

Saraahd's Secret Shrine:

A Mini Adventure



MT T1 M001

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Written by Raymond J. Hicks

THE SECRETS OF SARAAMD THE WHITE WITCH AWAIT!

One of the most notorious villains of the Mystic Times™ setting has been found in your village. The evil White Witch Saraamd has been living in a Secret Shrine not far from your home. And now, a bounty has been put out for her Journal. It is yours for the taking.

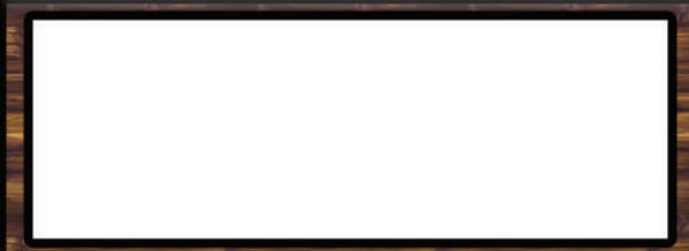
This adventure is ready for your low level players to get underway.

Inside this book you will find:

- An adventure for low level characters.
- The Map of The Shrine of Inari.
- Four new Monsters, including Death Snails, Lerathien Man-Traps and Wood Elementals
- 20+ new spells from the schools of Demonology and Svart-Craft.
- 50 Herbs and their uses.
- 19 New Potions/Tonics/Infusions
- And the story behind Saraamd the White's dark past.



Nick Maskell



Mystic Times: Saraahd's Secret Shrine

An adventure for low level players.

2018

By Raymond J. Hicks



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Mystic Times: Saraahd's Secret Shrine

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Finally, and most of all, thanks to my wife, Rachel, for putting up with my silliness and encouraging me to just make the damn stories already.

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Foreward

Welcome Rangers to the first official adventure in the Mystic Times setting.

There has been so much of a journey to get here and I am glad you could make it with us. If you are reading this book I want to personally thank each and every one of you for helping to spread my work, whether you are a Curious Player or a Game Master, or even just a fan who wants to know more about the Mysterious White Witch Saraahd. Thank you so much for taking an interest in my world.

When I began this endeavour I had planned to just crank out a simple dungeon with a loose premise that Saraahd was involved somewhere in order to just test the waters of publishing something. Unfortunately my usual habit of making every little detail grow into something much bigger has meant that this is now an adventure I am really proud of and not just a rushed money grab as it was originally intended.

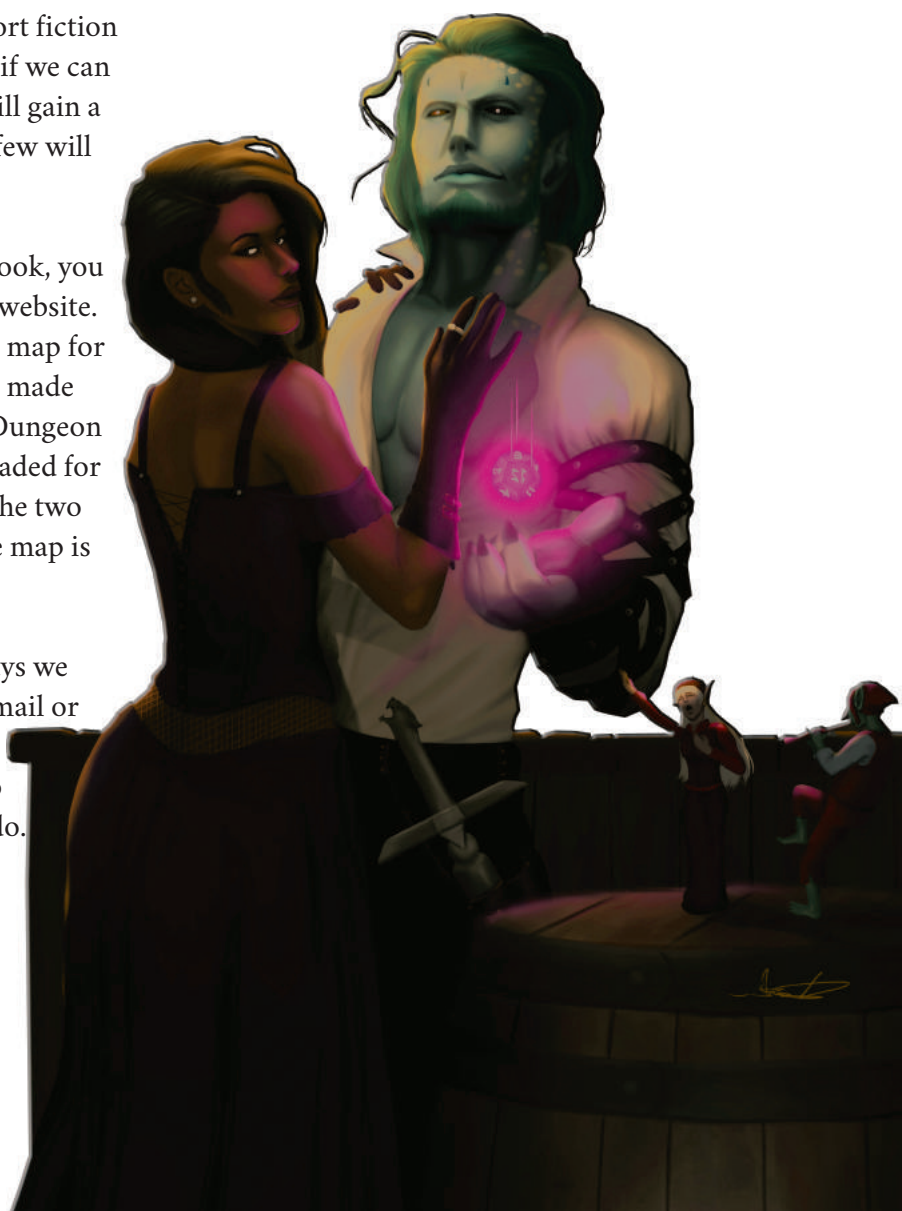
This adventure really is worth whatever you have paid for it. In it you will not only find a simple dungeon suitable for low level characters, with a few new menacing monsters for your menagerie, but also a little deeper history for Saraahd, the White Witch. It also contains a variety of new spells that try to capture three different styles of magic which each relate to Saraahd's journey for survival. As well as a new system for bringing herbs and potions as an alchemical brewing craft into your game. Hopefully you feel inspired by some of these additional features and find ways to include them in your games.

Saraahd will appear again, mostly in the short fiction stories we are working on, and later novels if we can find the time. By reading her journal you will gain a unique insight into her character that very few will receive.

If you have purchased a print copy of this book, you can download a coloured e-book from our website. You can also download the full sized colour map for use in your games, however this dunegon is made using the Arjade's Map Packs: Basic Set of Dungeon Tiles, which are also available to be downloaded for free on our website. With the exception of the two tiles listed at the end of this book, the entire map is made from tiles from this free basic set.

I hope you enjoy this adventure and as always we would love to hear your feedback via our email or social media pages. For more information on this and future products you can head to www.ARJADE.net and find everything we do.

Without further ado,
Let the Adventure Begin!



Introduction

All over the lands, mothers tell their naughty children of the evil white witch who lives in the dark places and eats those who aren't in bed by the time the moon reaches its peak. This witch's name is Saraahd the White.

You may have even grown up on these stories yourself, or told them to your children, but it wasn't until today that you thought there was any truth to the matter. Rumour has been spreading around the town that the witch has been near for some time, and just yesterday a notice went up in the town square issuing a bounty. Whether you looked out of curiosity, or heard the details from someone who did, you know that there is someone offering real gold for anyone who can retrieve Saraahd's journal.

Normally, most folk wouldn't take much notice of such a thing, except out of sheer chance, you happen to know where it is. The other day, whilst on the outskirts of town as the sun set, you saw an orc come running out of the forest to the south. At first you were a little startled by the orc, but then you watched as he was frozen solid in his tracks. A dark coil of magic wrapped around him and stole his life away to the sorceress who chased him. A witch with white hair and alabaster skin. She turned into a white dove and flew away to the west.

You know of the small shrine in that dark part of the forest, and now you know who lived there. The bounty is yours for the taking, if you are brave enough.

Description

This is an adventure suitable for a party of 1-6 players, of levels 1-3. It is designed for use with most d20 fantasy roleplaying games. It should provide enough xp to bring players to level 3 or so. Feel free to adjust encounters and traps to suit your party and gaming system.

This dungeon uses only tiles from Arjades Map Packs: Basic Set: Dungeons, available for free download on Arjade.net. There are two tiles that are unique to this adventure, and they are provided at the back of this book for your own printing purposes.

The free e-Book version of this print book can be found, in colour, on our website
www.ARJADE.net



Setup

Rumours

Rumours have been floating around the town about the witch in the forest for about three months now. Some examples are:

1. The forest has an abandoned shrine to Inari that has been there for years, overgrown. I saw lights coming from it when out hunting the other night.
2. Farmer Morten saw a woman with white hair on the edge of his fence line the other day. He thinks she might have been the one that killed that sheep.
3. Rangers who were recently tracking a band of bandits found their hideout, everyone inside was slaughtered and had their bodies drained of blood.
4. A strange young lady came into the Herbalist shop today asking about the local plants. She was looking for a Winterstar plant. I told her they used to grow here but not for a hundred years.
5. The Smith had an order for a cauldron, nothing unusual there, but the lady who ordered it needed a bunch of runes carved in the side. She said he had to follow her pattern exactly right.
6. A lot of the animals in the forest won't go near the old shrine anymore. I wonder what's going on.
7. Some of the orphans have been having bad dreams. They keep seeing a lady with pure white hair. They say she is nice to them in their dreams but eventually some monsters with red skin and horns come and attack her and they have to run away.
8. My dream catcher had a bunch of spiders in it last night. It is the weirdest thing. All these red skinned spiders were stuck on the strings like they were in a web.
9. I was out walking the dogs today and they wouldn't stop barking at the forest. It was the weirdest thing.
10. There has been a rise in the number of bounty hunters and vagabonds in these parts lately. They all seem to be asking about women with white hair. They ask around town, and then are suddenly never heard from again.

The Bounty

Yesterday a bounty notice was put up in various popular places around town. It reads:

"Bounty: 1,000 gp for retrieval of a Journal.

A white haired witch known as Saraahd the White has been seen in these parts. Anyone able to retrieve her journal will be paid 1,000 crowns. Authenticity will be easily checked before money is paid. Delivery of the journal complete and intact to Baron Vermeria or your nearest Town Guard Captain.

Be warned. Saraahd is a dangerous arcane magic user and should be avoided at the risk of your life.

-Baron Vermeria"

(See handout 1)

Whilst you do not know of Baron Vermeria personally, many folk around town have been talking about this missing book. Apparently this bounty has been around for a very long time, posted in many towns around the lands.

Knowing Captain van Dorne as you do, you would trust him to honour the bounty should anyone hand in the correct book.



Captain of the Guard,
Gabriel van Dorne

The Incident

(As a GM, feel free to play this scene out with players)

It happened just 3 nights ago. You were running late for one reason or other, moving from the outskirts of town back in to the safety of the major thoroughfares when you heard the sound screaming from the forest's edge. You didn't recognise the language or any words at first, but even in the dim twilight glow of sunset you spotted the tell-tale green skin of the orc. As he ran, he appeared to limp from a grievous wound on his upper right thigh. A throwing dagger with an onyx handle still protruded through the leather armour he wore. His blue-green blood poured down his whole leg and into his boot.

Your first thoughts were a visceral flight or fight reaction, a screaming orc in these parts is not something to be scoffed at. As you began to make your move you were equally startled by the suddenness with which sound ceased. Almost as quickly as it began, the orc's voice was held steadfast to nothingness. His frantic blood-curdling scream ending in a heartbeat. Simultaneously, his body froze in mid-air. An unrelenting sprint from the forest's border stopped in a split second. Perplexed, you didn't even notice the blackish-purple mist rising from the ground underneath him like tentacles. It wasn't until they had snaked their way around his legs and torso that you took notice. As they crept slowly towards his mouth, it was then the sky began to darken as if called out by this dark magic. His eyes began to glow a ghostly green colour, and his screaming mouth filled with the sickly green light.

The stream of ethereal emerald floated through the air back to the tree line. To a figure with stark white hair. A young maiden, wearing the foreboding ornaments of a witch; a pentacle, shrunken skulls and bones tied to herself, long sharp fingernails. You had heard the children's stories all too many times, but surely this could not be a witch. She appeared to have an injured left shoulder, with blood dripping down her arm from a severe wound.

As the orc's life drained, her eyes locked on to yours. She knew you had seen her. As she began to conjure in your direction she was startled by the noise of some wandering drunks heading out of the inn to go to the privvy. You watched as she stopped what she was doing, turned herself into a white dove, and flew high to the

west, abandoning the orc's body and all that she had left in the forest.

