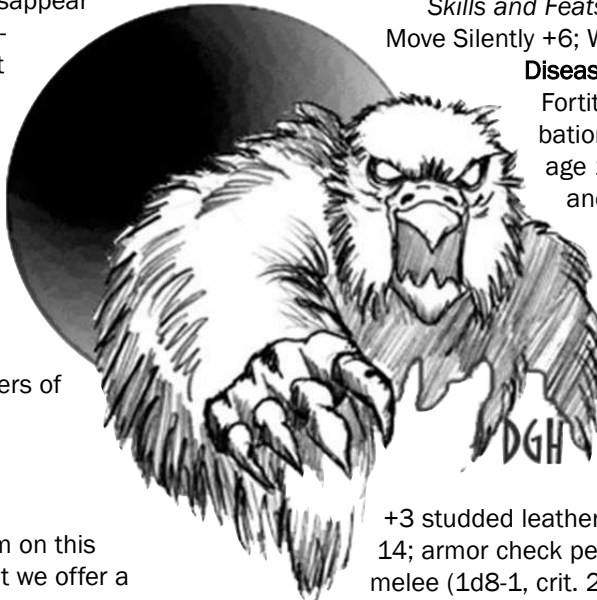
Goblin

CR ¼; Small humanoid (goblinoid); **HD** 1d8 (4 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (+1 size, +1 Dex, +3 studded leather; touch 12, flat-footed 14; armor check penalty -1); **BAB** +1; **Atk** +1 melee (1d8-1, crit. 20/x2, morningstar) or +3 ranged (1d6-1, crit. 20/x2, 30 ft., javelin); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Darkvision 60 ft.; **AL** NE; **SV** Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Languages: Goblin.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Skills: Goblins gain a +4 racial bonus to Move Silently checks. Goblin cavalry (mounted on worgs) gain a +6 bonus to



Ride checks and the Mounted Combat feat (neither of these benefits is included in the statistics block).

Gear: 2 javelins, morningstar, studded leather armor.

Owlbear

CR 4; Large beast; **HD** 5d10+20 (47 hp); **Init** +1 (+1 Dex); **Spd** 30 ft.; **AC** 15 (-1 size, +1 Dex, +5 natural; touch 10, flat-footed 14); **BAB** +3; **Atk** +7 melee (1d6+5, crit. 20/x2, 2 claws) and +2 melee (1d8+2, crit. 20/x2, bite); **Face/Reach** 5 ft. by 10 ft./5 ft.; **SA** Improved grab; **SQ** Scent; **AL** CE; **SV** Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +7.

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

Wolf

CR 1; Medium-size animal; **HD** 2d8+4 (13 hp); **Init** +2 (+2 Dex); **Spd** 50 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +1; **Atk** +3 melee (1d6+1, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Trip; **SQ** Scent; **AL** N; **SV** Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

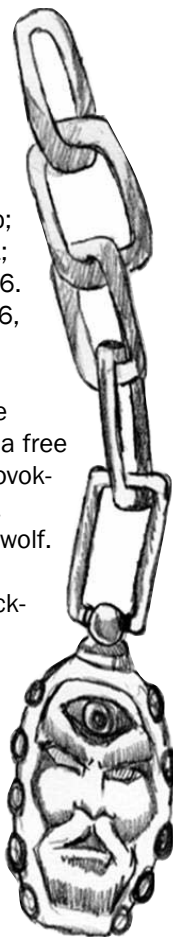
Skills: *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Appendix III: Special Items

Barlan's Amulet

Barlan's necklace provides complete protection to the wearer against all forms of mind control or charms, even from Warphit. However, due to the taxing efforts the charm had to undergo to keep the Barlan's undead mind together, the charm has been weakened and will slowly fade in power. After a full month, it will be reduced to offering a +2 saves against charms, etc. After two months, it will go to +1. That is where it will bottom out, and it cannot be reproduced. After the full power fades, the market value will be 2,800 gp.

Crimble's Charm



This simple hemp rope bracelet can only be created by Crimble, and in the presence of Warphit and the crystal. Each bracelet takes one hour to make, and lasts for two weeks

before losing its potency. The enchantment on the bracelet is an aura of reverse alignment. Thus, a lawful evil character will appear to be chaotic good. This cannot be reproduced under normal circumstances.

Tinder Dust

A magical kindling powder made with mostly natural herbs, a dose of this powder will allow you to start a campfire or light kindling instantly. One packet has 6 uses.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *light*; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP; **Weight:** n/a.

Wayfarer's Water

This is a potion that was created to help the road wardens of Dunreth on long treks. To quaff one small vial will relieve the imbiber of all fatigue and subdual damage, as if the user got eight hours of rest. It will not heal wounds.

If you use more than three in a row you could burn out. After 21 hours (three doses) of *wayfarer's water*, make a Fort save (DC 17). If you fail, you collapse from exhaustion and permanently lose 1 Con. You must make this save for every dose you take after that, without getting at least twelve hours of rest. Add +2 to the DC for every dose over three. If you only take one dose and then get reasonable rest after, none of the dangers apply.

Caster Level: 1st; **Prerequisites:** Brew Potion, *sleep*; **Market Value:** 100 gp; **Cost to Create:** 50 gp + 4 XP.

Appendix IV: Other Monsters

The contents of this appendix are declared Open Game Content.

Mud Worm

Large Vermin

Hit Dice: 2d8 (9 hp)

Initiative: +0 (+0 Dex)

Speed: 10 ft., swim 40 ft.

AC: 15 (-1 size, +6 natural)

Attacks: Slam +2

Damage: Slam 1d3+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Constrict 1d3+3, improved grab

Special Qualities: Rubbery skin, tremorsense, vermin

Saves: Fort +3, Ref +0, Will +1

Abilities: Str 15, Dex 10, Con 11, Int -, Wis 12, Cha 10

Skills: Climb +8, Hide +0*, Swim +10

THE HUNT RISE OF EVIL

Climate/Terrain: Underground
Organization: Solitary, or brood (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: None

The mud worm is a sightless predator of muddy, underground lakes and streams. They will feed off and attack creatures that end up in their muddy domain. They have no special tactics other than to grab a victim with their long, sticky tongue while they slam into them and wrap them up for constriction.

