A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

VOL. 13

THE BOOK OF DARK SECRETS

SCAVENGER HUNT



5th Edition Fantasy

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

DARK BY DESIGN℠

Credits ~ D&D 5e

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Introduction

ADVENTURE INTRODUCTION

Matigan Brennan has just sent you another message. You retrieve the parchment pages from the magical box he has bequeathed you and read his letter.

A rather odd one here for you. It seems that an elf that goes by the name of Tarlquin is searching for a band of brave adventurers to do his dirty work for him.

This Tarlquin chap has been the recipient of an inheritance from his recently deceased uncle. This uncle has kindly left behind his fortune to the elf, but there seems to be some trepidation for Tarlquin to collect this inheritance.

This uncle of his, Ravnirtha, went quite mad in the twilight of his life. Either that or the uncle just wants to ensure that his nephew dies a most certain death. This crazy uncle of his has placed a curse so that none of his kind or his family's bloodline can retrieve these bequeathed items. Yes, Tarlquin needs someone to retrieve several hidden items of value deep beneath Hovnarra Manor. Anyone of Tarlquin's bloodline that has tried to retrieve these items has died horribly by way of a variety of several deadly illnesses.

Rewards have been promised, and supposedly have been put into writing with an official attendant that will ensure that any rewards are delivered to the appropriate parties. The specifics of these rewards have not been mentioned anywhere, however.

If you choose to take this one on, I would advise you to listen to what the rewards are to be before you listen to any more of Tarlquin's babbling. Make sure that what Tarlquin promises is not only worth your time but that it is put in writing and signed by his estate official and advisor.

I have never heard of this Tarlquin or his madcap uncle, so I apologize to you for not being more certain of this adventure. That said, I smell a bit of a rat. Even if his family is cursed, I find it odd that he has to reach outside of his entire realm to find suitable champions for his cause. This makes me believe that he might know more than what he's willing to tell you.

The map to get to Hovnarra Manor is included with my letter. If you do not show up, I'm sure that our mutual "elven friend" can find someone else to do his dirty work for him. Best of luck with your decision.

M.

NOTES - Tarlquin has indeed inherited his uncle's secret lair and all the valuables that are to be found within, but what Tarlquin has not made known is that two other parties have also been selected to compete with the PCs to find these treasures. Tarlquin hopes that as many of the hunters will kill each other off so that his men can kill any of the remaining survivors much easier. In other words, Tarlquin wishes for all of the monsters and dangers beneath Hovnarra Manor to thin out the three parties as much as possible before he and his dark elf guardians move in to slay any survivors.

Tarlquin does not have any reward to offer, and he is counting on this madman's inheritance to bolster what little treasure he currently owns. If the PCs choose to undertake this quest, read the following to the players.

You follow the map to Hovnarra Manor, but this is unlike any other manor that you've

Meeting Tarlquin

encountered before. The structure consists of a large, black, iron door cut into the side of a towering stone cliff. An oversized door knocker in the shape of a spider is positioned over a small sliding window that can only be opened from the inside.

NOTES - It is to be assumed that the PCs will knock on the door at this location that they have been invited to. If, however, a rogue (or similar scoundrel) attempts to pick the lock or open the door by way of brute force, there are two guards on the other side of this door armed and fitted with the following weapons and armor.

GUARDS - 8-24 Fighters
MISSILE WEAPON - Hand crossbow
MELEE WEAPON - 1 - Short sword
MELEE WEAPON - 2 - Dagger
ARMOR - Chainmail

Treat as Fighters at one-fourth the strength/level of the PCs. Each guard carries 5-20 gp apiece and has 12 hand crossbow bolts.

If the PCs knock politely, read the following to the players.

You knock on the heavy iron door, and the view window slides open. You see a dark-skinned face peer at you with eyes that are entirely white and completely devoid of any pupils. The dark humanoid speaks.

"State your business."

You state your business and a series of bolts and mechanisms are turned. The heavy door glides open and you are greeted by a pair of dark elves that have loaded hand crossbows leveled at you. One of the elves moves out into the night air, his eyes darting in every direction as if expecting an ambush. The dark elf says,

"Just you all then, eh? Welcome to Hovnarra Manor. Lord Tarlquin will see you immediately as dinner has just been served."

You enter into the strange structure and you are met with two more dark elves. The pair swiftly escorts you down a dimly-lit hallway and you are then led to a pair of ornate double doors. The dark elven guards open the doors and motion for you to enter.

The room you enter into is a banquet hall with ten humanoids seated at a long, rectangular table. A dark elf seated directly opposite to you stands and motions for your party to be seated amongst several empty chairs. The dark elf has a regal appearance to him and he has long, white hair that flows down to his slender hips.

"Ah, now we are all here. Please join us for dinner as we discuss business."

A pair of dark elven servants gracefully move forward to reveal silver platters filled with food. Mushrooms, snails, lichen, and eyeless fish adorn the plates before you. Another servant fills your silver goblet with a bright purple wine. The regal elf raises his goblet and addresses your party.