The next day guards found the orc and began an investigation. It was that day when the bounty notice was posted.

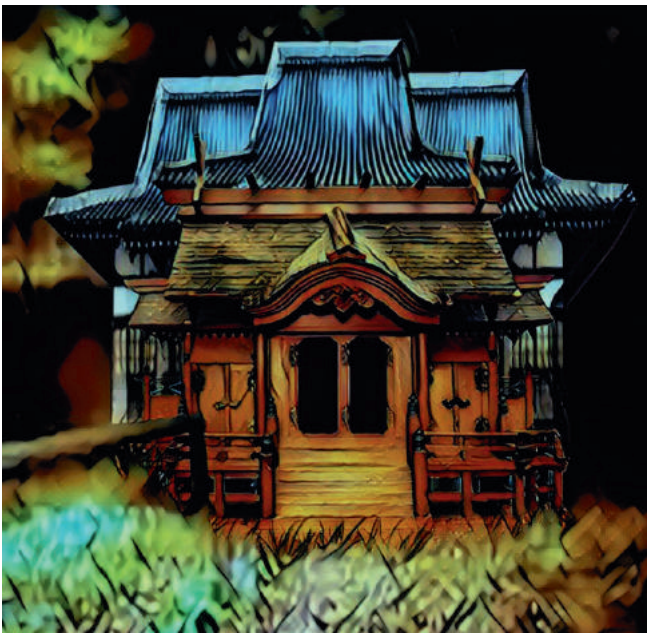
...And you had seen it all.





Saraahd's Secret Shrine

A full scale version of this map can be found on www.ARJADE.net
 This map has been built with Arjade's Map Packs: Basic Set: Dungeon Tiles, available for free online.



Entry - The Shrine Gate

Deep in the forest sits a small stone shrine amongst the green foliage. The building is of an ancient design, simple in its construction but ornate in a geometric way. The building has 3 areas, a small Shinto style gateway that houses the stairs to the main pagoda, an enclosed pagoda (room 1) with 2 ornate alcoves leading off to either side (room 2a and 2b), and a taller enclosed space twice as high as the pagoda, with a layered pyramid style roof. The structure has no windows and only opens via the staircase leading from the gateway. The shrine depicts various carvings in the stone and runes in the old form that have become faded and overgrown. The runes emit a faint orange glow in the twilight illuminating the surrounding area but fade to darkness an hour after sunset or rise.

The entry to the shrine has no doors, just 2 flights of stairs going west up through a carved stone facade. The stairs are separated by a thin stone wall. The gate is typical of ancient style shrines, three posts topped with a cross-bar, all carved with a series of protective runes. Inside the staircase a shuffling can be heard. The sound is that of something similar to wood dragging on rock, a clacking noise of two similar substances knocking together. Metal chains can also be heard clinking together.



Religion/History DC 15: The shrine is a typical design of ancient religious significance. The decorations depict the fox motif known to represent the God Inari. Originally Inari and the “Vulpine” (fox-based humanoids) were connected with working the land and raising crops. After the God Wars, Inari and his vulpine followers became mistrusted due to their actions of betrayal and espionage. This shrine would once have been vital to the religious success of the farms nearby, however, now it has been abandoned for millennia, much like the religion it represents.

Spot/Perception DC 10: The southernmost staircase has footprints from a large left boot made in what appears to be blue-green blood similar to that of an orc or goblin.

Listen/Perception DC 15: The metallic sound is very similar to chainmail.

Listen/Perception DC 25: The scraping/clacking sounds are not wood on stone, but something a little different. Perhaps bone or clay.



Progressing

Players can progress by attempting to access the stair case for a closer look and will proceed to Room 1.





Room 1 - The Pagoda

As you enter up the stairs you notice multiple (recommended 1-3 per player, max 6) figures moving around the room. These humanoid looking creatures very quickly appear to be far too gaunt to be normal people. As the moonlight shines behind them you can see the unmistakable shape that is a living skeleton. The skeletons are positioned around the area, and may wander here or there but appear mindless guardians of the room in which they exist.

Other than the skeletons, 3 statues can be seen. These statues appear to be of the same sculpting of Inari, a Vulpine. The head of a fox sits proudly on the body of a farmer, with 10 tails stretched out behind him and a small farming tool in each hand. The statues are very old and carved out of marbled granite.

Two doorways sit on each of the northern and southern walls. The closer one of each set contains an old decaying wooden door (leading to 2a and 2b). The further one is just a doorway alcove (leading to 4a and 4b). At the centre of the western wall is a large wooden door. A dim light can be seen coming through the cracks. The roof has a small grate that allows the moonlight to shine through at the centre illuminating the room.



NPCs:

Encounter - Skeleton Guards (x4) (CR 3) 800 xp

If the players have not been sneaky, these skeletons will have seen them on the stairs. Roll a Spot/Perception check for the skeletons. These skeletons are mindless and attack immediately on sight of anyone who enters the pagoda. They will not leave the pagoda for any reason.

All Skeletons use the default stats from your core monster book, with one exception. One of the skeletons is holding a spear.

Perception/Spot DC25 The spear appears to have some magical runes carved into it, with a slight purple shimmer to the texture. You believe this spear is magical.

Arcana/Appraise DC15 This is a +1 Spear.

Tactics

The Skeletons have been reanimated and instructed to serve as guardians to the entry chamber to the shrine. As they are all mindless they work independently, focusing on the nearest threat at a time. Their primary goal is to prevent further entry into the shrine and will try to continue to force players to retreat out the stairwell they came in. The skeleton with the magic spear will use his reach to harass players already engaged with other guardians or use the statues to provide some cover.





Features:

Dimensions: The Room is 25 ft wide, by 25 ft long with a 10ft high ceiling.

Illumination: The Pagoda is lit only by a wooden grate in the ceiling that is designed to let moonlight/sunlight in through the roof. Should players be within an hour of sunrise or sunset, runes on the walls of the Pagoda will provide a dim orange coloured glow.

Ceiling: The Ceiling of the Pagoda is 10ft high and made of stone. At its centre it has a 20ft x 20ft grate made of wood that has been cemented into place. This wood is showing signs of rot, but for the most part is stable.

Floor: The floor is marbled stone that has a large layer of dirt, moulds, fungi and mosses growing. The foundation of this level is 20ft off the ground level of the forest. The floor heading from the door on the western wall to the southernmost staircase has footprints from a large left boot made in what appears to be blue-green blood similar to that of an orc or goblin.

Stairs: The two sets of stairs leading west rise 20ft off the ground to the base of the Pagoda floor. They are encased in walls with mosaics and inscriptions discussing the history of Inari and his rise to godhood. There are gaps in the tiles where valuable gems would have once sit, but have been long since pried off the wall and sold. A wall runs between the two sets of stairs.

Statues: Three statues stand in the room, one located between the two sets of stairs (facing west), and one on both the north and south walls between the two doorways (facing east). All three statues are identical. They are carvings of a very typical depiction of Inari with his farming tools and 10 tails. His fox-like head once would have had small emeralds for eyes, but these have long ago

been pried out of the sockets. Each statue is life size, standing at just under 6 feet tall thanks to the 1 foot base on which the statues have been mounted.

Doors (North and South): The doors north and south are old and decaying. They are locked. It does not look like they have been opened for many years, possibly even decades. The locks and handles on these doors are rusted over, as are the hinges that mount them to the wall. They should be relatively easy to force open (Strength DC 10) but very difficult to pick due to the rust (Open Lock DC 30). These doors lead to Room 2a (south) and 2b(north).

Doorways (North and South): These doorways appear to have once had doors mounted to them similar to the more eastern doors. Splinters and rusted hinges can still be seen in the doorway. The corridors both have traps immediately in the floor. The southern doorway (room 4a) has a spike pit 20ft deep and the northern doorway (room 4b) has a similar pit but is also filled with acid. For more details see rooms 4a & 4b.

Door (West): This door appears to be in excellent condition, in fact if you had to guess you would say it was brand new. It looks in the identical styling to the other rotting doors however. It too is locked (Open Lock DC20). There is an orange glow underneath this door and through the keyhole. Peering through the keyhole you can see what appears to be a bedroom (Room 3) and is illuminated by a burning candle sitting on a desk in the south west corner. The desk also contains a book and a small lockbox. There is something strange about the door but you are having difficulty putting your finger on it. Perception/Spot DC15 You notice that there is no dust on the door. No dust, no mould, no moisture, despite the rest of the room being rife with rising damp. As you stare at the door you notice the slightest purple shimmer indicating a spell protecting it.

Arcana DC 15 You can see there is a magic spell imbued in the door. It appears to be a perpetual spell of mending.

Treasure: Aside from the Magical Spear, this room has no treasure to be found.

Progressing

Players can progress through any of the 5 doorways in the room. The decaying doors lead to Rooms 2a (south) and 2b (north), the open doorways lead to Rooms 4a (south) and 4b(north) and the locked door leads to Room 3.



Room 2a and 2b - Storage

Room 2a and 2b are more or less identical. Room 2b uses the “flipped corridor 08” dungeon tile included in the new tiles section of this book.

Opening the ancient and decaying doors reveals a cold disused storage room. The old barrels and crates are made of a long decaying wood. The floor, once a polished marble, is now covered in a sticky green-brown slime mixture. The room is filled with a random amount of Death Snails (see NPCs below for description). There are 1d20 Death Snails in each room. The colony of Death Snails appear to have been trapped here for several centuries.

Other than the storage crates and Death Snails there is very little of interest in these rooms. One thing you do notice is that a group of the barrels is avoided by all the Death Snails. They keep a wide perimeter from that area.

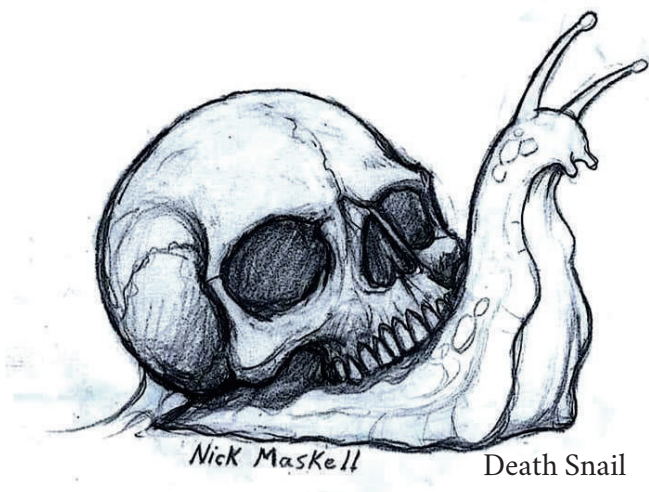
NPCs:

Encounter - Death Snail colony (CR 2) 800 xp

Death Snails are tiny creatures, about the size of a lemon, that appear to be some kind of snail species. Where the shell would be on their back is a skull of some animal or person. In this case these appear to be animal skulls. The creatures main diet consists of metals which they corrode with their acidic slime trails and “lick” away. A single rusty nail can be a diet for a single Death Snail for up to a year. They are drawn to uncorroded metal and are more of a pest than a real threat.

The Death Snails will be found crawling along the crates, door frame, and barrel sides, looking for metal to eat. They are slow moving and definitely not a major threat. Death Snails, much like snails and slugs, are vulnerable to salt and are often damaged by contact with the substance.

Handle Animal/Nature DC 15 These creatures are not from around these parts traditionally. They usually come from the darker places of the world, such as Svartheim (or the Underdark if you aren't in a Mystic Times setting). Death Snails are also natural to the Fey Realms,



but only parts where corruption has overtaken the more natural or mystical forces. In both cases, no Death Snail can naturally travel from its indigenous land to this location. Whoever has been in this place at some point has also been somewhere that these creatures live. (GM NOTE: This is a clue which could be worth some value to the people who are seeking Saraahd. It will help the hunters to locate her hiding spot in Svartheim.)

Handle Animal/Nature DC 25 The Death Snail is actually a slug that is infected with corruption when it eats the rotting flesh of a creature. Often the Death Snail will form a sort of symbiotic relationship with the corrupted sprites that take over its mind and as a result feel compelled to seek the protection of a skull as a home. For all other intents and purposes these creatures breed and exist the life of a slug. The corruption causes the Death Snail to grow much larger than usual, and whilst technically they are natural creatures there is something undead about them.

Tactics

The Death Snails might take an interest in anything metallic; armour, swords, coins, buckles on shoes or belts. They move slowly towards it and are not particularly harmful to anyone who comes in contact with them. The only damage that might happen to a player is if the Death Snail decides to eat its armour, in which case it will squirt acid onto the armour which could corrode through to the players body dealing 1d3 points of acid damage.



Features:

Dimensions: The corridor is roughly 5 feet wide, and goes for 10 ft before turning into an adjacent storage area that is also 5x10 feet long.

Illumination: The room is not illuminated in any way.

Ceiling: The ceiling is 10ft high and arched.