Like a snake, the mud worm will drag the victim to the bottom of the mud pool and slowly pulverize it with its powerful coils, where it will then consume the flesh, bone and all.

Combat:

Being nearly mindless predators, the mud worm's only tactic is to slither up to a victim using the hide skill, then burst out of the mud and attack. It will slam the victim while grabbing hold with its sticky tongue, then coil around and crush it.

Constrict (Ex): A mud worm deals 1d3+3 points of damage with a successful grapple check against opponents of up to Medium-size.

Improved Grab (Ex): To use this ability, the mud worm must hit an opponent of up to Medium-size with its slam attack. If it gets a hold, it can constrict.

Rubbery Skin (Ex): A mud worm has damage reduction 3 against bludgeoning weapons of all types.

Tremorsense (Ex): Mud worms can automatically sense the location of anything within 60 feet that is in contact with mud.

Vermin: Immune to mind-influencing effects.

Skills: * A mud worm gains a +8 racial bonus to Hide checks in muddy terrain.

Appendix V: Pre-Generated Player Characters

Darling

Female halfling Rog3: **CR** 3; Small humanoid (halfling); **HD** 3d6 (13 hp); **Init** +4 (+4 Dex); **Spd** 20 ft.; **AC** 17 (+1 size, +4 Dex, +2 leather armor; touch 15, flat-footed 17); **BAB** +2; **Atk** +5 melee (1d6+1, crit. 19-20/x2, masterwork short sword) or +7 ranged (1d6, crit. 20/x3, 60 ft., shortbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** +2d6 sneak attack; **SQ** Evasion, halfling traits, uncanny dodge (Dex bonus to AC); **AL** NG; **SV** Fort +2, Ref +8, Will +5; Str 12, Dex 19, Con 11, Int 10, Wis 17, Cha 9.

Languages: Common, Halfling.

Skills and Feats: Balance +10, Climb +9, Diplomacy +5, Hide +14, Jump +3, Listen +5, Move

Silently +12, Open Lock +10, Profession (brewer) +9, Spot +9; Alertness, Point Blank Shot.

Halfling Traits (Ex): +1 bonus to all saves, +2 morale bonus to saves vs. fear, +1 attack rolls with thrown weapon.

Gear: 20 arrows, backpack, bedroll, change of clothes, cloak, leather armor, 10 masterwork arrows, masterwork short sword, 4 pitons, shortbow, silk rope (50 ft.), thieves' tools, 2 tindertwigs, trail rations (3 days), 100 gp.

Esmerelda

Female half-elf Sor3: **CR** 3; Medium-size humanoid (elf); **HD** 3d4+6 (15 hp); **Init** +0; **Spd** 30 ft.; **AC** 10 (touch 10, flat-footed 10); **BAB** +1; **Atk** +3 melee (1d8+1, crit. 20/x3, masterwork shortspear); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **SQ** Half-elf traits; **AL** NG; **SV** Fort +2, Ref +1, Will +3; Str 13, Dex 11, Con 12, Int 13, Wis 10, Cha 17.

Languages: Common, Elven, Giant.

Skills and Feats: Concentration +4, Knowledge (arcana) +7, Listen +1, Profession (herbalist) +3, Search +2, Spellcraft +7, Spot +1; Combat Casting, Toughness.

Half-elf Traits (Ex): Immune to *sleep* effects, low-light vision, +2 saves vs. Enchantment, elven blood.

Gear: Backpack, bedroll, 3 changes of clothes, masterwork shortspear, pillow, purple velvet cloak, spell component pouch, trail rations (2 days), waterskin, 600 gp.

Sorcerer Spells Known (6/6; DC 13 + spell level): **0-level**—*dancing lights, detect magic, light, mage hand, read magic*. **1st**—*mage armor, magic missile, shield*.

Mick the Clumsy

Male human Clr2 of the All Father: **CR** 2; Medium-size humanoid; **HD** 2d8 (12 hp); **Init** -1 (-1 Dex); **Spd** 20 ft.; **AC** 16 (-1 Dex, +5 chainmail, +1 Small steel shield, +1 *ring of protection*; touch 9, flat-footed 16; armor check penalty -6); **BAB** +1; **Atk** +3 melee (1d8+2, crit. 20/x2, heavy mace); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **SQ** Feat of strength, spontaneous casting, turn undead 7/day; **AL** LG; **SV** Fort +3, Ref -1, Will +5; Str 14, Dex 8, Con 10, Int 14, Wis 14, Cha 10.

Languages: Common, Draconic, Goblin.

Skills and Feats:

Concentration +5, Heal +9, Knowledge (religion) +7, Profession (herbalist) +7, Spellcraft +7; Extra Turning, Power Attack.

Feat of Strength (Su):

1/day—As a free action, gain a +2 enhancement bonus to Strength for one round.

Gear: Backpack, bedroll, chainmail, flint and steel, healer's kit (4 doses), heavy mace, holy book, +1 *ring of protection*, *scroll—cure moderate wounds*, 2 silver holy symbols, Small steel shield, trail rations (2 days), waterskin, 100 gp.

Cleric Domains: Law and Strength.

Cleric Spells Prepared (4/3+1; DC 12 + spell level; cast Law spells as Clr3): **0-level**—*detect magic*, *light*, *purify food and drink*, *virtue*. **1st**—*bles*, *command*, *endure elements**, *obscuring mist*. * domain spell.