"My dear friends, I thank you for attending this banquet with me at my humble home. I trust that you'll forgive me if I've lapsed in my ability to make things crystal clear. I have summoned you here to perform a bit of a scavenger hunt of sorts. As you know, my uncle Ravnirtha has indeed left quite an inheritance for my enjoyment and security. Unfortunately, the old rotter has made it quite impossible for those of my ilk to get to it. My uncle was a very powerful sorcerer, and due to the complete and total immolation of his mind, it seems he has put a curse on me and the rest of my family. His eccentricities were legendary, but if you

Getting To Know You

were to mix that with severe paranoia and dementia, we end up at where we are now. Three parties are to find 12 items that are of particular value to me and my family. Each group will be given a list of items that they are to find and to bring back to me. In return, and for each item delivered in perfect shape, there will be a monetary reward broken down into four tiers. Tier one items returned will provide a satisfactory reward and tier four objects will reward you most handsomely indeed. I'm quite sure that you understand what I mean."

The dark elf has three separate servants hand out spider silk parchments to every member seated at the table as the dark elf continues.

"Each party will have until dawn for you to find and deliver these items back to me. You will be rewarded immediately afterward and then sent safely on your way. Malcholm, my estate official, has witnessed and signed each promissory note, so rest assured, you will receive the gold that has been promised to you.

I suggest that you enjoy your meals and prepare yourselves for the night ahead. You will notice a number between one through three that has been written on your parchments. This number corresponds to one of the three known entrances that lead down to the depths below.

Now eat and drink and make merry. It wouldn't hurt to introduce yourselves either, and get to know one another. You may end up helping each other out after all"

The dark elf reclaims his seat and immediately delves into his dinner. You size up the other two groups of adventurers as a tall and lean man with a monk's bowl haircut stands to introduce himself and his party.

"My name is Montresso Alba. I'm a warrior monk and leader of The Four Rogues. The young lady to my right is Samanza Baroake, and she's our resident witch. After that we have Relimere. With no disrespect intended to our host, Relimere happens to be the best of all elven rangers that I've crossed paths with. Finally, we have Billsbury Broheim. Bill for short, and with no pun intended, Bill is our halfling rogue. I assure you that Bill will keep his hands and furry feet to himself this night."

An old wizard wearing white robes stands and smiles at you. His rotted teeth can clearly be seen from where you are sitting.
The wizard speaks.

"My name is Fenro Dardin. A wizard of sorts, yes, but also the proud leader of this group of men known as The Black Riders. To my left, we have our barbarian enforcer Garvin Dorvin. Garvin has pounded more men with his warhammer than I care to remember. Seated next to him is Wulvgar Vladimere. Is he a man? Is he a wolf? Is he a bit of both? Ha-ha, make no mistake, it's best that you don't find out. Finally, we have our own elf, Andro Gyanno. To put it short and sweet, this lad is our long-distance threat. Great by all accounts with a crossbow, and even better with poisons, Andro is an elf that makes Relimere look like a lady of the night! Ha!"

The elf named Relimere immediately stands and grimaces while reaching for his sword. Faster than a blink of an eye, Andro flips up a loaded crossbow directly at Relimere's head.

"I never miss, my elven friend,"
Andro calmly states.

After an uncomfortably long standoff, both elves slowly sink back down into their chairs. The meal commences soon after.

West Caves - Entry 1

After a short repast, Tarlquin addresses you.

"Well, let's get down to it, then. My men will escort you to the cave entrances you've been assigned to. I wish all of you the very best of luck and skill. You just may need both of these attributes before the night ends."

Tarlquin stands and bows then walks out of the dining hall. A pair of dark elf guardsmen escorts you through another pair of double doors to your left. You are then led down a long passage to another black, iron door. One of the guards unlocks the door and hands you a backpack full of torches. The dark elf guard adds a parting directive just before locking you into the caves below.

"When you've retrieved all of the items assigned to you, come back up and knock. We may very well have even more valuable items for you to find."

WEST CAVES - ENTRY 1

1. HALL OF STATUES -
You descend the stone steps and enter into a room not much different than the rooms on the level above. The room before you is 20 feet wide by 50 feet long and features four very large statues and a semicircular pool at the opposite end of the chamber. The distance from the floor to the rocky ceiling is about 20 feet in height and there are double doors leading west and another pair of doors leading to the east.

NOTES - The PCs will uncover the following in the aforementioned areas that are searched.

FOUR STATUES - The statues before you are oversized armorial trophies depicting knights wearing dark elf armor and with longswords in their iron grips.

NOTES - These are the first guardians of this underground area. Anyone that examines the pool or the doors leading west will activate these magical guardians to attack.

THE POOL - This pool is no longer filled with water, and is now filled with a greenish mold. Resting on the bottom of the fountain is a two-inch tall metal sculpture of an armorial figure that looks exactly like the armorials that once guarded this room.

NOTES - This item is one of the items on the PC's list that is referred to as a 2-INCH METAL FIGURINE. This item is a rare **FIGURINE OF WONDROUS POWER** known as a METAL KNIGHT. This figurine has the following adjustable stats.