Floor: The floor is made from the same polished marble as the Pagoda, however, due to years of disuse and recent Death Snail habitation the floor is covered in a slippery sludge. The sludge is a mix of the acidic Death Snail trails and ancient dirt/dust, making a corrosive mud about a half an inch deep. Walking on the floor requires a

Balance/Acrobatics DC 10 check. Should a player

wearing metal boots walk on the floor, or any player have the sludge come in contact with metal touching their skin (armour, weapons, etc) the combination of metal and sludge deals 1d3 acid damage per turn it remains in contact with the skin.

Barrels (Death Snail-less): The barrels the Death Snails avoid appear to be equally as decayed as the other wooden containers in this room. From the outside there is little the players can do to identify why this is the case. Opening the barrels reveals that inside it is filled with salt and the dehydrated husks of what appeared to once, long ago, been meat. The meat is jerked and still technically okay for consumption, but has been so dehydrated and salty it is next to impossible to chew and swallow without throwing up. The salt in this barrel can be used to remove neutralise slime from the floor, or as a preventative measure to make any Death Snails get a wriggle on. Wherever the salt is, the Death Snails will avoid.

Barrels (Death Snail covered): These barrels appear to have once had a liquid in them, judging by the mould and fungus that has grown inside. Since the Death Snails have begun their feast, the liquid has seeped out the nail holes in the barrel. Below the nails, a waterline may still sit, but it is too overgrown with mould to be able to discern what it once was.

Crates: The crates appear to contain a variety of old supplies. These range from decaying clothes, to mundane household items like clay cups and bowls, to now rotted bags of food stuffs. One thing is clear. Whoever put these here did so well over a decade ago and hasn't touched them since.

Treasure: Aside from the wide assortment of rotting mundane items, moulds, fungi and decaying woods, there is no real treasure in this room.



Progressing

Players cannot progress further through these corridors and must return to Room 1.



Room 3 - The Bedroom

This room appears to be a bedroom and living space. It is very clean compared to the rest of the shrine. The carvings on the wall of this room appear to reveal that it was once the main worship chamber, however, it has since been taken over as a living space. The room contains a bed; a desk with chair that contains a candle, a book and small lockbox; 6 barrels, 3 located together next to the desk, 2 on the north eastern corner and 1 on the south eastern corner; two rugs, one red in the north eastern corner and one green under the desk. There is blood on the floor in the centre of the doorway. It appears relatively fresh, perhaps less than 3 days old. (GM Note: This is from the orc.) There is a small line of salt at the doorway.

NPCs:

There are no NPCs in this room.

Features:

Dimensions: This room is approximately 25 feet wide by 25 feet across.

Illumination: The room is lit by a single candle, it appears to have only been burning for a few minutes or so.

Arcana DC 10 The candle is magical and has had a protective spell cast upon the wax to prevent it from ever burning below this point. This candle could have been burning like this for millennia.

Ceiling: The roof is 20 feet high, and has concentric steps in the roof that look like an inverted pyramid. This matches what you expected from the exterior. Each concentric band has a line of scripture carved into the stones which glow orange during the twilight of dawn and dusk. The scripture is written in the ancient feline tongue commonly used by the "Tyrants" of the old religion. This is congruous with when Inari was worshiped.

Floor: The floor is made of the same polished marble as the rest of the temple. It has been swept perfectly clear of dust and debris, unlike previous chambers. There is a bloodstain at the doorway, but no other blemishes on its perfect surface. There is salt at the doorway. It is in a straight line and connects from each wall. (GM Note: This is to keep the Death Snails out of this room)



Bloodstain: The bloodstain appears to be from a wound someone has received in the past week or so. It looks a few days old, but is not completely dry. It has a greenish-blue tint to the blood suggesting perhaps it came from a creature with green skin like an orc or goblin. It seems to connect with the footprints in Room 1 and the southern staircase.

The Bed: The Bed has been slept in and looks as though whoever awoke from there last did so with a start. The covers are thrown and the pillows are in disarray.

Spot/Perception DC 15 There is a bloodstain in the bed. This blood is red and now dried. It appears to have come from the left shoulder of whoever was sleeping there. Also in the bed is a bloody crossbow bolt that has been broken and removed from a wound.

The Desk: The desk has a small lockbox, a book and a flickering candle. There is a chair and a green rug sitting under the desk. From the doorway the book can clearly be read, its purple cover and golden inscription says "Senchala" in elvish script. Senchala is a common elvish word for journal, logbook or recording. (GM NOTE: Accessing the journal physically will require a player to stand on the Green Rug.)

The Green Rug: The Green Rug appears to be made of a coarse green dyed wool.

Perception/Spot/Arcana DC 20 The Wool glistens with the tell-tale purple sheen of a magical trap. (Gain 100xp if successful) Anyone who stands on the trap will activate it. The trap teleports the activator 100 feet in the air above the temple. They will fall and have 1 round before hitting the ground taking 10d6 falling damage. The Trap can only be disarmed with a counterspell Spellcraft DC 20. (Gain an additional 100xp if successful)



The Journal: The journal sits clearly on the desk for all to see. Any attempt to move the book rather than touching it does not work as the book merely sits there next to the candle doing nothing.

Perception/Spot DC 15 You just happen to be looking in the right place at the right time when you notice that a flit of dust seems to pass through the book. Where it should have landed on the solid book, it floated through to the other side.

If spotted as above or if touched:

Arcana/Will DC 15 The book is an illusion spell.

The Lockbox: The Lockbox is locked. (Open Lock DC 20) Inside the lockbox is 1d10x 10 gp, 2d20 x10 sp, and 6d6 x10, cp. It also contains A quill, an Inkpot, 16 candles, 3 sticks of chalk, 1d100gp worth of rare arcane components and a +1 Dagger with an onyx handle. There is also a small piece of torn paper with 2 words written in what appears to be Infernal (The words read: Vrolbyx Demon)

The Red Rug: The Red Rug is a mundane woollen rug that has been dyed red.

The 3 Barrels (Between Desk and Bed): These barrels appear to be filled with dirt. They are heavy and do not move very easily. (GM Note: They weigh 200lb each.)

The 2 Barrels (Northeast corner): These barrels contain water and a small copper watering can. The water is fresh and clean. The first barrel is filled about half way, with a lid that is easy to open. The second barrel has a lid that is difficult to open and appears to be entirely full.





The single barrel (Southeast corner): This barrel appears to contain a variety of common herbs and magic spell components. Each component is bundled together or placed in a canvas bag that has been clearly labelled. The barrel contains 200 components in all including feathers, teeth, sage leaves, charcoal, ash, bones, bay leaves, adders tongue, amber, oni-scale, anemone, beeswax, cactus thorn, cactus flower, cashews, chillies, clovers, coral, blood, batwing, cats claw, eye of newt, epsom salts, frankincense, onyx fungus, garlic, ginger, heather, ginseng, holly, ivy, lily, lotus, maple, mandrake, marigold, abyzou root, mistletoe, monks hood, osha root, peppermint, poppy seed, opium, rose, rose thorn, kali spore, bird of paradise, skullcap, snapdragon, valerian, venus flytrap, willow, wolfsbane, wormwood, bamboo and many other unidentified barks, critter parts and curiosities. This barrel weighs 100lb.

Appraise DC 15 Many of the items in this barrel are worth quite a lot of money. This barrel as a whole unit would be enough to start a small herbalist shop of your own, and should it be sold at even a fraction of its full value could still earn well over 2000gp. Individual items, such as amber, coral, wolfsbane, onyx fungus, kali spore and oni-scale are each worth as much as a gemstone or more.

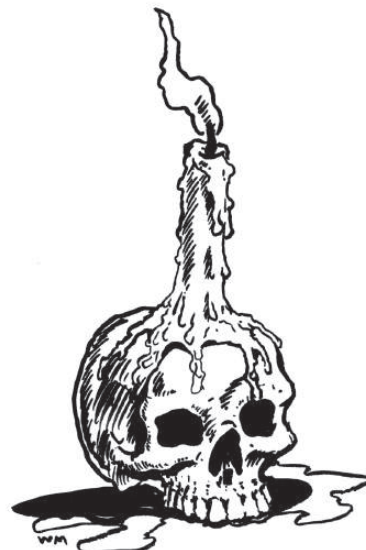
Nature/Arcana DC 25 This barrel contains Onyx Fungus, Abyzou root, Kali Spore and Oni-scale; These herbs are very rare and only found in Svarthheim (The Underdark if outside Mystic Times setting) They cannot grow outside of the darkness there. They are also prone to decay in sunlight and warmer conditions therefore must have been harvested recently.

Treasure: This room contains a +1 Dagger with an onyx handle and valuable coins in the lockbox. This room also contains a variety of mundane but valuable objects in the single barrel containing all the spell components, appraising can reveal that various ingredients such as amber, coral, onyx, and a variety of the herbs can yield roughly 2d20x100 gp for anyone willing to spend the 1d4 hours sorting through the junk in there. Taking the whole barrel can grant double the above cost if taken to a herbalist willing to buy it all.



Progressing

Players cannot progress any further in this room. They must return back through Room 1.



Room 4a. - Corridor (Spikes)

Room 4a is a corridor that leads to a doorway on its western wall. The floor is covered in dirt and dust and footprints can clearly be seen from frequent use. There is a spike pit trap at its entrance that is obvious to be seen. Entering the corridor will require jumping over it. This corridor feels more humid than any other room in the temple so far and there is a dense earthy smell coming from the depths of it.

NPCs:

There are no NPCs in this room.

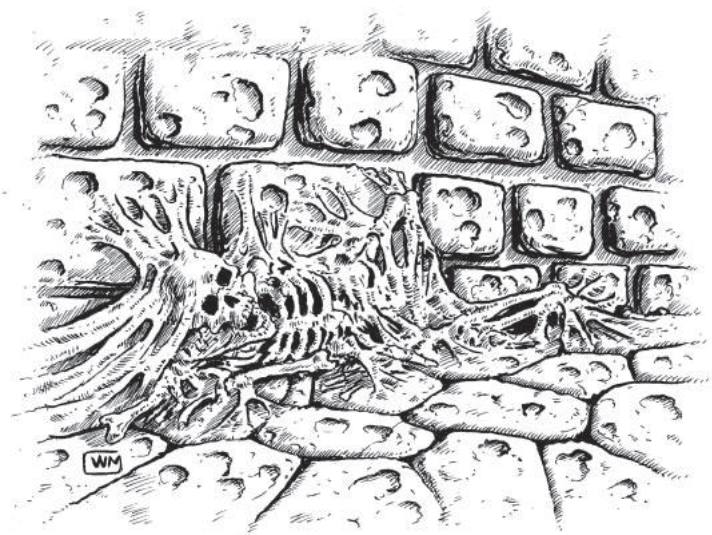
Features:

Dimensions: The corridor is approximately 5 feet wide and 15 feet long.

Illumination: This room is not illuminated in any way.

Ceiling: The ceiling is 10 feet high and arched.

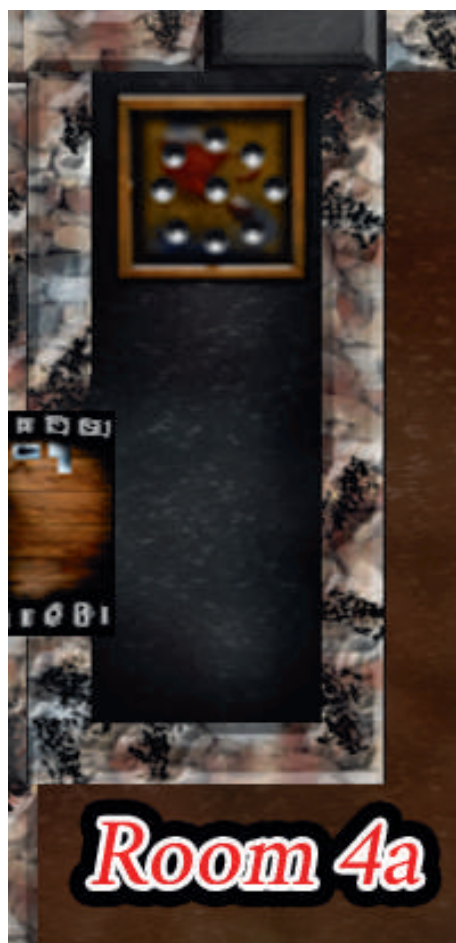
Floor: The floor is covered in a thick layer of dirt and dust. Beneath the grime you can see the floor was once made from the same polished marble as the rest of the Pagoda. There is a pit trap at the entrance of this corridor. The floor also appears to have footprints in the dirt of a person coming and going.



Footprints: Spot/Perception/Tracking DC 15 The Footprints all appear to be from the same person, they are narrow and slender, similar to that of a female elf or young male human. They begin and end in a clear leaping motion where the pit is located. It appears that the person who made them has come and gone through this path many times in the past few weeks. Beyond that it is hard to tell any more information.