Morlanda

Female elf Brd2: **CR** 2; Medium-size humanoid (elf); **HD** 2d6 (9 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 leather armor; touch 12, flat-footed 12); **BAB** +1; **Atk** +3 melee (1d6+2, crit. 18-20/x2, rapier) or +3 ranged (1d6, crit. 20/x3, 60 ft., short bow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Bardic music 2/day, spells; **SQ** Bardic knowledge, elven traits; **AL** CG; **SV** Fort +0, Ref +5, Will +2; Str 14, Dex 15, Con 11, Int 12, Wis 9, Cha 13.

Languages: Common, Elven, Gnome.

Skills and Feats: Appraise +6, Hide +7, Knowledge (arcana) +6, Listen +1, Move Silently +2, Perform (pick four) +5, Profession (bartending) +1, Search +3, Spot +1, Use Magic Device +5; Dodge, Exotic Weapon Proficiency (whip).

Elven Traits (Ex): Immune to *sleep* effects, low-light vision, +2 saves vs. Enchantment, automatically attempt Search check on secret doors within 5 ft., proficient with longsword or rapier, proficient with shortbow, longbow, composite longbow, and composite shortbow.

Gear: 40 arrows, backpack, bedroll, 2 candles, flint and steel, flute, inkpen, leather armor, *potion of cure light wounds*, rapier, satchel of music sheets, short bow, trail rations (2 days), vial of ink, 140 gp.

Bard Spells Known (3/1; DC 11 + spell level; arcane spell failure 10%): **0-level**—*detect magic*, *light*, *mending*, *prestidigitation*, *resistance*. **1st**—*erase*, *protection from evil*.

Reglio of Gildor

Male human Pal3 of Grolm: **CR** 3; Medium-size humanoid; **HD** 3d10+6 (27 hp); **Init** -1 (-1 Dex); **Spd** 20 ft.; **AC** 14 (-1 Dex, +5 chainmail; touch 9, flat-footed 14; armor check penalty -5); **BAB** +3; **Atk** +7 melee (2d4+4, crit. 20/x4, scythe) or +6 melee (1d8+3, crit. 20/x3, warhammer) or +2 ranged (1d10, crit. 19-20/x2, 120 ft., heavy crossbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Smite evil 1/day; **SQ** Aura of courage, detect evil, divine grace, divine health, lay on hands, *remove disease* 1/week, turn undead 9/day; **AL** LG; **SV** Fort +7, Ref +2, Will +6; Str 17, Dex 8, Con 14, Int 12, Wis

17, Cha 15.

Languages: Abyssal, Common.

Skills and Feats: Diplomacy +5, Handle Animal +7, Heal +7, Knowledge (religion) +7, Ride (horses) +7; Extra Turning, Power Attack, Weapon Focus (scythe).

Gear: Backpack, bedroll, 20 bolts, chainmail, flint and steel, heavy crossbow, 10 pitons, *potion of bull's strength*, *scroll—protection from evil*, scythe, silk rope (50 ft.), silver holy symbol (casts *bles* 1/day as Clr3), small hammer, trail rations (2 days), warhammer, 110 gp.

Thakka Daruck

Male half-orc Bbn2: **CR** 2; Medium-size humanoid (orc); **HD** 2d12+6 (24 hp); **Init** +2 (+2 Dex); **Spd** 40 ft.; **AC** 15 (+2 Dex, +3 studded leather armor; touch 12, flat-footed 13; armor check penalty -1); **BAB** +2; **Atk** +6 melee (1d10+4, crit. 20/x2, greatclub) or +5 melee (1d6+3, crit. 20/x3, handaxe); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SQ** Half-orc traits, rage 1/day, uncanny dodge (Dex bonus to AC); **AL** CG; **SV** Fort +6, Ref +2, Will +3; Str 17, Dex 14, Con 16, Int 9, Wis 16, Cha 6.

Languages: Common, Orc.

Skills and Feats: Climb +6, Intuit Direction +4, Jump +6, Listen +7, Wilderness Lore +7; Weapon Focus (greatclub).

Half-orc Traits (Ex): Darkvision 60 ft., orc blood.

Gear: Backpack, bedroll, flint and steel, handaxe, masterwork greatclub, metal tankard, 4 polished rocks, silk rope (50 ft.), steel toothpick, string of ears, studded leather armor, trail rations (4 days).

GM Notes:

The McCalister family uncovered Warphit's crystal while trying to expand the mines. Crimble and Ian's father used a secret entrance (level two, from room 3 to 14) to the mines from the manor that his sons are not aware of to this day.

The brothers killed their own father (after they had been seduced by Warphit) when he discovered what his sons were doing.

Warphit is attempting to recover enough power to break out of his crystal prison. He does this through worshipers, charmed followers, and bringing terror, suffering, and pain to others.

At the time the party is contacted, the entire hamlet of Loch-Durnan, less a few that live nearby, is either seduced, charmed, or dead (used in experiments, etc.). The brothers are slowly trying to bring others into town that will not likely be missed to feed Warphit's power.

Warphit has helped the brothers to wield power beyond the means of their level and knowledge.

Barlan, the dwarf, has figured out a way to collapse the chamber of Warphit and trap him forever under the rubble.

After Barlan died at the hand of the brothers, he was

THE HUNT RISE OF EVIL

tossed into the pit to become an undead experiment. Due to the magic of Barlan's old family charm, this was not a total success.

Warphit leaves Barlan be, reveling in and gaining power in the dwarf's suffering.

Mellie the witch discovered the brothers' activities, and she was taken to the dungeons while trying to flee town. The brothers are trying to break her spirit and turn her to worship the devil. In either case, Warphit gains power. First, from her suffering and struggle, and then hopefully from her turning.

Even though Barlan is convinced that most of the hamlet is seduced (as he states to the PCs), that is not the case. Only a few are really seduced by Warphit. Most are charmed or dead.

Warphit has helped Ian to spawn a smaller version of the crystal that imprisons the devil. Ian plans to take this to another small town to start a spreading of seduction and torture there.

Warphit can work through the smaller crystal to some degree.