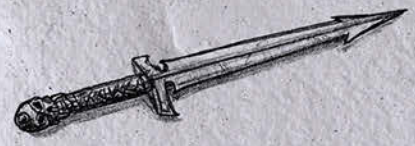
METAL KNIGHT - These rare figurines can create a permanent magical guardian by activating a special command word. The advantage of these figurines is that they last forever once activated, but once these sentries are eliminated, they are destroyed forever.

The command word to activate this particular figurine is **MOLORI MAGIPARO,** and this command word has been engraved onto the underside base of the figurine. The DM/GM must determine the type of the magical sentry that is summoned based on the experience level of the PCs. The suggestions are listed below.

PC LEVELS 1 - 5 - Phantom Armor
PC LEVELS 6 - 10 - Caryatid Column
PC LEVELS 11 - 15 - Stone Golem
PC LEVELS 16 - 20 - Iron Golem

Each figurine can follow simple commands similar to those used by spellcasters employing the

WEST ENTRY - 1



Bone Blade - 500 gp



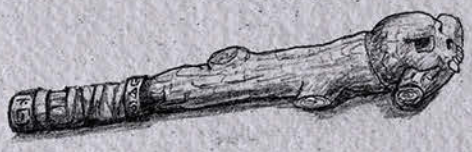
Wand of Weakness - 500 gp



Book of Serpents - 500 gp



The Claw - 1,000 gp



Great Club - 1,000 gp



Treasure Map - 1,000 gp



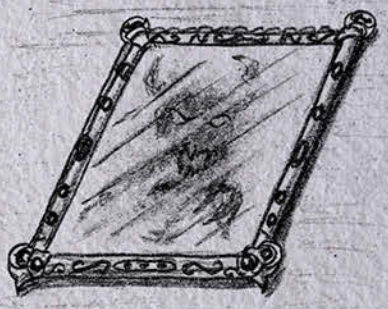
Crystal Necklace - 2,500 gp



Crystal Mask - 2,500 gp



Elven Boots - 2,500 gp



The Hag Mirror - 5,000 gp



Lich Finger - 5,000 gp



Metal Figurine - 5,000 gp

Several Scavenger Hunt Items

Command spell. These activated guardians can perform acts such as GUARD, ATTACK, RESTRAIN, HALT, RETREAT, etc.

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2. BOULDER-FILLED CHAMBER -
You open the double doors and you are immediately greeted with a hallway that has been completely blocked by hundreds of rocks and boulders.

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3. LOCKED ROOM -
The locked door opens to reveal a 15-foot by 20-foot room with two distinguishing features. One is a large, mahogany cabinet and to the right of that is a stout, iron safe.

NOTES - This room is locked. The cabinet has no locking mechanism but is trapped. The safe requires some work to open. Lock types here and henceforth are to be determined by the DM/GM based on the experience level of the PCs.

CABINET - The cabinet is a red velvet-lined weapons cabinet with the following weapons contained within.

WAND OF ENFEEBLEMENT - This is one of the scavenger hunt items. This wand has **28 charges** left.

12 Caltrops (adamantium)
Knotted spider silk garrote
2 WHIPS +1
2 SHORT SWORDS +1
MORNINGSTAR +1 The head of the weapon is shaped like four tarantulas poised to attack.
If a rogue successfully checks for traps, they will discover a **NIGHTMARE VAPOR POISON GAS TRAP.**

If the rogue is successful in removing this trap, then the trap is dismantled successfully. If the roll fails, read the following to the players.

You open the cabinet doors and you hear an unnatural hissing. A cloud of lavender-colored smoke billows out and envelops you in a veil of thick, poisonous smoke.

SAFE - The safe holds the following treasures. 112 pp, 208 gp, 366 sp, 444 cp.

BLACK CRYSTAL MASK - This is one of the 12 scavenger hunt items. This black obsidian mask allows the wearer to repel, reflect and return spells similar to a **RING OF SPELL TURNING,** save for the fact that it is effective for only spell levels 1-3. This mask has 21 spell level charges left.

LICH FINGER - A severed, desiccated finger with a hemp string attached, so that this item can be worn like a necklace. This is another one of the 12 scavenger hunt items that Ravnirtha has bequeathed in his will. **THIS ITEM IS CURSED,** however, and has the following effects for anyone wearing it. For the first six hours that a PC dons this necklace, the PC feels (add 1 point to the PC's Constitution score) rejuvenated. Over the next 6 hours, the PC feels (add 1 more point to the PC's Constitution score) even younger. 6 hours later, the PC feels (add 1 point to PC's Strength score) stronger. 6 hours after that, the PC inexplicably feels weak, tired, and old. Negate all magical attribute score additions and subtract 2 points of Constitution and Strength at this time and for every 6 hours thereafter. If a PC tries to rid him/herself of the necklace, treat the cursed necklace as a **NECKLACE OF STRANGULATION.** The DM/GM should modify and halve and quarter the potency of this cursed item for lower-level characters.