The Pit Trap: The pit trap is a 20 ft deep hole, 5x5 feet in size. At the bottom spikes can be seen where it is apparent someone has once been impaled and left for dead. The decrepit skeletal remains have no flesh or gore on them, and are bleached white. The pit is lined with a thin layer of glass. A tiny crack in the corner of the join can be seen and the tell-tale signs of a corrosive have burnt through the rocks on the other side of the crack. The upper edges of the pit show much more wear than below a clear level. It appears this pit was once filled with acid, but that has since dissipated.

A player can attempt to jump over the pit with an Athletics/Jump/Acrobatics DC 10 check. Failure results in 1d8 falling/piercing damage.



Door: This door appears to be in excellent condition, in fact if you had to guess you would say it was brand new. It looks in the identical styling to the other rotting doors however. It too is locked (Open Lock DC20). Beyond the door you can hear a strange rustling noise, almost like something moving through a forest. If the group makes any sounds this noise stops and becomes silent for a time. After a minute or two the noise returns. Peering through the keyhole reveals that the room on the other side is lit with an artificial blue light of magical origin that hangs in the centre of the ceiling. There are many plants growing on the other side of the door.

Perception/Spot DC15 You notice that there is no dust on the door. No dust, no mould, no moisture, despite the rest of the room being rife with rising damp. As you stare at the door you notice the slightest purple shimmer indicating a spell protecting it.

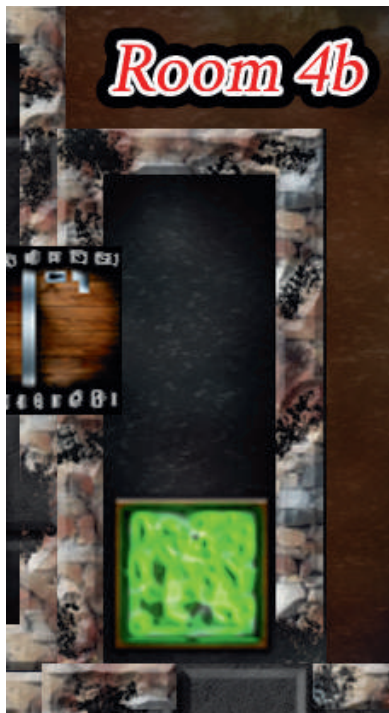
Arcanca DC 15 You can see there is a magic spell imbued in the door. It appears to be a perpetual spell of mending.



Treasure: There is no treasure in this room.

Progressing

Players can progress through this chamber to Room 5 if they can successfully navigate the trap and unlock the door. Otherwise they will have to return to Room 1.



Room 4b. - Corridor (Acid)

Room 4b is a corridor that leads to a doorway on its western wall. The floor is covered in dirt and dust and footprints can clearly be seen from frequent use. There is an acid trap at its entrance that is obvious to be seen. A closer inspection reveals the tips of some glass coated metal spikes just above the surface of the acid. Entering the corridor will require jumping over the pit. Inside the acid of the pit appears to be several Death Snails and their babies. From time to time a Death Snail will migrate out of the pit and head towards room 2b.

NPCs:

1d6 Death Snails may be found in the acid trap. See room 2 for tactics. From time to time a Death Snail will migrate between the pit and Room 2b via the base of the statue.



Features:

Dimensions: The corridor is approximately 5 feet wide and 15 feet long.

Illumination: This room is not illuminated in any way.

Ceiling: The ceiling is 10 feet high and arched.

Floor: The floor is covered in a thick layer of dirt and dust. Beneath the grime you can see the floor was once made from the same polished marble as the rest of the Pagoda. There is a pit trap at the entrance of this corridor. The floor also appears to have footprints in the dirt of a person coming and going.

Footprints: Spot/Perception/Tracking DC 15 The Footprints all appear to be from the same person, they are narrow and slender, similar to that of a female elf or young male human. They begin and end in a clear leaping motion where the pit is located. It appears that the person who made them has come and gone through this path many times in the past few weeks. Beyond that it is hard to tell any more information.

The Pit Trap: The pit trap is similar to the one in room 4a. It appears 20 ft deep hole, 5x5 feet in size. The pit is lined with a thin layer of glass. A player can attempt to jump over the pit with an Athletics/Jump/Acrobatics DC 10 check. Failure results in 1d12 acid damage per turn. The acid trap appears to be a form of hatchery for Death

Snails. Inside you can see roughly a dozen baby slug-like creatures swimming around. A few of them also have skulls on their back and appear to be fully grown Death Snails.

Door: This door appears to be in excellent condition, in fact if you had to guess you would say it was brand new. It looks in the identical styling to the other rotting doors however. It too is locked (Open Lock DC20). Beyond the door you can hear a splashing sound, similar to a pot of stew bubbling on a fire. Besides this noise there is no other sounds. Looking through the keyhole you can see a dim green and purple light and a strange room that looks like some kind of wizards den.

Perception/Spot DC15 You notice that there is no dust on the door. No dust, no mould, no moisture, despite the rest of the room being rife with rising damp. As you stare at the door you notice the slightest purple shimmer indicating a spell protecting it.

Arcana DC 15 You can see there is a magic spell imbued in the door. It appears to be a perpetual spell of mending.

Perception/Spot /Arcana DC20 This door is magically trapped. (Gain 100xp if successful) Opening it will deal 1d10 Arcane damage. It can only be disarmed with a counterspell, Spellcraft DC15. (Gain an additional 100xp if successful)

Treasure: There is no treasure in this room.

Progressing

Players can progress through this chamber to Room 6 if they can successfully navigate the trap and unlock the door. Otherwise they will have to return to Room 1.



Wood Elemental

Room 5. - The Garden

As you open the door to this room you are immediately struck by the bizarre light in here. The strange blue tint seems to make the plants and mosses glow as if they were magically enchanted. Your hands and skin also glows in a strange and magical way. Some colours seem to stand out so much more in this light, certain purples, reds and greens in clothes. Any magical weapons seem to radiate light. Magical spells and auras are physically visible under this ultra-violet glow. Other colours that usually are quite bright seem dull by this light.

Looking around the room you can see the entire space is filled with plants that have grown in every crevice of the wall. The room feels humid and dense. There seems to be a warm mist that hangs in the air here, despite how cold the corridors behind you are. The floor is covered in dirt, leaf litter and ground plants. The dirt is heaped on top of the marble flooring, and makes a small hill that is highest at the northwestern corner and slopes down towards the southeast.

A wide variety of plants seem to be growing here. Tropical vines, jungle violets, local lettuces, woodland herbs, even a desert cactus here and there. The wide variety of plants is unlike anything you have ever seen

before. As you take a moment to take it all in, you are caught off guard by a vine that has started to snake its way around your leg whilst you stood there. As you step out of the vine you are startled as the jungle comes alive. A creature made entirely out of vines steps out from behind a tree. Noticing you, it roars in your direction a mighty roar, in doing so various other plants in the room seem to come to life around the area, ready to defend their home.

NPCs:

Encounter -The Jungle Room (CR 4) 2400 xp

This encounter contains 1x Wood Elemental and 4x Lerathien Man-traps. The Wood Elemental is mobile and aggressive towards these intruders. It has thick bark skin making it difficult to penetrate and giant wooden arms that act as spiked clubs. It is covered in thorns and uses these to make powerful slam attacks. The Lerathien Man-traps are immobile and mindless, though designed for consuming jungle predators. Their long thick vines are as strong as a python. The skin of their digestive tract is designed to resist the razor sharp claws of wildcats and birds of prey.

Tactics

The Wood Elemental is a defender of this area and will try to brute-strength the players into the areas where they will be vulnerable to the Man-Traps. The Man-Traps, although immobile, have long spreading tentacle-vines. They will use these to ensnare the characters and pull them towards their gaping maw. Once close enough, they will swallow them whole. Inside the digestive tract players take 1d8 points of acid damage a turn. Breaking out of the stomach is difficult and requires dealing 8 or more points of piercing or slashing damage. Players can be cut out easier from the outside however, as the membrane is much more permeable from this angle.

Features:

Dimensions: This room is approximately 25 feet wide by 25 feet across.

Illumination: This room is illuminated by an ultraviolet light that is magically located at the centre of the ceiling. Its eerie blue light makes various objects glow almost like they are magical. Most of the plants in this room glow in this way, as do the teeth of the players.



Ceiling: The roof is 20 feet high, and has concentric steps in the roof that look like an inverted pyramid. This matches what you expected from the exterior. Each concentric band has a line of scripture carved into the stones which glow orange during the twilight of dawn and dusk. The scripture is written in the ancient feline tongue commonly used by the “Tyrants” of the old religion. This is congruous with when Inari was worshiped.

At the centre of the ceiling a glowing blue orb emits an eerie ultraviolet light.

Floor: The floor is the same marble as the rest of the building, however, this room has a great deal of dirt piled on the ground to act as substrate for the plants. The dirt is sloped from the highest point being in the northwest, down to the lowest point in the southeast.

Plants: A wide variety of plants are growing in the room. Most of them are tropical or from an exotic locale. Many carnivorous plants of different sizes are sporadically spaced around the room. Few of these have any sentience, although the Lerathien Man-traps, large carnivorous plants with gaping mouths and whip-strong tentacle vines do clearly possess some intelligence. Under the ultraviolet light many common plants are glowing and pulsing with their digestive and day to day functions.

Nature/Healing DC 15 Almost all of these plants have some medicinal value. They are growing wild and rampant here, but it is clear that they are all parts of spell ingredients or alchemically important substances. Harvesting these plants would yield an endless stock of potion ingredients that could be turned into valuable products for an alchemist.

Treasure: There is no treasure in this room apart from a random assortment of exotic herbs and plants.

Progressing

Players cannot progress further through this room. They must return to Room 4a.



Lerathien Man-Trap



Room 6. - The Arcane Room

This room uses the new dungeon tile “Herbalists Table” which can be found in the new tiles section of this book.

Opening the door to this room you are met with darkness, lit only by the dim glow of purple runes on the floor and the bubbling green glow of a cauldron.

In the shadows you can see a cauldron in the northwest corner. It bubbles and churns. You can see several Death Snails crawling on the rim of the cauldron. A thick green tentacle reaches out of the cauldron and pulls the Death Snails in with a soft splash. Next to the cauldron is a desk with a small lockbox and a platter of herbs. On the floor in front of the desk is a series of purple glowing runes. These appear to magically placed on the floor rather than drawn or engraved.

Across in the south-western corner is a raised dais made of obsidian. It has a thick red liquid smeared on its black marbled surface. Around the surface of the raised dais



Room 6



are some more purple runes. These ones appear to have been written with chalk and are glowing with their enchantment.

Next to the raised dais is another obsidian platform. On this platform is an obsidian coffin that appears to be sealed.

Randomly around the room various Death Snails can be seen crawling across the surfaces of the various objects in the room.





NPCs:

Encounter - Tentacle (CR 1/3) 135 XP

In the Cauldron lives a tentacle of a random monster. The monster never leaves the Cauldron and is an opportunistic hunter. If any player enters its considerable reach (10 feet) it will attempt to grapple them and drag them into the Cauldron. Once inside the acid that fills the Cauldron will digest the players.

Tactics

The Tentacle is a patient hunter. It will lay submerged until prey enters its reach. Should it be injured by players it will retreat back into its cauldron and not surface until after they leave. This counts as a victory for the players.

Encounter - Vrolbyx (CR 2) 600 XP

If players have investigated thoroughly, they will have discovered that Saraahd has been communicating with a Demon named Vrolbyx. They can summon him using the summoning circle on the raised dais. Once summoned, Vrolbyx may or may not negotiate with the players depending on how they approach things. More information regarding this in the section below "What does Vrolbyx know?"



Vrolbyx is a Quasit, an incredibly weak demon at the bottom of the food chain. He uses the default stats from the core rulebooks for a Quasit. He has no master as the sorcerer who spawned him is long since dead and he failed to capture the sorcerer's soul. He now serves as a messenger for the Demon armies in The Hells and has been feeding Saraahd information for her assistance.

Tactics

Vrolbyx's main goal is to be set free. In The Hells he is a slave and servant to others, and in the material plane he cannot usually escape the summoning circle. This time is different however. When he is summoned he discovers that the spilt blood has disrupted the protective runes that bind him to his dais. He does not want to alert the players to this.

His goal is to get the players to leave swiftly and allow him to escape once they have gone. If the fastest option for this is to tell them what they want to know then so be it. Vrolbyx is a desperate demon however, and if the opportunity looks like it might be coming to a close he will make a break for it, causing fear and diving through the gap in the protective runes. Once free from the circle he will become invisible and flee the shrine to cause havoc in the material world. He may even decide to take a liking to the party and follow them around.



Encounter - Death Snails (CR 1/8) 50 XP

As with the previous encounters the Death Snails are more of a dressing than a real threat. They may become a hassle if a player picks one up. They more or less just slime around otherwise. See Room 2 for more details regarding the Death Snails if required.