Many of the experiments done by Ian and Crimble have failed, due to the fact they are working with things that are normally far out of the reach of their power. The brothers, new to their power, are extremely overconfident. This is a major advantage to the PCs' chances of stopping the pair.

Adding to that, Warphit himself is very overconfident; even more so than the brothers.

Make sure the PCs are aware of the wagon that goes from the manor to the tower on a regular basis. This will help them avoid needless fighting.

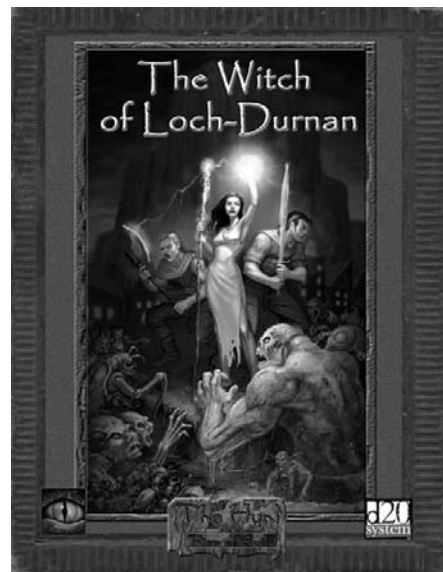
Be sure to go through the meeting with Sheepo, Glith, and Hortek, as there are many ways this encounter can end up.