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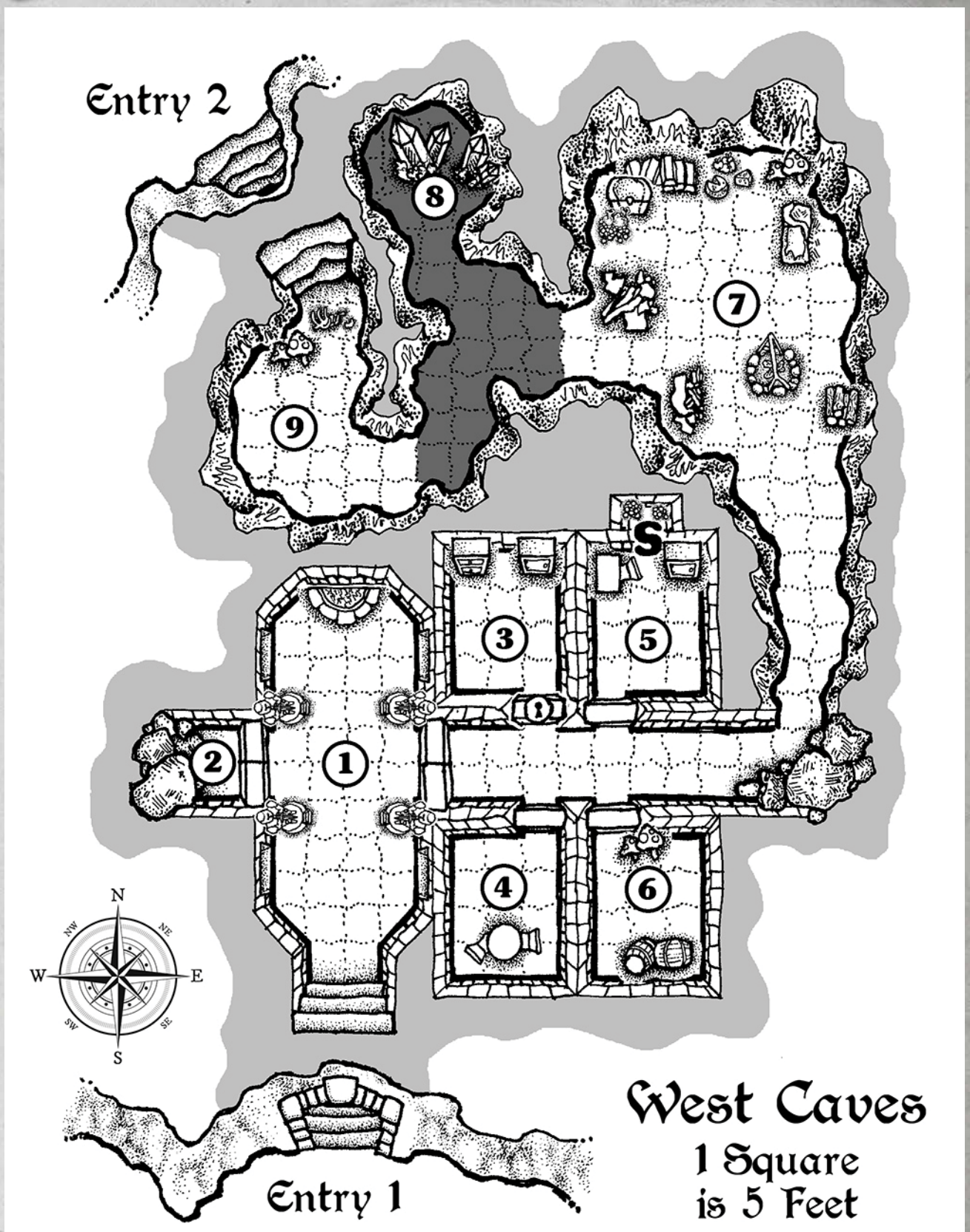
4. A TABLE AND CHAIRS -
You open the door and see a pair of ghostly

Map Number 1


Entry 2
8
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Entry 1
West Caves
1 Square
is 5 Feet

Ghostly Twins

figures seated at a round table playing cards. The pair of ghosts appear to you as dark elf warriors. They also happen to look exactly the same. The spirits turn to look upon you with disdain as you enter. One of them starts to speak. Before the first twin finishes his sentence, the second twin finishes it.

"Well, how nice it is..."
"For someone to come and join us..."
"It's been so long..."
"Since we've had friends..."
"Yes, friends that can truly join us..."
"Won't you join us?"
"Yes, friends. Won't you please come and join us?"

The ghostly apparitions rise from the table and attack.

NOTES - The ghosts here are the dark elf twins **Elmiro and Elmiral.** These twins were also nephews of their Uncle Ravnirtha. The uncle poisoned them for inquiring about what they might get as their inheritance. The uncle's answer was simple, "You will gain death and nothing more," he stated, as the pair writhed in pain from the deadly poison administered to them.

The DM/GM should choose these ghosts as spirits appropriate to experience level of the PCs. Some ghosts that may be chosen are poltergeists, spectres, ghosts, wraiths, etc. There is no treasure here, save for a deck of moldy dark elf tarot cards.

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5. A DARK ELF'S OFFICE -
The door opens up to a 15-foot by 20-foot room furnished with a table, chair, and iron safe. The table has several pieces of paraphernalia littered upon the tabletop.