Features:

Dimensions: This room is approximately 25 feet wide by 25 feet across.

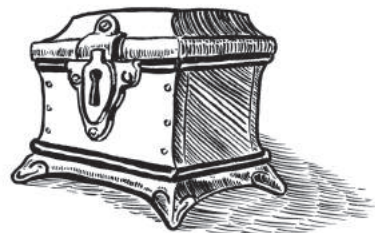
Illumination: The room is illuminated by the ambient purple glow of the runes carved around the place and the eerie green glow of the cauldron.

Ceiling: The roof is 20 feet high, and has concentric steps in the roof that look like an inverted pyramid. This matches what you expected from the exterior. Each concentric band has a line of scripture carved into the stones which glow orange during the twilight of dawn and dusk. The scripture is written in the ancient feline tongue commonly used by the “Tyrants” of the old religion. This is congruous with when Inari was worshiped.

Floor: The floor is the same marble floor as the rest of the shrine. The Obsidian Dais (4 ft high) and Obsidian Platform (2ft high) both are separate features that raise above the floor. On the floor in front of the herbalist table is a set of arcane runes that glow a dim purple. There are various Death Snails crawling over its surface. (See Encounter – Death Snails.)

Herbalists Table: A finely crafted wooden table sits in the room, illuminated by the runes on the floor and glow of the cauldron. There are various Death Snails crawling over its surface. (See Encounter – Death Snails.) On the side furthest from the cauldron sits a small wooden lockbox with a complicated lock. On the side closest to the cauldron is a silver platter (Appraise DC10 100gp) which holds a variety of herbs.

Nature/Arcana DC 25 This platter contains Onyx Fungus, Abyzou root, Kali Spore and Oni-scale; These herbs are very rare and only found in Svartheim (The Underdark if outside Mystic Times setting) They cannot grow outside of the darkness there. They are also prone to decay in sunlight and warmer conditions therefore must have been harvested recently.



Lockbox: The lockbox is locked (Open Lock DC15) Inside the lockbox is 1d10x 10 gp, 2d20 x10 sp, and 6d6 x10, cp. It also contains a quill, an Inkpot, 16 candles, 3 sticks of chalk, 1d100gp worth of rare arcane components, a +1 Dagger with an onyx handle, and a map of a cave system with different markings that read “Onyx Fungus”, “Abyzou root”, “Kali Spore” and “Oni-scale”. There is also a small piece of torn paper with 2 words written in what appears to be Infernal (The words read: Vrolbyx Demon)

Nature/Arcana DC 15 The map contains notes that say Onyx Fungus, Abyzou root, Kali Spore and Oni-scale; These herbs are very rare and only found in Svartheim (The Underdark if outside Mystic Times setting) reading this it occurs to you that the herbs on the platter are these.

Runes (Floor): Arcana/Trapfinding DC15 -The runes on the floor are a magical trap. Stepping on them or crossing over them vertically causes the trap to explode dealing 1d8 arcane damage in a 20ft burst. The trap can be dispelled with a Counterspell Spellcraft DC 15.

Cauldron: The Cauldron bubbles with a green liquid and something clearly moves around inside. The smell of the liquid is sickly sweet and almost putrid and overpowering with its sugary smell. Inside the remains of various plants seem to float and bob in the constantly churning waters. If players get too close, a large green tentacle reaches out and tries to grab them (See Encounter – Tentacle)

Spot/Perception/Nature DC15 – The floating plants appear to be wilted versions of the herbs on the silver platter next to the cauldron. It appears that given the various rates of decay new herbs were put in every few days.

Placing Herbs into the Cauldron – If Players decide to place the herbs into the cauldron, the water changes its glow from a green to a blue. The tentacle will let go of anyone who may be grappled and retreat below the water line. In the swirling churning waters a new glow can now be seen. The flickering of various fires and lava





flows. It appears that this Cauldron is looking into The Hells and is following one particular demon that is walking around going about his daily business. This appears to be a Scrying device. The Demon realises he is being watched, turns to look out of the surface of the waters and begins casting a spell. When he finishes, the connection is severed and the water returns to normal.

Raised Obsidian Dais: The Raised Obsidian Dais is 4ft high and 10ft x 10ft in width. It has many rune carvings etched onto the side in various languages. The runes appear to be protection prayers but are not magically enchanted. There are various Death Snails crawling over its surface. (See Encounter – Death Snails.) On the top of the platform there are various runes written in chalk and glowing magically. There is also a thick red liquid that seems mostly dried out. (See below for further details)

Runes (Dais Circle): The Runes on the Dais are written in chalk and are glowing magically. The purple arcane light pulses slowly on these runes.

Arcana/Spellcraft DC 15 – The runes are a circle of protection against evil commonly used to create a barrier against summoned creatures such as Demons. It is clear that Saraahd has been summoning a creature here and should you know the name of the demon you could attempt to call it by placing fresh blood inside the circle and chanting a common incantation that summons it forth.

(GM Note: Players can summon the demon Vrolbyx if they have found the name. See Encounter - Vrolbyx.)

Red Liquid: This is dried blood that seems to be mixed with some other kind of fluid. It is clear that in the past animals have been slaughtered here to complete the initial summoning ritual.

Spot/Perception DC 25 The blood appears to have been smeared by a Death Snail crawling around. This smearing has meant that some runes of the circle are incomplete, leaving a gap in its protective barrier.

Raised Obsidian Platform: This raised platform is 2 ft high and supports a large obsidian coffin. Around its sides are various runes in multiple languages. The runes appear to be protection prayers but are not magically enchanted. There are various Death Snails crawling over its surface. (See Encounter – Death Snails.)

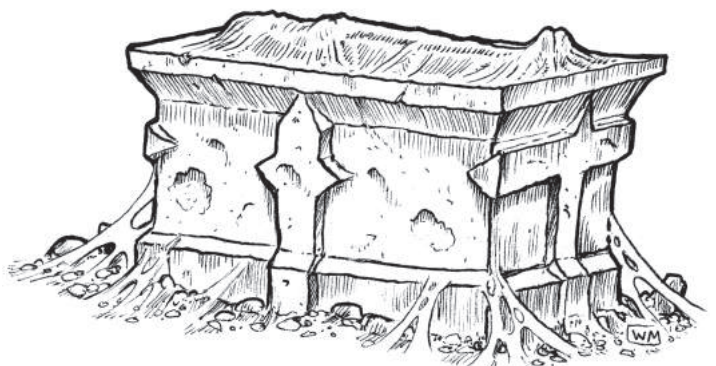
Coffin: There are various Death Snails crawling over its surface. (See Encounter – Death Snails.) The coffin is made of solid obsidian. It appears to be sealed at first glance. A strong enough person might be able to lift the cartouche and open the casing to see what is inside. This may be made easier with a crowbar or other such tool.

Strength Check DC 15: The Coffin lid opens and inside a red velvet lining can be seen. Inside the coffin are various personal effects including several changes of clothes, a handful of jewellery (Valued roughly at 1,200 gp), 3 vials of a sweet smelling liquid that appears to be perfume, A voodoo doll of a fat orc with 3 bone needles poked into it, and a purple leather bound book that looks identical to the illusory book in Room 3. There is no doubt this book is The Journal you are seeking. There is also a small piece of torn paper with 2 words written in what appears to be Infernal (The words read: Vrolbyx Demon)

Treasure: This room contains a wide variety of treasures. First and foremost The Journal is located inside the Coffin, along with Jewellery and the personal effects of Saraahd that have been left in a hurry. The Lockbox on the Herbalist table contains a collection of coins, arcane components and a magical dagger. The Herbalist Table also contains an expensive silver platter with rare herbs collected on it.

Progressing

Players cannot progress further through this dungeon. If they have opened the coffin in this room they should have found the journal they seek. They may leave by returning through Room 4b and heading back out through Room 1 and the entry gate.





What does Vrolbyx Know?

Vrolbyx is a very low ranking demon of the Quasit variety. Long ago his sorcerer-master died and due to a lack of forethought Vrolbyx failed to capture his soul and therefore could not use it to bargain for advancement amongst the Demon Lords in The Hells. Alone in the universe, he soon fell in as a servant to Grok'Mordnza, A powerful Demon warlord. It was here that Vrolbyx met Saraahd and bargained with her to help her escape the castle in The Hells where she was imprisoned. Since then Vrolbyx has been feeding her information about the armies of Grok'Mordnza and their hunt for her. He does so as she willingly assists him in increasing his magical prowess and giving him the tools to keep him safe.

(GM Note: Generally Vrolbyx wouldn't help strangers, but in this case he has noticed that the Summoning Circle is broken and sees this as an opportunity to escape The Hells and so is willing to placate them in order to capitalise on an opportunity to escape.)



Questions the Players might ask:

Who are you?

I am Vrolbyx, a meagre servant, my lord/lady.

Why does Saraahd summon you?

We share an alliance of... convenience.

What do you do for her?

Telling you puts me at danger.

((Persuasion DC15 – I give her information to keep her safe. Mostly to protect her from Grok'Mordnza.))

Who is Grok'Mordnza?

He is a demonic warlord who is after Saraahd, and my master.

What do you get from Saraahd?

She gives me spells, I am learning magic.

Where is Saraahd now?

I do not know this. She is somewhere in the material world.

What does Grok'Mordnza want with Saraahd?

She is a powerful witch who has betrayed him in the past. She stole some of his magic and he wants it back.

Why do so many people want to capture Saraahd?

She is a powerful witch. She has made many enemies and holds great power. The secrets in her Journal alone hold more knowledge than many wizards hope to get their hands on.

Why does the Baron Vermeria want Saraahd's Journal/Saraahd?

She has found a way to bond with creatures from The Dark Home (Underdark if not in Mystic Times) and enslave them to her. He is a powerful necromancer and seeks to have this power as well. Saraahd is also seeking for the ability to live as an immortal, The Baron believes that she has found this power and is trying to learn her secrets. The Baron is wrong.

What does Saraahd do with these herbs from Svartheim?

She uses them in spells; sometimes to bind or summon dark creatures, sometimes to spy on Demons. There is much in her journal about this.

Where is the Journal now?

Saraahd keeps it hidden in her Coffin.

There are few other questions Vrolbyx knows the answer to, but if he can help he will if it means they will leave him be. He will be quick to encourage the players to find the journal and go, leaving him to escape.

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The Journal of Saraahd The White

The Journal's Contents

The journal is not locked or sealed in any way. You get the sense that it was not expected to be accessed so easily. The journal seems to be divided into several sections, each dividing page with a torn corner for ease of access.

The Divisions are:

- A collection of day to day reflections that make up a journal.
- A list of herbs and alchemical recipes.
- A spellbook with subsections for spells relating to general utility, demonology, and several spells related to The Dark Home.



Reflections and Diary

The Journal begins with Saraahd being frustrated with how foolish she had been to have let her guard down and get caught the last time. She begins by berating herself for not taking her previous Journal with her and that now she would have to start from scratch on her research. She goes on to discuss the events that happened that led to her getting caught by some bounty hunters and how they had managed to silence her before she could cast any spells. She vows to learn to cast magic silently from this point forward. She details her escape from the bounty hunters by savagely murdering them one by one. For her own safety she retreats into some nearby caves and makes it clear that she can no longer trust anyone on the surface as her pursuers are too powerful.

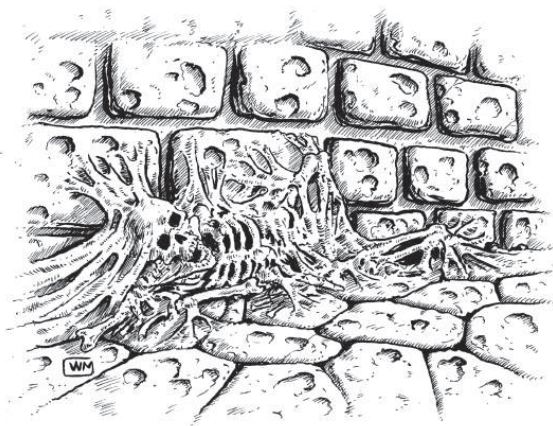
The Diary then goes on to span the course of a 5 year period. During this time she appears to be in Svartheim (Underdark if not Mystic Times) and living on the run from constant demon patrols sent out to find her. She decides that there must be a Gate somewhere nearby that allows the demons to gain access to the caves of this dark place, and she undertakes a mission to fight it.

During this time she is also experimenting with magic. She captures several demons and keeps them alive whilst she develops new spells designed to improve her ability to fight them. She details the barbaric things she must do to develop her spells and the emotional impact it is having on her. She often questions the morality of what she is doing and wonders what she would do if anyone ever found out the dark things she felt she had to do in order to gain the upper hand on those who are chasing her.

After some time of learning new spells and gathering information, she decides that she is ready to close down The Gate, which she has located thanks to her interrogation. She does so and the diary entries become fewer and further between.