Remember, the manor description is laid out in order as if you entered the front door. The party will likely be coming from under the sub-dungeon by way of the pit.

You will note that things get progressively more repulsive as the players go from the pit to the manor to the tower.

This is to create a mounting sense of fear and terror as the characters are exposed to the nasty things the brothers were up to on behalf of the devil. The eviscerated

halfling being kept alive by a healing potion drip in the tower is a good example. These are meant to repulse, scare, and drive the characters to put an end to the brothers McCalister for good.



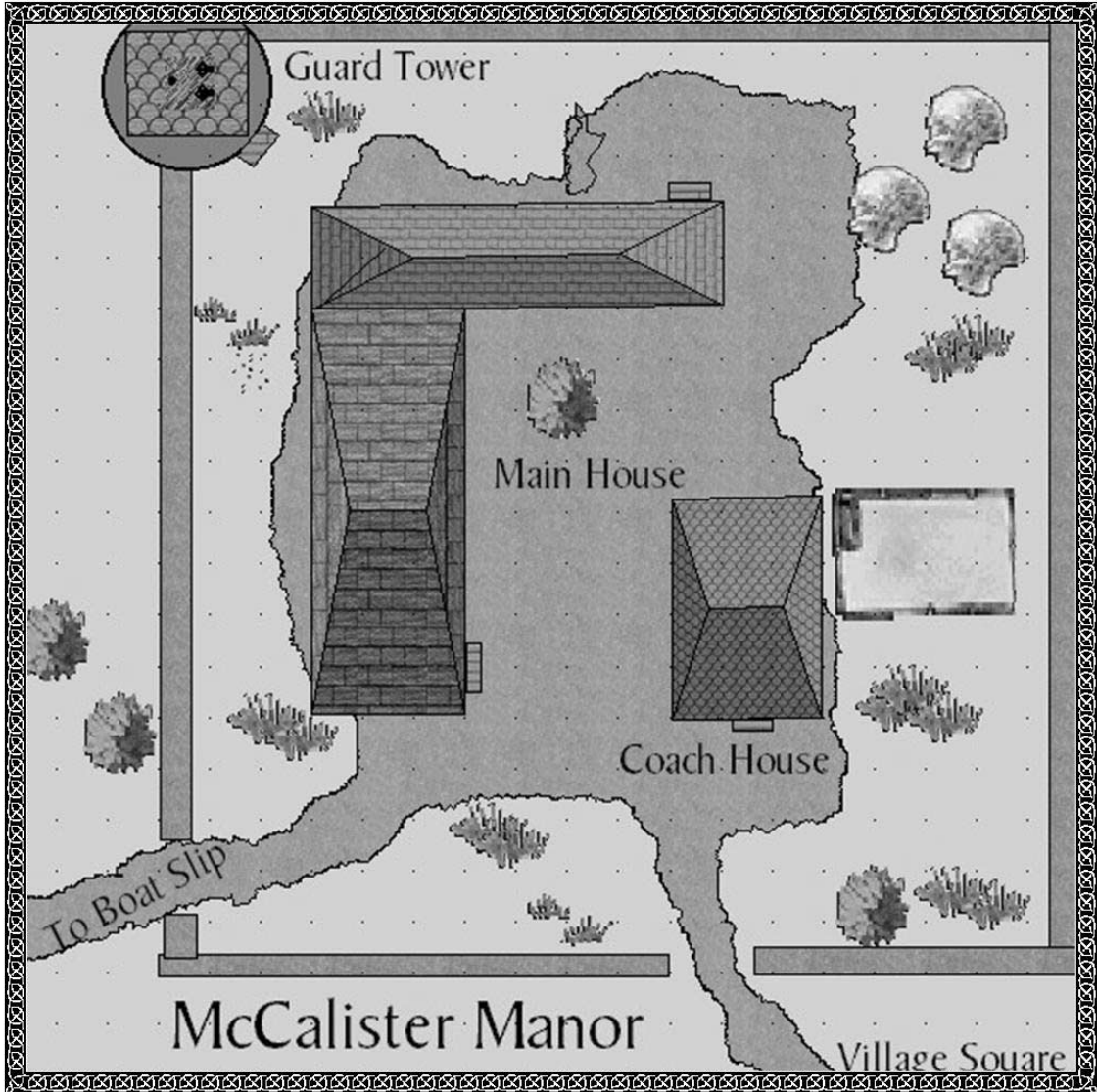
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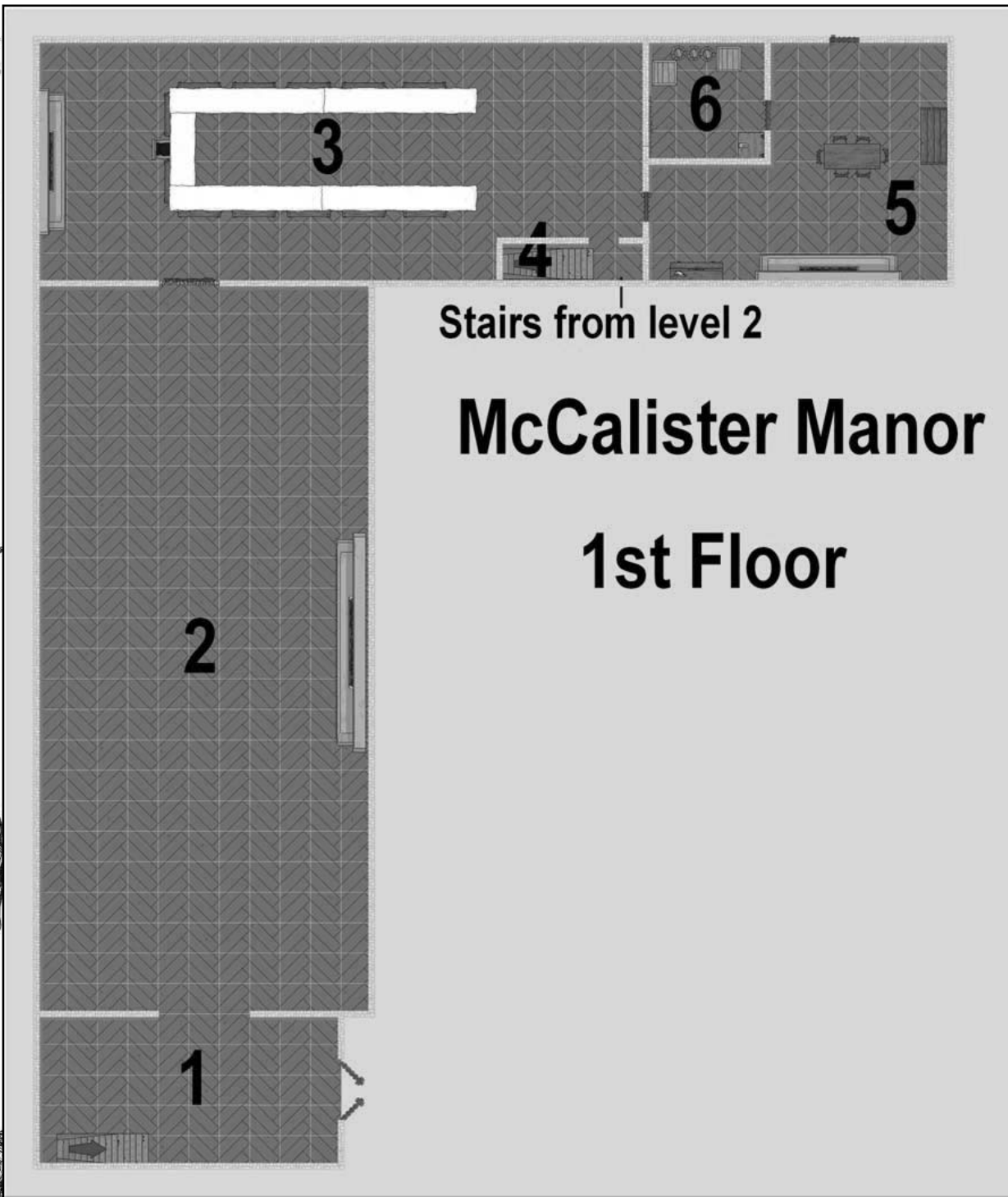