NOTES - This served as Ravnirtha's secret office and records room. The table is littered with devious plans and tactics that Ravnirtha planned on using in his lifetime to thwart his own family. A thorough search will reveal diary entries that describe Ravnirtha's plans to destroy the rest of his family, especially Tarlquin. More entries vaguely detail that both west and east wings of these caverns have been stocked with monsters and traps to ensure that Ravnirtha's deadly plans would come to fruition.

If the PCs can open the safe, there are more documents relating to Ravnirtha's plans. A successful DC 10 Perception check will enlighten the PCs to the fact that Ravnirtha has been planning these twisted plans for nearly 10 years.

There are three black books here as well.
BLACK BOOK - 1 - Empty.

BLACK BOOK - 2 - An **Explosive Runes** spell cast upon it for higher-level characters and/or a similar spell cast upon this book for lower-level characters. **Symbol of Pain,** for example.

BLACK BOOK - 3 - RAISING AND BEFRIENDING DARK SERPENTS. This is a book on how to procure sea serpent eggs, how to ensure their safe birthing, and how to raise, feed, and train sea serpents to do one's bidding. This is one of the coveted items that Tarlquin has asked the PCs to obtain, known as **THE BOOK OF SERPENTS.** There are also two spell scrolls here to be determined by the DM/GM.

SORCERER SCROLL - Two level 3 spells.
CLERIC SCROLL - Two level 3 spells.

A **SECRET DOOR** is on the north wall. If found, (DC 15 Perception) the secret door will lead to a tiny, 5' x 5' room that holds the following items of value.

A Strange Campsite

58 SMOKE BOMBS - Treat as bombs that act as the Fog Cloud spell.

36 POISON BOMBS - Treat as bombs that act as dark elf poison.

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6. MUSHROOMS AND BARRELS -
The door opens to reveal a pair of puncheons and several enormous, multi-colored mushrooms sprouting from the floor.

NOTES - The mushrooms are a mixture of "magic mushrooms" and monstrous fungi with stats following this description. The pair of puncheons (very large barrels) are empty and would have been filled with "magic mushrooms" if Ravnirtha were still alive. The mad dark elf wizard supplemented his income greatly by selling these wacky shrooms far and wide. There are a total of 50 gallons of these shrooms to be harvested. All "magic mushrooms" found in either of these cave sections will have the following drawbacks and properties.

MAGIC MUSHROOMS - It takes 10 gallons of these "magic mushrooms" to brew an incredibly foul-tasting (and smelling) tea.

Every 10 gallons makes but one single pint-sized serving or dose. This "black muck tea" is more akin to dead black slime, and requires a minimum Constitution score of 10 to avoid regurgitating this nightmarish swill. If those that are hearty enough (and are willing enough) to stomach this vile atrocity, the imbiber will be "blessed" with the following powers and side-effects.

TRUE SEEING - For 24 hours.

DARK VISION - Similar to the natural eyesight that "dark folk" such as dark creepers enjoy. 8-24 (1d4-1) hours.

Please note, however, that the scent tends to ooze through the pores of even the sturdiest of humanoids. Minus 4 points of Charisma for 24-48 hours.

These "wacky mushrooms" tend to attract certain monstrous fungi listed below. If anyone enters this room, some of the more "monstrous mushrooms" will instantly attack.

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7. CAMPSITE -
You come as far as you could go heading east, and you come to a passage now heading north. The moist and mildewed flagstones turn into the hard cavern floor that lies before you. Heading north, you see that the passageway turns into a chamber and you can see flickering firelight dance upon the walls of this room. Then you hear a voice. A human voice that sounds quite familiar.

"Well, that wasn't too hard. Still don't like the fact that we've found just one of the 12 items on this list. We've got to speed up our efforts. And remember, act as friends first. We sneak attack them. No frontal or direct assaults."

NOTES - The Rogues group has been inserted strategically here (by Tarlquin and his men) in the hopes that all three groups will kill each other off, spring all of the insidious traps, and have any survivors be thoroughly weakened.

So far, these rogues have explored areas 9, 8, and now area 7. They have killed the ettin that was making camp here, and now they are focused on finding the remaining items of value and on killing the PCs. The man speaking their ominous plans was indeed their group's leader Montresso Alba. This group will attempt to "team-up" with the PCs, but as soon as the PCs let their guard down, The Rogues will attack with intent to kill

Monstrous Fungi Stats

VIOLET FUNGI	AC 5 - HP 18 - Spd 5
STR 3, DEX 1, CON 10, INT 1, WIS 3, CHA 1 Senses BS 30 Perc 6, Challenge 1/4 (50 XP) ACTIONS Rotting Touch +2 to hit (1d8) necrotic damage.	

MUSHROOM MEN	AC 18 - HP 68 - Spd 25
STR 19, DEX 14, CON 19, INT 10, WIS 14, CHA 10 Senses DV 30 Perc 12, Challenge 4 (1,100 XP) ACTIONS Punch +6 to hit (2d12 + 4) bludgeoning damage.	