After what appears to be 6 years from the previous entry she begins writing in the Diary again. She claims to have lived a peaceful life for some time, and misses being around people. She is torn between her distrusting nature and her growing loneliness. She comes across a small colony of Svartelves, and despite befriending them finds their lack of souls disturbing and unnerving. It seems the colony is also on the run from demons. She spends some time living amongst the tribe and trades her demonological spells for their svart-magic and herbalistic knowledge. She claims this is all documented in later areas of her journal.

After a few years of living with the colony, the demons chasing the tribe catch up with them and this time there is a much stronger fight. The demons capture several tribe members, and fearing that they will reveal her identity and whereabouts Saraahd feels the only way she can feel safe is to kill their svartelf hostages and know that they will remain silent. Saraahd kills the tribe and flees. Several Journal entries follow where she regrets what she did, but eventually resides on trying to convince herself "better them than me." It is clear that she is having trouble truly believing this however.



Several months pass before a new entry comes in. She has relocated to the surface, claiming that The Dark Home has been eating away at her soul and morality for too long and she needs to be with real people again. She details finding an abandoned shrine in the woods and establishing it as a base of operations. During this time she is approached by a strange and unexpected contact, a lesser demon without a master named Vrolbyx. This little Quasit has sought her out to try and cut a deal. He has been working for Grok'Mordnza, a demonic warlord, and had heard of what she had done in the past to other demon soldiers in his army. News of her spells and the battle with the Svartelf tribe had reached Grok'Mordnza and Vrolbyx believes that Saraahd is the only one with the true power to end the Warlord's reign of terror. He sought her out to form an alliance and learn her magic spells for himself. He offers to trade her information if she will teach him to be a powerful spellcaster like her.

At first Saraahd believes this is a trick. Vrolbyx understands her caution and begins feeding her reliable information about the search for her. He also begins feeding disinformation into the mix and providing the armies with false leads on multiple occasions. The two become allies and a bargain is forged. They share the Svartpact ritual together and form a union, allowing Vrolbyx to be bound to her rather than to his current "owner" Grok'Mordnza.

The diary continues to detail her day to day life amongst the local villagers. She hasn't made any friends yet and is keeping her distance as she fears her true location will be revealed. She does form a professional relationship with a local alchemist and sells her herbs that she has begun growing in her arboretum. This goes on for many months without incident.

Eventually she begins to hear whispers of an old enemy trying to track her down. Baron Vermeria. She knows him to be a necromancer who seeks knowledge on how to become an immortal. The Baron believes that she knows the ritual for how to become a lich due to her past living with the dark necromancy cult that worshipped Hades. She claims she does not possess this knowledge, and recounts her time battling the dark wizard many decades ago. During the battle he summoned forth an army of undead creatures, most of which came from the Crypts under his families estate on

the outskirts of Wolfgate. The recount leaves little doubt that the Baron is indeed a necromancer intent on becoming a lich.

(GM NOTE: The above is information that may be valuable to **Captain Van Dorne**)



She expresses her worries that his growing interest in her means that she may have been tracked down. She is worried she is going to have to leave once more. She details that she has moved most of her things, including a duplicate of this journal, into a secret hide out in Svartheim once more. She does not reveal its location for fear that the journal may fall into the wrong hands.

The final entry in the journal details how she heard about an Orc Bounty Hunter from Krshyyk who has tracked her down. She fears he knows where she is and she grows worried she will have to take yet another life to protect herself. She decides if this is true, she will flee into The Dark Home once more and remain away from people for some time. She says that at least this time she will have the companionship of Vrolbyx to keep her company.

Botanical Research

The following section contains detailed information on various herbs located both in Svartheim (Underdark if not Mystic Times) and locally. Reading this section can grant a player +3 Misc. bonus to Nature/Knowledge Nature rolls. Whilst there is much more detail in the pages of the book, it can best be summarised as follows:

Svartheim Herbs

- Abyzou root** – Cures psychic possession, prevents teleportation.
- Cactus** – Heals burns, heals open wounds and at higher doses causes hallucination.
- Coral** – Protection against poisons, prevents heart diseases and cures viruses.
- Kali spore** – Improves arcane powers, regenerates forgotten memories.
- Oni-scale** – Cures poison, prevents psychic and arcane damage.
- Onyx fungus** – Strong poison, hallucinogenic, creates out of body experiences.
- Venus flytrap** – Prevents and cures growths and mutations.



Surface Plants

- Adders tongue** – Heals open wounds.
- Bird of paradise** – Prevents and cures mutations and growths.
- Bamboo** – Cures acidic burns, settles stomach, removes cramps and paralysis.
- Bay leaves** - Prevention and soothing of disease symptoms, assists with breathing.
- Cashews** – Heals open wounds, increases healing speed.
- Chillies** – Alkaline compound when crushed, curing acidic burns. It can also create a heat sensation.
- Clovers** – Cleansing wounds, antiseptic, cures paralysis.
- Frankincense** – Calmative, relieves inflammation and pain. Helps against stress fear and anxiety.
- Garlic** – Antifungal, blood thinning.
- Ginger** – Prevents nausea, reduces pain, increases body temperature.
- Ginseng** – gives energy and speeds up metabolism. Grants a minor haste effect.

Heather – Boosts effectiveness of other herbs.

Holly – Reduce fever, assists in breathing, somewhat of a stimulant granting energy.

Ivy – Assists in breathing, prevents intoxication, reduces swelling.

Lily – Calms heart rate, treating burns and skin growths, inducing contractions.

Lotus – Prevents bleeding.

Maple – Treats blindness, assists breathing, removes poison.

Mandrake – cures acid burns, assists breathing, causes sleep.

Marigold – Heals surface wounds, anti-inflammatory, treats burns.

Mistletoe – Assists in curing mutation, assists in freedom of movement.

Monkshood – stabilising dying people, reduces body temperature. Mild poison.

Osha root – Assists breathing, cures diseases.

Peppermint – Settles stomach, painkiller, removes psychic pain.

Poppy seed – Pain killer, induces sleep.

Rose - Induces sleep, pain killer.

Sage - Used for digestive problems and for purification of negative energy.

Skullcap – Calms anxiety, removes paralysis,

Snapdragon – Stimulant, haste, cures mutations.

Valerian – Induces sleep, removes anxiety, removes haste.

Willow – Painkiller, removes cramps, reduces paralysis.

Wolfsbane - Stabilising dying people, reduces body temperature. Mild poison.

Wormwood – Calms stomach, kills parasites, cures poison.

(GM Note: Feel free to let your players experiment with making some potions using these themselves.





Potion Recipes

This section is a list of basic potion recipes that can have some powerful effects. Included is an Alchemy DC to allow players to attempt to make them. Reading this section may grant players a +3 Misc Bonus to Craft (Alchemy) or Heal.

Mild Healing Balm (DC 15) – Heal 1d6+1 HP.

Ingredients; Adders tongue, Clover, Cashews.

Moderate Healing Balm (DC 25) – Heal 2d6+5 HP.

Ingredients; Adders tongue, Clover, Marigold, Peppermint.

Severe Healing Balm (DC 30) – Heal 3d6+10 HP.

Ingredients; Adders tongue, Clover, Marigold, Peppermint, Heather.

Snail Skin Tonic (DC 15) – Nullifies acid damage for 1d4 hours. Ingredients; Bamboo, Chillies, Marigold.

Improved Snail Skin Tonic (DC 20) – Nullifies acid damage for 2d6 hours. Ingredients; Bamboo, Chillies, Marigold, Deathsnail Slime, Heather.

Haste Tonic I (DC 15) – Gives drinker +1 standard action for 1d4 rounds. Ingredients; Ginseng, Snapdragon.

Haste Tonic III (DC 25) – Gives drinker +1 standard action for 1d8 rounds. Ingredients; Ginseng, Snapdragon, Heather.

Haste Tonic V (DC 30) – Gives drinker +1 standard action for 2d6 rounds. Ingredients; Ginseng, Snapdragon, Holly, Lilly, Heather.

Stabilizer (DC 15) – Stabilise dying person. Ingredients; Holly, Lotus, Monkshood/Wolfsbane, Heather.

Fear Removal Tonic (DC 20) – Removes fear.

Ingredients; Frankincense, Lily, Valerian, Sage.

Improved Fear Removal Tonic (DC 30) – Removes fear and prevents gaining fear state for 1d6+5 rounds. Ingredients; Frankincense, Lily, Valerian, Sage, Poppy, Skullcap, Heather.

Antidote (DC 20) – Removes poison. Ingredients; Ivy, Maple, Wormwood.

Greater Antidote (DC 30) – Prevents poison for 1d6+5 hours. Ingredients; Ivy, Maple, Wormwood, Heather, Oni-Scale*, Coral.

Freedom of Movement Tonic (DC 25) – Prevents magical or chemical paralysis for 1d4 hours. Ingredients; Mistletoe, Clover, Skullcap.

Maiden's Kiss (DC 25) – Allows drinker to breathe in toxic air for 1d4 hours. Ingredients; Bay leaves, Ivy, Maple.

Sleep Tonic (DC 25) – Causes Sleep for 1d4 hours. (Fort DC 15 to prevent) Ingredients; Valerian, Poppy Seeds, Willow Bark.

Mild Witch Poison (DC 25) – 1d4 Dex damage and dazed for 1d6 rounds. (Fort DC 10+1d8 to prevent) Ingredients; Mandrake, Monkshood/Wolfsbane, Poppy Seeds.

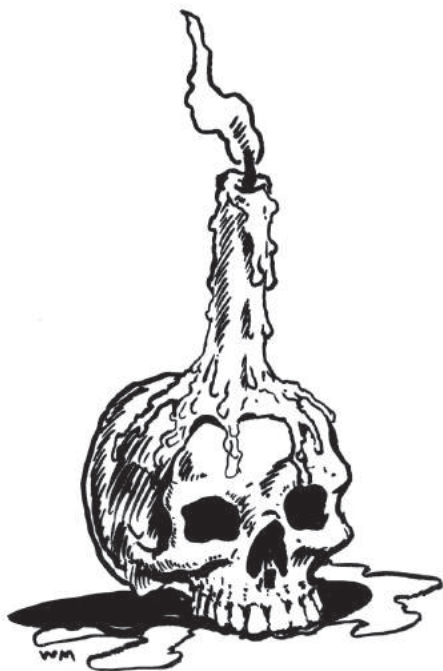
Arcane Cleanser (DC 25) – Spell Resistance 10+1d6 for 1 hour, Prevents teleportation. Ingredients; Oni-Scale*, Kali Spore*, Abyzou Root*.

Tonic to Revert Mutations (DC 25) – Removes and prevents mutations and polymorphs. Ingredients; Coral, Venus Flytrap, Clover.

***Ingredient only found in Svartheim/Underdark.**

Magical Research

The following information is recorded as a kind of spellbook. It is clear that Saraahd is not only a student of magic, but an avid experimenter and inventor. She has detailed rituals for many spells, including highly in depth side-bars and cliff-notes on how build individual spells and errors made in the process. Anyone who reads this section should gain +3 misc bonus to Spellcraft and Knowledge (Arcana) or equivalent skills. This section of the book is almost like an Arcane text book used to teach mages at the highest levels of their study. It is divided into three subsections: Utility, Demonology, and Svartcraft.



Utility:

The following spells are designed to act as aids when exploring, adventuring or just in general day to day life.

Condense Moisture – Arcane Level 0.

Components: V, S

Range: touch

Target: n/a

Duration: instant.

Save: n/a

Spell Resistance: n/a

The water in the air around an object you touch thickens and clings to the surface. The water is taken out of the air and relies on their being moisture present in your current climate.

Minor Stone Shape – Arcane Level 0 spell.

Components: V, S,

Range: Touch

Target: 1 sq. foot of stone.

Duration: Permanent

Save: n/a

Spell Resistance: n/a

Able to crudely shape 1 sq foot of stone with fingers as if it were clay. The stone returns to its original rigidity after 1 round. Concentration (DC10) can be used to maintain this spell allowing the sculptor to continue to work the stone.

Nullify Scent – Arcane Level 0 spell.

Components: V, S

Range: Self

Target: Self

Duration: 1 hour/level.

Save: n/a

Spell Resistance: n/a

Target causes no scent for 1d4 hours. This helps assist in prevention of being tracked or hunted by predators who rely on scent.

Smoking Fist – Arcane Level 0 spell.

Components: V, M

Range: Self

Target: Self; Fist.

Duration: 1 min/level.

Save: n/a

Spell Resistance: n/a

Makes smoke slowly billow from your hand for 10 minutes, the smoke floats in the air like that of a candle and shows airflow. The smoke is similar to that of a candle rather than that of a fire and will not obscure vision.

Material Component; A stick of Charcoal.



Mark The Path – Arcane Level 1 spell.

Components: V, S

Range: Touch

Target: Touched Object

Duration: 1 hour/level

Save: n/a

Spell Resistance: n/a

Leave subtle marks that are personalised to you but invisible to all others by touching a surface. These marks glow to your eyes and are easily visible so long as you have a line of sight to them. The marks remain permanent for 1 hour per caster level, during which time you may choose to leave further marks via your touch so long as the spell is active. Once the duration has completed all marks vanish.