MAPS FOR POLD



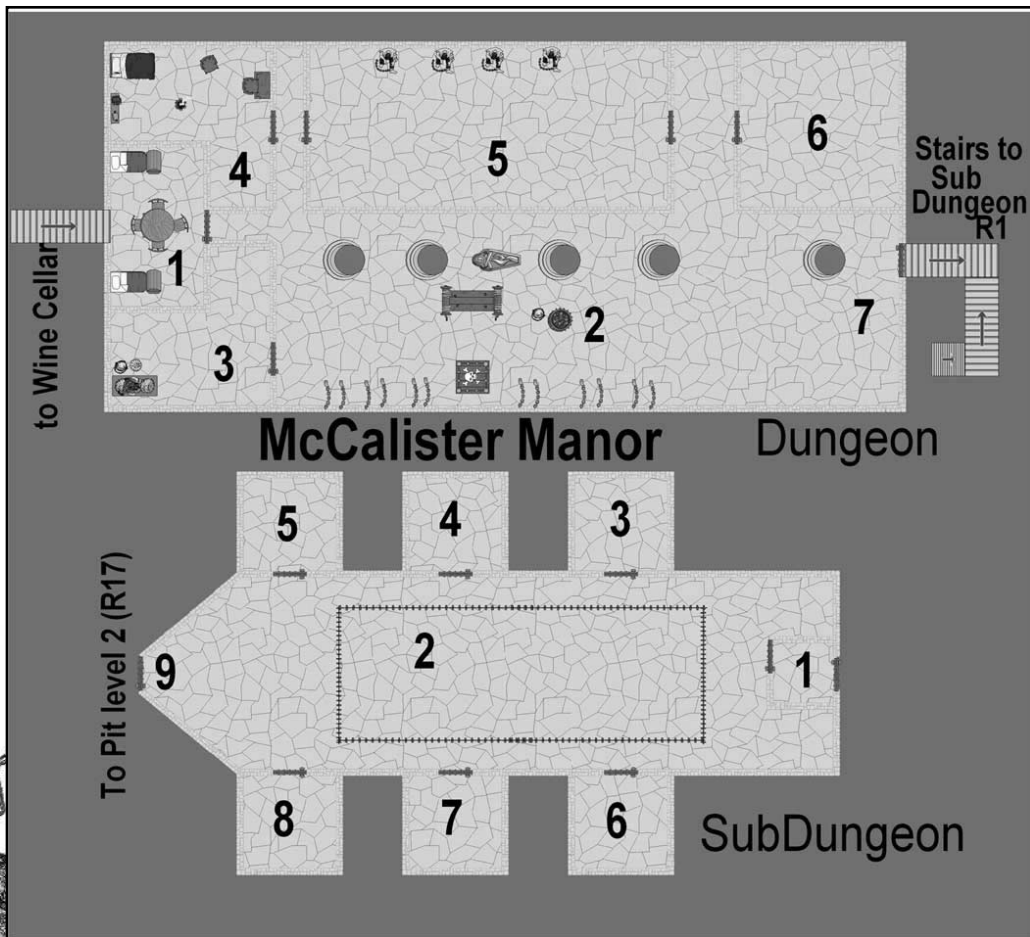
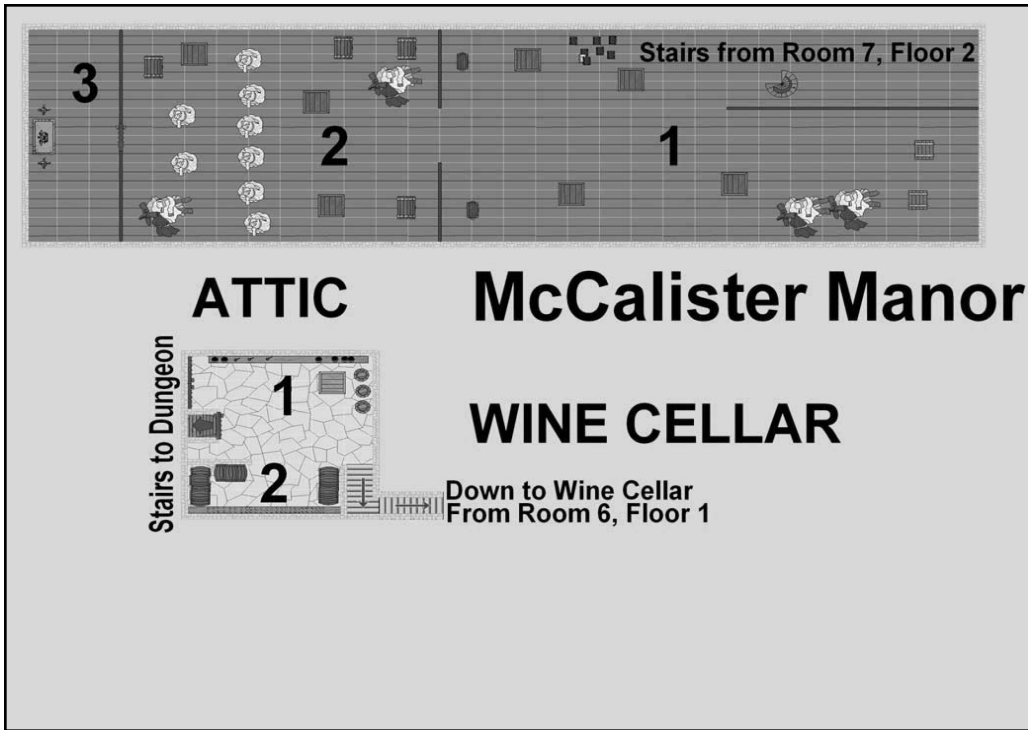
MANOR GROUNDS