MUSHROOM GOLEM	AC 18 - HP 76 - Spd 40
STR 22, DEX 9, CON 18, INT 2, WIS 11, CHA 1 Senses DV 120 ft, Perc 10, Challenge 10 (5,900 XP) ACTIONS Slam +10 to hit (5d8 + 6) bludgeoning damage.	

MUSHROOM GOLEMS	AC 18 - HP 76 - Spd 40
STR 22, DEX 9, CON 18, INT 2, WIS 11, CHA 1 Senses DV 120 ft, Perc 10, Challenge 10 (5,900 XP) ACTIONS Slam +10 to hit (5d8 + 6) bludgeoning damage.	

FUNGUS LESHIES	CR 2 - AC 13 - HP 15
STR 10, DEX 15, CON 16, INT 7, WIS 14, CHA 15 Init +2, Senses DV 60, Perception +2, XP 600 Speed 20, Base Atk +1, CMB +0, CMD 12 Melee bite +2 (1d6) 2 claws +2 (1d3)	

VIOLET FUNGI	CR 3 - AC 15 - HP 30
STR 12, DEX 8, CON 16, INT —, WIS 11, CHA 9 Init -1, Senses LLV, Perception +0, XP 800 Speed 10, Base Atk +3, CMB +4, CMD 13 Melee 4 tentacles +4 (1d4+1 plus rot)	

MYCELOIDS	CR 4 - AC 16 - HP 37
STR 17, DEX 11, CON 16, INT 9, WIS 12, CHA 10 Init +4, Senses DV 60, Perception +6, XP 1,200 Speed 20, Base Atk +3, CMB +6, CMD 16 Melee 2 claws +6 (1d6+3 plus disease) spore cloud	

MORE MYCELOIDS	CR 4 - AC 16 - HP 37
STR 17, DEX 11, CON 16, INT 9, WIS 12, CHA 10 Init +4, Senses DV 60, Perception +6, XP 1,200 Speed 20, Base Atk +3, CMB +6, CMD 16 Melee 2 claws +6 (1d6+3 plus disease) spore cloud	

the entire party as quickly as possible.

If the PCs decide to move forward into the chamber, read the following to the players.

You enter into a large, subterranean chamber that is about 40 feet in diameter. The Four Rogues are spread out and are searching the chamber that appears to be a campsite. An ettin lies in a pool of blood in the middle of the blood-spattered room. The creature still clenches his great club in his lifeless hand.

The Four Rogues pause in their search as they notice your entry into the chamber. The monk Montresso Alba speaks.

"My friends, I'm so pleased to see you are alive. My rogues have been talking amongst ourselves. *The Black Riders are evil!* Our witch Samanza has seen this with her third eye. It is time we join forces and slay these evil ones!"

NOTES - The GREATCLUB that is clenched in the ettin's hand is another of the 12 scavenger hunt items. It is merely an enormous club made from petrified blackwood.

If the PCs fight and defeat The Four Rogues, the following collective treasures can be found.

THE CLAW - This is another of the 12 scavenger hunt items. It is a **HAND OF GLORY** that has **36 charges** and with the following powers.

KNOCK (1 charge)

PARALYZE (2 charges) Treat as a Hold Person spell. This item is found on Montresso Alba's person and was found in this chamber shortly before

The Four Rogues



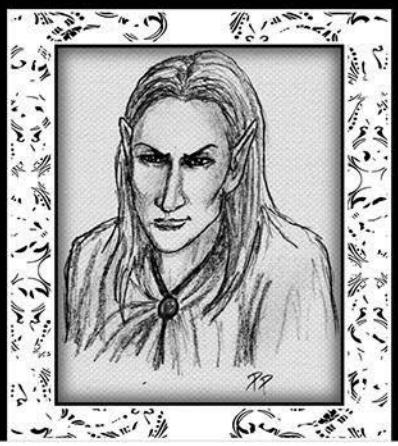
MONTRESSO ALBA - MONK
STR - 15 **DEX** - 17 **CON** - 14
INT - 12 **WIS** - 11 **CHAR** - 14

MISSILE - Shuriken (12 regular **4, +2**)
MELEE - **Handaxes +1(2)**
ARMOR - None
MAGIC - None
TREASURES - 24 gp, 32 sp, 12 cp



SAMANZA BAROAKE - WITCH
STR - 10 **DEX** - 13 **CON** - 11
INT - 16 **WIS** - 12 **CHAR** - 13

MISSILE - Blowgun, 13 Darts
MELEE - **Sickle +1**
ARMOR - None
MAGIC - **Amulet of Natural Armor +2**
TREASURES - 12 gp, 16 sp, 14 cp



RELIMERE - RANGER
STR - 15 **DEX** - 15 **CON** - 14
INT - 12 **WIS** - 12 **CHAR** - 13

MISSILE - **Longbow +1,** 18 Arrows
MELEE - **Rapier +1**
ARMOR - **Leather +1**
MAGIC - None
TREASURES - 34 gp, 22 sp, 16 cp



BILLSBURY BROHEIM - ROGUE
STR - 9 **DEX** - 17 **CON** - 10
INT - 10 **WIS** - 9 **CHAR** - 9

MISSILE - **Sling +1,** 20 Bullets
MELEE - **Short Sword +1**
ARMOR - **Leather +1**
MAGIC - **+1 Ring of Protection**
TREASURES - 18 gp, 14 sp, 15 cp

The "Pet" Serpent

GIANT MORAY EEL	AC 15 ~ HP 52 ~ Spd 30
STR 18, DEX 14, CON 15, INT 1, WIS 12, CHA 4 Senses BS 60 Perc 13, Challenge 2 (450 XP) ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.	