Ultra-violet Orb – Arcane Level 2

Components: V, M

Range: 40 ft radius

Target: 1 object

Duration: 1 hour/level

Save: n/a

Spell Resistance: n/a

Creates an orb of glowing ultra-violet light. This spell gives off no heat, but does provide illumination of up to 60 ft in radius. The ultra-violet light illuminates any phosphorescence in the subjects that are lit, allowing the identification of rare metals and gems in an otherwise bland stonescape. The ultra-violet light can also illuminate predators lurking in a camouflaged environment, or stains and traces of substances such as blood. The ultra-violet orb also provides light energy for plants that photosynthesise and can be used to grow plants away from the sun's warming rays should other conditions (heat, moisture, etc) also be met.

Material Component: A deep sea fish scale.



Demonology:

The following spells are presented with their initial research notes and are specifically designed for combat with Demons and other outsiders.

Hellfire Pneumonic – Arcane Level 0 spell.

Components: V

Range: *see description

Target: One creature.

Duration: *see description*

Save: Will negates.

Spell Resistance: n/a

The caster sings a song or calls a rhyme that creates a mental connection between yourself and a creature that slowly takes over the targets mind. The verse must continue to be chanted by the caster, and heard or thought about by the target. As such these spells are often turned into simple rhymes or catchy songs. For each hour that this is maintained the connection becomes stronger. If this occurs for 10 hours in a row, the mental connection is made and psychic spells can be cast as though maximised. Any connection made in this way is twice as hard to break and required two successful will saves.



The target does not need to remain close to you, so long as they continue to remember the song or rhyme that was sung to them. They may make an initial will save to negate the pneumonic when they first hear it, and may make a further save each hour at a cumulative -2 penalty (to a maximum of -20). Once the 10 hours pass there is a near unbreakable mental connection between the caster and the target however this bestows no specific benefits on its own. Beyond the initial 10 hours, the target may continue to attempt to break free but still suffers the penalty and must pass a saving throw twice to be broken free.

This connection can assist in scrying, adding a +10 bonus to scry rolls. This connection can also maximise any spells cast through it as per the feat “Maximise Spell”, although the spells must meet all other casting requirements. The connection may also be used to deliver spells with a “touch” range.

The target may only have one hellfire pneumonic active at once and any new attempts to add a pneumonic to a target already enthralled will sever the connection and overwrite any previous pneumonic in existence.

Blood Boil – Arcane Level 1 spell.

Components: V, S

Range: touch

Target: 1 creature

Duration: *see description

Save: Fortitude Negates

Spell Resistance: Yes.

Touch Spell that slowly increases the core body temperature and inflicts damage over time and penalties to all rolls. Concentration (DC10) can be used to maintain the effect for an increasing duration and potency.

When the initial spell is cast the target’s body temperature begins to increase. The target suffers a -1 to all rolls as the physical distraction impacts their concentration. They take 1 point of damage each round for 1d6 rounds.

The caster may concentrate to increase the temperature. Each successful check extends the duration by 1 round and increases the damage taken each turn by 1d4. Each time the duration is extended in this way, the target may make a Fortitude save to resist the increase. Successfully saving prevents further increases to duration and pain (including the current attempt) however does not cancel already occurring damage.

Demonbane Claw – Arcane Level 1 spell.

Components: V, S, M

Range: Self

Target: Self

Duration: 1 hour/caster level

Save: n/a

Spell Resistance: n/a

Transmutes one of your hands into a demonic +1 claw that deals 1d6 +str damage and is enchanted with Demon Bane. (+3/ 3d6+str damage vs Demons) Your hand remains as this claw for 1 hour per caster level or until deactivated.

Material Component: Fingernail/Claw from a demon.



Demonflesh cloak– Arcane Level 1 spell.

Components: V, S, M

Range: n/a

Target: 1 cloak.

Duration: 1 hour/level

Save: n/a

Spell Resistance: n/a

Create a cloak of demonflesh that protects you from fire, ice and acid damage. Demonflesh is naturally resistant to many damage types, however these resistances are not automatically conferred onto the wearer when a cloak is made from their flesh. This spell unlocks the magical qualities inherent to the demons flesh for a limited time. During the time the spell is active (1 hour per caster level) you gain Resistance to Acid 10, Cold 10 and Fire 10. After which time you have ceased to be able to draw the magical resistances out of this section of skin and the cloak becomes ordinary untanned leather.

Material Component: At least 1 sq foot of skin from a demon. This could be taken from a wing or skinned off muscle.



Corebolt Explosion– Arcane Level 4 spell.

Components: V, S, M

Range: touch

Target: 1 Demon or Devil

Duration: Full Round Action.

Save: Fortitude negates / Reflex halves (see description)

Spell Resistance: yes.

This attack turns a hellish outsider's heart into a volatile burst of damage. The caster manipulates the hellfire filled heart of the demon/devil and causes it to overload. The explosion deals damage equal to the number of hit points the demon or devil currently has in a 40 foot burst centred on the target.

The target takes the full amount of damage unless they can pass a Fortitude check to calm themselves and prevent their heart from exploding. Should they fail any creature in a 40 foot burst centred on the target must take full damage unless they can make a Reflex save, which will halve the damage taken.

Keep in mind that should an outsider be killed on a plane other than their own they will return to their home plane rather than be killed.

Material Component: Heart of a demon. (May still be inside demon at the time.)

Demonbone Cage – Arcane Level 4 spell.

Components: V, S, M

Range: touch

Target: up to 100 demon bones.

Duration: 1 hour/level.

Save: n/a (Fortitude Negates if still attached to demon)

Spell Resistance: n/a (yes if still attached to demon.)

Enchant demon bones to make them immovable as per an Immovable rod. You must be able to touch the bones (or area directly connected to the bones) for this spell to work. You may position or reposition the enchanted bones for up to 1 hour per caster level.

Should a demon still be in possession of their bones during this spell, they may make a Fortitude save to resist the enchantment. They will also confer any Spell Resistances that they happen to have onto the bones you are casting to. As most demons possess more than 100 bones, some bones will not be immovable and you should clearly select which bones you are targeting when you make the spell.

Material Component: Bones from a demon. (May still be inside demon at the time.)

Svart-craft:

These spells are translated from the Svartelf language, and are usually presented with the original Svartelf script beside in case any of the translations were incorrect. Due to the dark and soulless nature of the Svartelves many of their spells require using another creature to sacrifice its soul or life force in some way.

Call of the Void – Arcane Level 0 spell.

Components: V

Range: Medium (100 ft +10 per caster level)

Target: 1 target

Duration: 1d4 rounds/level

Save: Will Negates

Spell Resistance: Yes

A small sphere of absolute darkness enthralls a target should they fail a Will Save. This spell lasts for 1d4 rounds per caster level during which time the target creature is dazed.

Cruel Illusion – Arcane Level 1 spell.

Components: S, M

Range: Close (25 ft +5ft/2 caster levels)

Target: 1 creature

Duration: 1d6 rounds/1d4 hours

Save: Will Negates

Spell Resistance: Yes

Creates an illusion of the victims most loved one and depicts them dying in a gruesome or torturous way.

Failure to pass a Will Save causes the victim to be distracted creating a -3 to all rolls for 1d6 rounds.

Critical failure causes the target to have a mental break down, stunning them for 1d4 hours.

This spell can be maximised to induce the stun effect for all targets.

Material Component: A personal item of the target.

Svartmark– Arcane Level 0 spell.

Components: S

Range: touch

Target: 1 creature.

Duration: Permanent

Save: *see description

Spell Resistance: Yes

Creates an arcane mark on the skin of a target, whilst this mark is present the target suffers 1d4 points of damage per minute. This damage heals the caster for the same amount.

The mark will be placed wherever the caster touches and is etched into the skin in the same manner that ink is. Removal of the mark is quite easy with merely some soap and water it will come off. The mark will otherwise remain indefinitely. Should the mark be placed somewhere hidden, the victim may have difficulty removing said mark.

Svartpact – Arcane Level 0 spell.

Components: V

Range: Close (25 ft +5ft/2 caster levels)

Target: 1 creature

Duration: permanent

Save: n/a

Spell Resistance: n/a

Bonds two willing targets together so that they can sense where each other are. However, any damage or status effects one suffers, the other also suffers.

This bond can be broken by any spell that “Removes Curse” or similar effects.

The targets must be on the same plane as one another for the effects to work.



Cheerful Amnesia – Arcane Level 1 spell.

Components: V, M

Range: Close (25 ft +5ft/2 caster levels)

Target: 1 creature

Duration: 1d4 weeks/level

Save: Will Negates

Spell Resistance: Yes

Planting a seed of doubt in the targets mind you slowly make the victim forget good memories, leaving only bad memories. This lasts for 1d4 weeks per caster level.

Whilst this does not force the target to forget loved ones, they do abandon all feelings of joy or compassion for these people for the duration of time.

Material Component: A personal item of the target.

Transfer Disease – Arcane Level 1 spell.

Components: V, S

Range: Touch

Target: 1 creature

Duration: 1d4 hours/level

Save: Fortitude Negates

Spell Resistance: Yes

Allows you to transfer the effects of a disease you currently suffer to a target for 1d4 hours per caster level.

If the target is willing, then no Fortitude check or spell resistance check is required.

After the duration of the spell, all symptoms of the disease return to the original owner as per normal.

Voice of Terror – Arcane Level 1 spell.

Components: V

Range: Medium (100 ft +10 per caster level)

Target: Burst 40ft

Duration: 1d4 rounds/Level

Save: Will Negates

Spell Resistance: Yes

Target a location and create a 40ft burst of sound.

Creatures within this burst hear screams of agony and terror that unsettle and distract them. Creatures who hear this and fail a Will Save suffer a -3 penalty to all rolls for the duration of the spell (1d4 per Caster Level). This spell requires targets to be able to hear and does not affect creatures who are deafened.

Hageye – Arcane Level 2 spell.

Components: V, M

Range: Self

Target: Self

Duration: Permanent.

Save: n/a

Spell Resistance: n/a

Replace your eyeball permanently with a gem which lets you see through illusions, darkness, fog etc. Removal of your Hageye makes you Blind.

Material Component: A gem the size of an eyeball.



Possession Worm – Arcane Level 3 spell.

Components: V, S

Range: Close (25 ft +5ft/2 caster levels)

Target: 1 creature

Duration: permanent.

Save: Fortitude Save *see description

Spell Resistance: no

You create a magical worm that burrows into the ear of the victim and painfully eats into their brain, after a period of time the worm takes possession of the victim. The caster can then give them simple suggestions which they will follow.

The worm begins in your possession and must be physically placed on the ear or head of the target by physical means.

This process takes a period of 1d4 hours during which the target will take 1d4 damage every minute. Each time the damage is taken the target gets a Fortitude Save to dislodge the worm. Each subsequent check suffers a -1 penalty to a maximum of -20. The biggest risk in this process is that the worm will kill the target before it reaches the brain.

Once the worm eats its way into the brain the pain will stop for the target and they will be susceptible to your orders as per the Dominate Person spell.

The worm will remain in place permanently but should the victim be the target of anything that dispels magical effects, including dead magic zones or dispelling magical spells, the worm ceases to provide the arcane domination of the person indefinitely.

Should the target be knocked unconscious or suffer a head injury, the worm may be squished. In this instance the worm must make a reflex save (+0, DC15) or be killed. Killing the worm also removes the domination of the person.

Ending the Adventure

The players can end the adventure by returning to Captain Van Dorne of the town guard with The Journal. He is happy to see it gets given to the right people. He awards the players 1,000gp for their hard work. Players also receive 1,000xp for completing the quest.

Rewards:

Should players have uncovered and shared the following information when handing in the journal they may receive an extra 100 gp and 100xp reward each per point of information.

- The existence of Death Snails suggests Saraahd has been in either Svartheim or the Fey Realms.
- There are many herbs in the arcane room and bedroom that come exclusively from Svartheim and have a short shelf-life. Onyx Fungus, Abyzou root, Kali Spore and Oni-scale; There is a good chance that she has been there frequently to harvest these and therefore a good chance she will also head there again in the future.
- Saraahd has been in contact with a Quasit demon named Vrolbyx. The demon has been spying for her and letting her know when the Demon armies are coming for her.
- Revealing to Captain Van Dorne that Baron Vermeria is a necromancer. (This also gets double xp reward bonus due to its secretive nature.)

Where Next?

Having proven themselves very helpful and resourceful, Captain Van Dorne might have further opportunities for the players. This can be a great way to chain adventure modules together and allow for a simple transition from one to the other. Future releases from Arjade Productions are likely to work well with, if not already contain, Captain Van Dorne as a mission co-ordinator. Alternatively Players may decide to either track down Saraahd or Baron Vermeria and investigate further what is occurring for them. If the true nature of Baron Vermeria is brought to light, or after reading through the journal himself, Captain Van Dorne will certainly be trying to address the Vermeria problem. He must do so in a lawful way and plans to confront the Earl with this information in public court, holding the Baron to trial. This may take some time to bring the matter before the court and may require further evidence to be gathered, a task for players perhaps.