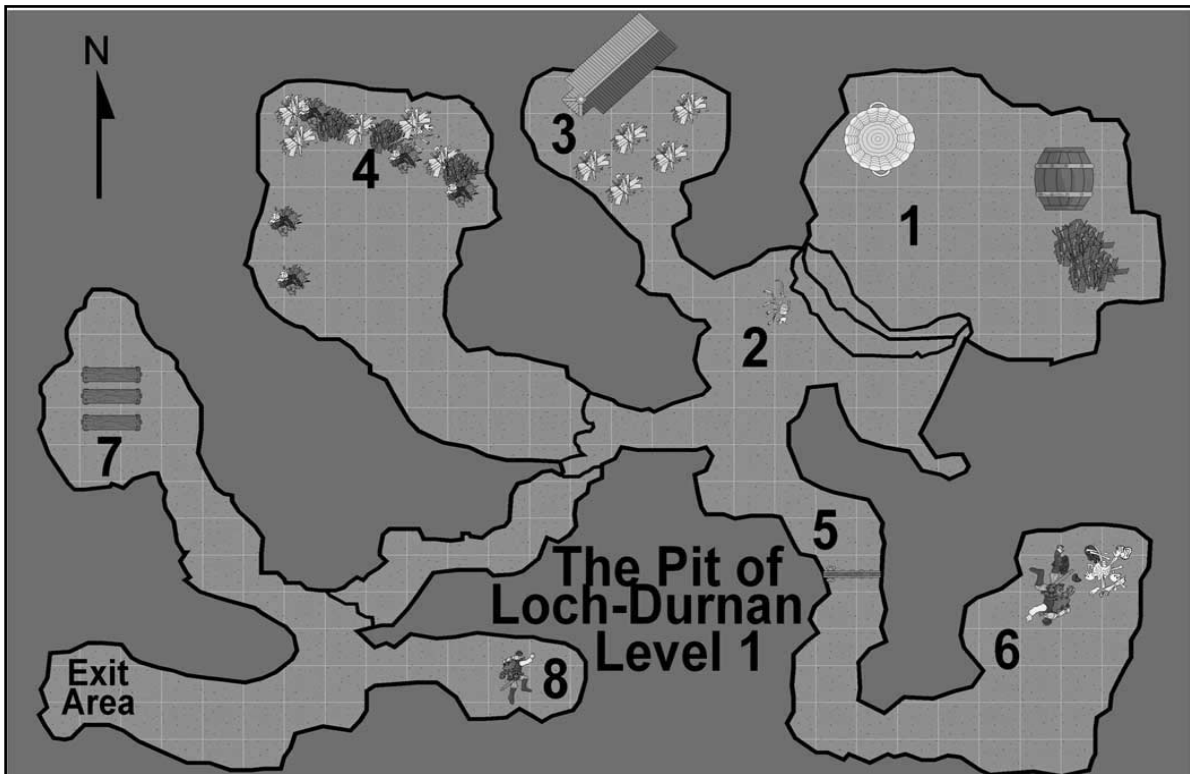
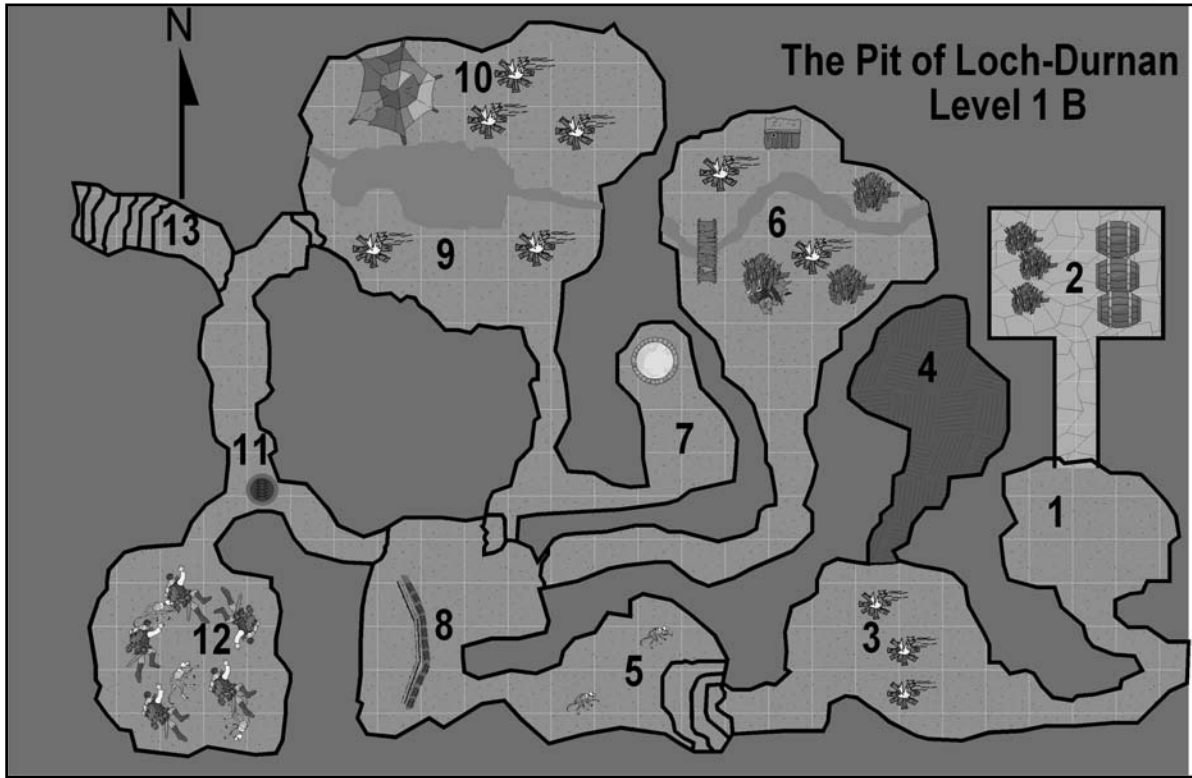