GIANT CONSTRICTOR	AC 12 ~ HP 60 ~ Spd 30
STR 19, DEX 14, CON 12, INT 1, WIS 10, CHA 3 Senses Blindsight 10 ft, Perc 12, Challenge 2 (450 XP) ACTIONS Bite +6 to hit (2d6 + 4) piercing damage. Constrict +6 to hit (2d8 + 4) bludgeoning damage.	

GIANT CONSTRICTORS	AC 12 ~ HP 60 ~ Spd 30
STR 19, DEX 14, CON 12, INT 1, WIS 10, CHA 3 Senses Blindsight 10 ft, Perc 12, Challenge 2 (450 XP) ACTIONS Bite +6 to hit (2d6 + 4) piercing damage. Constrict +6 to hit (2d8 + 4) bludgeoning damage.	

SEA SERPENT	AC 16 ~ HP 217 ~ Spd 60
STR 24, DEX 14, CON 19, INT 3, WIS 11, CHA 11 Senses DV 120 ft, Perc 14, Challenge 12 (8,400 XP) ACTIONS Bite +11 to hit (4d8 + 7) piercing damage. Constrict +11 to hit (4d6 +7) bludgeoning gamage.	

DIRE ELECTRIC EEL(S)	CR 4 ~ AC 16 ~ HP 32
STR 15, DEX 16, CON 13, INT 1, WIS 12, CHA 5 Init +3, Senses BS 30, Perception +6, XP 1,200 Speed 30, Base Atk +3, CMB +6, CMD 19 Melee bite +4 (1d4+3) jolt	

GIANT SEA SNAKE	CR 7 ~ AC 20 ~ HP 85
STR 29, DEX 14, CON 20, INT 1, WIS 15, CHA 2 Init +6, Senses LL Vision, Perception +12, XP 3,200 Speed 30, Base Atk +6, CMB +17, CMD 29 Melee bite +14 (2d8+13/19-20 plus poison)	

GIANT ANACONDA	CR 10 ~ AC 25 ~ HP 126
STR 36, DEX 14, CON 23, INT 1, WIS 13, CHA 2 Init +6, Senses LLV, scent, Perception +22, XP 9,600 Speed 20, Base Atk +9, CMB +26, CMD 39 Melee bite +19 (4d6+19/19-20 grab) constrict (4d6+19)	

SEA SERPENT(S)	CR 12 ~ AC 25 ~ HP 187
STR 34, DEX 14, CON 25, INT 2, WIS 11, CHA 11 Init +6, Senses DV 120 ft, Perception +8, XP 19,200 Speed 60, Base Atk +15, CMB +31, CMD 43 Melee bite +23 (4d8+22/19-20 plus grab)	

the PCs arrived.