Alternatively, less goodly players may choose to align themselves with either The Baron or The Demons, and search for where Saraahd has gone to.

GMs could also happily let poor little Vrolbyx free, causing ruin and mischief amongst the townsfolk. This is a mess the players may feel obligated to clean up since they were the ones who freed him.

NPCS

Captain Gabrielle Van Dorne

Captain Gabrielle Van Dorne is a dedicated protector in the town guard. After many years of service to upholding the law and ensuring that the goodly people of the land are taken care of he has risen through the ranks to be the Captain of the Guard. A life of adventure has often called to Van Dorne, but he has often found himself too busy chasing up loose ends in his role as a Guardsman to follow it.

A great mentor to many of the younger adventurers and guardsman, Captain Gabrielle Van Dorne is always eager to assist those in need, whether they be citizens who have fallen victim to a crime, or adventurers trying to find their path in life. Van Dorne is an excellent detective, with a keen mind for puzzles and an observant eye. He often sees details that others do not. It is this skill that he often lends to goodly adventurers who are seeking to solve some mystery. He provides sage council and is always willing to listen to a problem and lend his opinion. A skilled swordsman and talented warrior, Van Dorne has bested many foes in combat. He does not go looking for trouble, but will stand up for those who have been wrongly done by.

Captain Van Dorne will uphold the good and lawful choices that need to be made. He sees his role as an officer of the law as a very serious business. This can cause some conflict with what he feels is the best choice and what he feels is the lawful choice, however, he strongly advocates for the law and will side with it despite the personal feelings he may have.



Captain Van Dorne (Fighter 5) XP 1,200

Male human fighter 5

LG Medium humanoid (human)

Init +2; Senses Perception +5

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

HP 42 (5d10+10)

Fort +5, Ref +3, Will +1; +1 vs. fear

SQ: Bravery +1

Speed 30 ft.

Melee:

+1 longsword +8 (1d8+6/19–20),

Masterwork dagger +6 (1d4+1)

Ranged:

Masterwork Longbow +8 (1d8/19–20)

Str 15, Dex 15, Con 12, Int 13, Wis 10, Cha 10

Base Atk +5; CMB +7; CMD 19

Feats: Combat Expertise, Improved Disarm, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (dagger), Weapon Specialization (longsword)

Skills Climb +5, Handle Animal +6, Intimidate +6,

Knowledge (local) +4, Perception +5, Ride +5

Languages Common, Elvish

Treasure masterwork chainmail, +1 longsword, masterwork longbow with 20 arrows, masterwork dagger, potions of cure light wounds [2], masterwork manacles, signal whistle, other treasure at random.



Medium Skeleton (CR 1/3) XP 135

The shambling remains of a reanimated corpse, these skeletons have been resurrected to serve as body guards by someone with skill in necromancy. They wield broken weapons and armour from a long forgotten age, barely usable now that they are rusted away.

Medium Skeleton (CR 1/3)

(As per The Pathfinder Roleplaying Game Bestiary)



Death Snail (CR 1/8) XP 50

These creatures are tiny snails about the size of a small citrus fruit. These snails are identical to other snails except for their size and their unusual shell, a decrepit skull that has grown on their back in place of the usual shell. They slime and ooze around leaving an acidic trail that they use to corrode metals and stones, absorbing whatever nutrients they can find.

Death Snail (CR 1/8)

XP 50 TN Tiny Animal

Init -1;

Senses Blind; Tremorsense 60 ft.; Perception +0

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

HP 2 (1d4+1)

Fort +1, Ref -1, Will +0

Vulnerable: Salt, Immune: Acid, Mind Affecting Abilities.

Speed 5 ft.

Melee:

Acid Vomit +0 (1d3 Acid)

Str 8, Dex 8, Con 13, Int 2, Wis 2, Cha 10

Base Atk +0; CMB -3; CMD 6

Feats nil.

Gear Nil.

Environment Underground, Svartheim/Underdark

Organization single, pair, Colony (4-50)

Treasure none

Medium Wood Elemental (CR 3) XP 800

A large and ancient protector formed of primordial energy, the wood elemental is a raw force of nature that has materialised to meet some need. Usually they are protectors of an area of forest, using their brute strength to prevent corrupting forces from making an incursion in an otherwise natural space. Often these elementals are summoned by druids or shamans to assist in the protection of a grove or region.

Wood Elemental (Medium) (CR 3)

XP 800 TN Medium Outsider (Plant, Elemental)

Init +3;

Senses Darkvision 60 ft.; Perception +7

AC 14, touch 10, flat-footed 9 (-1 Dex, +5 natural)

HP 34 (4d10+12)

Fort +7, Ref +0, Will +4

Immune: Elemental Traits, DR 5/Slashing, Plant Traits,

Vulnerable: Fire

Speed 30 ft.

Melee:

Arms +9 (1d6+7 Bludgeoning)

Body Slam +9 (2d6+7 Piercing)

Str 20, Dex 8, Con 17, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +9; CMD 18

Feats nil.

Gear Nil.

Environment Forests, Wooded Areas.

Organization single

Treasure none



Lerathien Man-Trap (CR 1) XP 400

Giant man-eating plants, these Lerathien Man-Traps grow native to the forests on the western isles. They have evolved to eat large predators such as wild cats and serpents, with thick inner linings that prevent the claws and teeth from puncturing their way to freedom. The outer skin is quite delicate however and easy to rend with most slashing implements. The main means of diet comes from animals that are ensnared by the tentacle-like vines that wrap around any warm thing they come across, pulling tight and returning to the "mouth" of the carnivorous plant.

Lerathien Man-Trap (CR1)

XP 400

TN Medium Plant

Init +3;

Senses Blind; Tremorsense 60 ft.

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

HP 6 (1d8+1)

Fort +1, Ref +3, Will +0

Plant Traits, Vulnerable: Fire. Immobile,

Reach 10 ft.

Speed Immobile.

Melee:

Tangle Vine +3CMB (Grappled)

Mouth +3CMB (Swallow whole)

Digest n/a (1d8 Acid/turn)

Str 10, Dex 17, Con 13, Int 2, Wis -, Cha 10

Base Atk +0; CMB +0; CMD 14

Feats nil.

Gear Nil.

Environment Forests, Jungle, Humid Areas.

Organization single

Treasure none



Tentacle (in Cauldron) (CR1/3) XP 135

Some dark creature lurks in the bottom of this cauldron, but for now all you can see is its curious tentacle, groping around looking for food. The bubbling and churning of the cauldron reveals an acidic mixture that the tentacle seems immune to.

Tentacle (CR1/3)

XP 135

NE Small Aberration

Init +4;

Senses Blind;

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 Size)

HP 9 (2d6+2)

Fort +1, Ref +4, Will +0

Immobile, Reach 10ft, Immune: Acid.

Speed Immobile.

Melee:

Tentacle +4 CMB (Grappled)

Acid Cauldron (1d6 Acid/turn)

Str 13, Dex 18, Con 13, Int 2, Wis 2, Cha 8

Base Atk +0; CMB +4; CMD 14

Feats nil.

Gear Nil.

Environment Unknown

Organization Unknown

Treasure none.

Vrolbyx - Quasit (CR 2) XP 600

(As per The Pathfinder Roleplaying Game Bestiary under Demon - Quasit)

Vrolbyx is a chatty demon who is easily agitated and often grows impatient. He has lived a great life of treachery and has been on both ends of deception. He has come into the service of Saraahd and you quickly come to suspect they may have a dark pact that bonds them.



Combat Table

NPC	Init	Attacks(Damage)	Special	AC	CMD	HP	Damage Taken
ROOM 1							
Skeleton (+1 Spear) (135 xp)	+6	+1 Spear: +1 mel. (1d8+1 p) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
Skeleton (135 xp)	+6	Scimitar +0 mel. (1d6 s) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
Skeleton (135 xp)	+6	Scimitar +0 mel. (1d6 s) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
Skeleton (135 xp)	+6	Scimitar +0 mel. (1d6 s) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
Skeleton (135 xp)	+6	Scimitar +0 mel. (1d6 s) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
Skeleton (135 xp)	+6	Scimitar +0 mel. (1d6 s) Claw -3 mel. (1d4+1 p)	DR 5/Blud. Undead Immune (Cold)	16	14	4	
ROOM 2a & 2b							
Death Snail (50xp)	-1	Acid Vomit +0 mel. (1d3 Acid)	Immune (Acid, Mind Affecting), Vuln. (Salt)	12	6	2	
ROOM 3							
Nil.							
ROOM 4a & 4b							
Death Snail (50xp)	-1	Acid Vomit +0 mel. (1d3 Acid)	Immune (Acid, Mind Affecting), Vuln. (Salt)	12	6	2	
ROOM 5							
Wood Elemental (800xp)	+3	Arms +9 mel (1d6+7 p) Body Slam +9 mel (2d6+7 p)	Elemental Traits, DR 5/Slash. Plant. Vuln. (Fire)	14	18	15	
Lerathien Man-Trap (400xp)	+3	Tangle Vine +3CMB (Grappled) Mouth +3CMB (Swallow whole) Digest n/a (1d8 Acid/turn)	Plant, Vuln. (Fire), Immobile, Reach 10 ft.	14	13	6	
Lerathien Man-Trap (400xp)	+3	Tangle Vine +3CMB (Grappled) Mouth +3CMB (Swallow whole) Digest n/a (1d8 Acid/turn)	Plant, Vuln. (Fire). Immobile, Reach 10 ft.	14	13	6	
Lerathien Man-Trap (400xp)	+3	Tangle Vine +3CMB (Grappled) Mouth +3CMB (Swallow whole) Digest n/a (1d8 Acid/turn)	Plant, Vuln. (Fire), Immobile, Reach 10 ft.	14	13	6	
Lerathien Man-Trap (400xp)	+3	Tangle Vine +3CMB (Grappled) Mouth +3CMB (Swallow whole) Digest n/a (1d8 Acid/turn)	Plant, Vuln. (Fire), Immobile, Reach 10 ft.	14	13	6	
ROOM 6							
Tentacle (135 xp)	+4	Tentacle +4 CMB (Grappled) Acid Cauldron (1d6 Acid)	Immobile, Reach 10 ft., Immune (Acid)	14	14	9	
Vrolbyx – Quasit (600 xp)	+6	Claws +7 (1d3-1 Poison), Bite +7 (1d4-1)	DR 5/Cold iron or good, Immune Electricity, Poison, Resist 10 (acid, cold, fire), Fast Healing 2	16	12	16	
Death Snail (50xp)	-1	Acid Vomit +0 mel. (1d3 Acid)	Immune (Acid, Mind Affecting), Vuln. (Salt)	12	6	2	

New Dungeon Tiles

Flipped Corridor 08

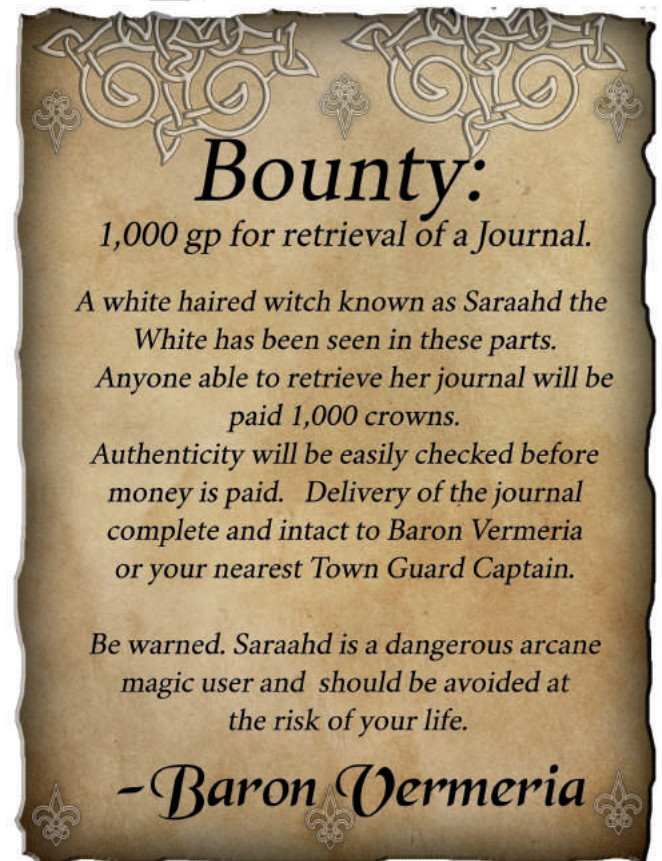


Herbalists Table



Handouts

Handout 1 - The Bounty



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