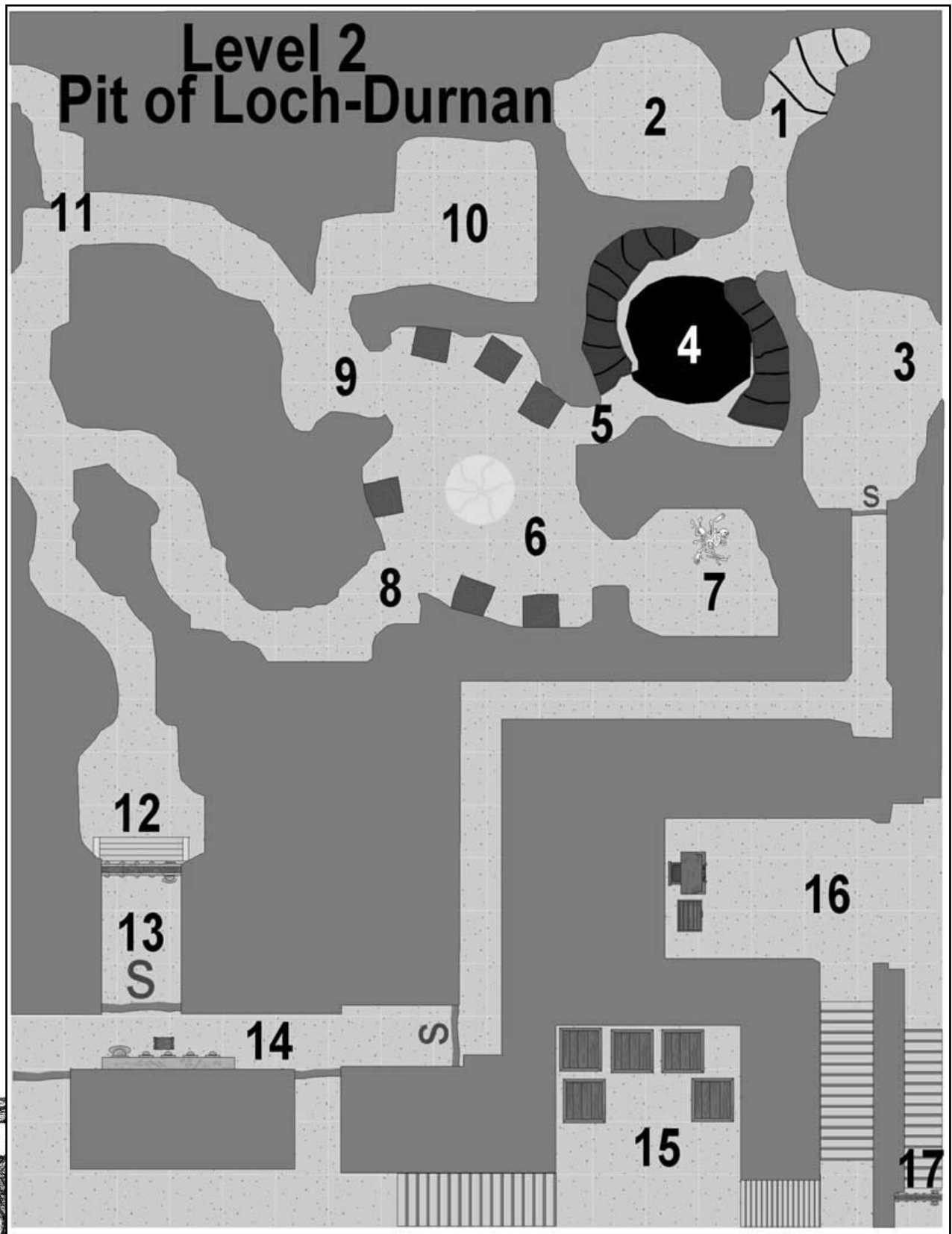
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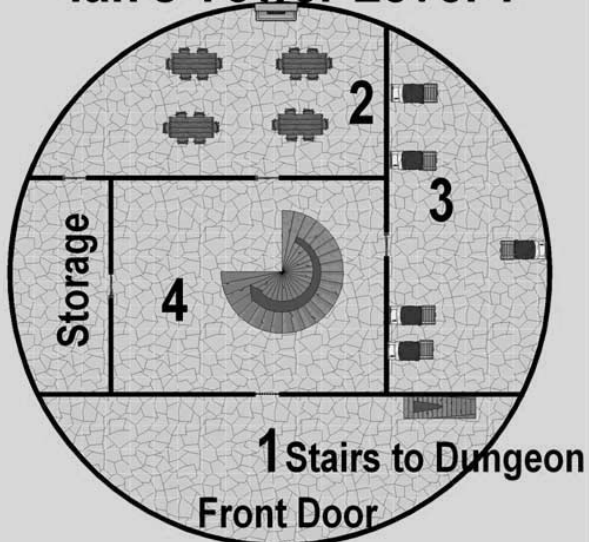
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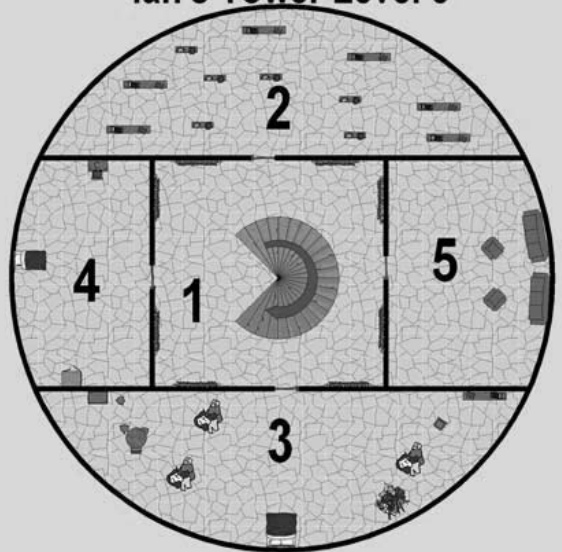




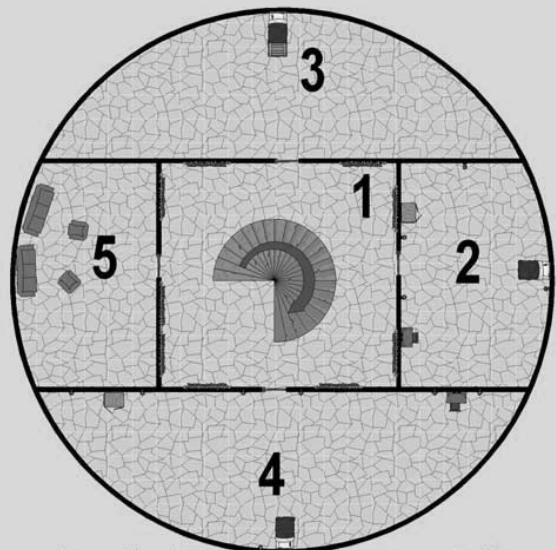
Ian's Tower Level 1



Ian's Tower Level 3



Ian's Tower Level 2

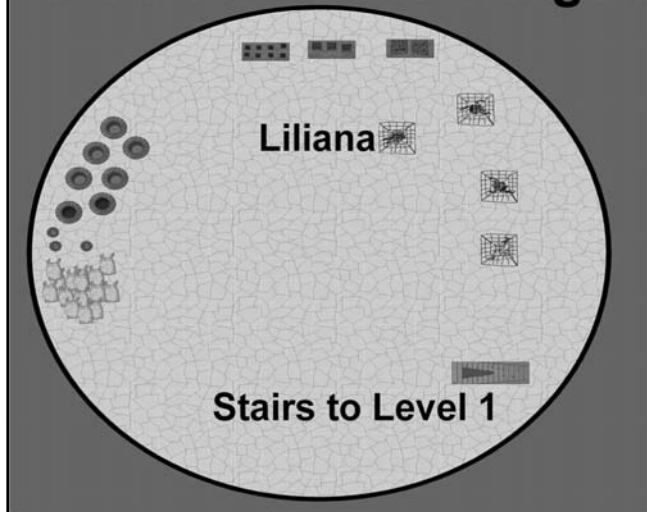


GEM 1



Ian's Tower Level 4

Ian's Tower the dungeo





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