---

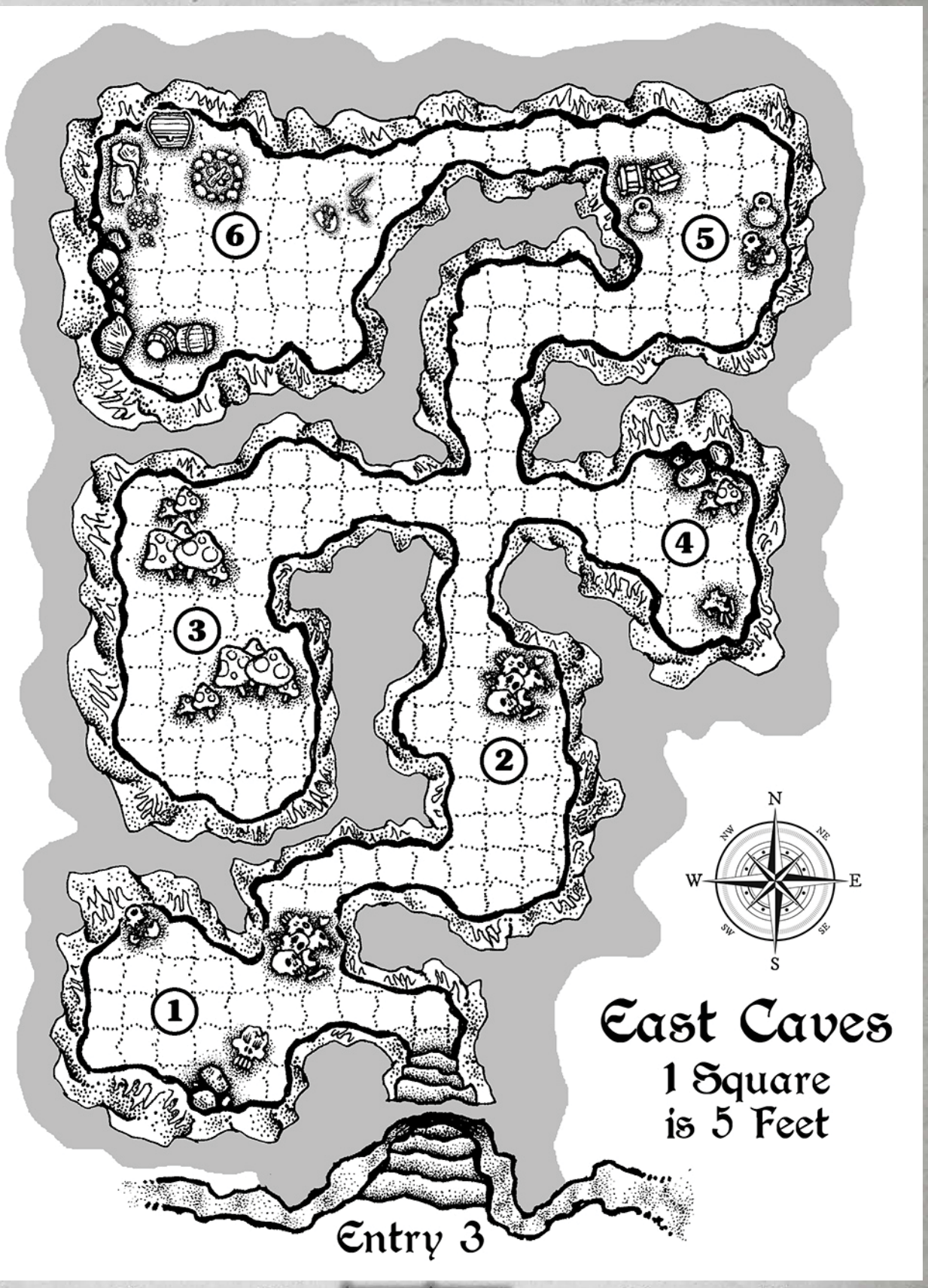
8. CRYSTAL LAKE -
You see a still pool of dark water that extends to the north and west. The sound of dripping water can be heard coming from the north.
A canoe has been dragged onto the cave floor and the front of the canoe is facing east.

NOTES - The Four Rogues' party has used this canoe to traverse this body of water from area 9 to area 7. The Four Rogues have never explored the huge crystals found in (the northernmost section) area 8. If the party uses the canoe to investigate the north part of this body of water, read the following description to the players.

You reposition the canoe and turn its front in the direction you wish to travel. You paddle through the black waters and see schools of phosphorescent fish swim near and beneath your boat. Paddling north, a gigantic purple crystal looms in view in this small, underground grotto. The crystal is at least four feet wide at its base and extends 8 feet high. There is a manmade ledge that surrounds this magnificent crystal, and a shiny object resting on the ledge glows and reflects your lights back to you. As you try to discern what is causing the shining light, you feel something brush up against the bottom of your boat. It is not something designed to tear a hole in your canoe, for what you feel came from behind you. Your canoe then suddenly stops moving.
A violent thrashing begins to churn on both sides of your flimsy canoe and a long, serpentine head rises from the black waters to attack.

NOTES - The **CRYSTAL AMULET** found here

Map Number 2




Dean Spencer

East Caves - Entry 3

has varying values and/or magical powers. These values/magical powers are to be determined by the experience level of the PCs and are listed below.

PC LEVELS 1 - 5 - Worth 1,200 gp

PC LEVELS 6 - 10 - Worth 3,000 gp

PC LEVELS 11 - 15 - NECKLACE OF ADAPTATION

PC LEVELS 16 - 20 - NECKLACE OF SHOOTING STARS (16 charges)

---

9. NORTHWEST ENTRY -
This chamber is filled with various large mushrooms, lichens, and skeletons. Four sets of footprints can be seen coming from the base of the stairs and leads to the body of water with passageways heading to the north and east.

NOTES - This is where The Four Rogues entered this cave system. The PCs may knock on the door here, or continue searching for more treasures. If the PCs knock on the iron door here - or on any cavern door in either of the two caves - a pair of guards will unlock the door and say.

"What happened? Did you find anything? Did you do battle down below?"

"Come, we'll take you to the next cave system."

EAST CAVES - ENTRY 3

NOTES - This second cavern map has been provided for if the PCs survive the first wing (the west caves) and if they choose to continue with the hunt. If so, the PCs will have even more strange encounters to face, not to mention the four BLACK RIDERS that they met earlier.

During this time, the Black Riders have explored encounter areas (except area 3) 1-5, and are currently in area 5. This group has killed most of the denizens lurking in this cave, (except for the fungi monsters at area 3) and have received minimal damage. If the PCs choose to explore this east cave section, read the following to the players.

You have explored the entire western wing of the cave system and after coming back up to the top level, you've been encouraged to search the second half of the caverns, the East Caves.

You look down into the darkness and the contrast on the other side of the door is profound. You are immediately greeted with a subterranean passage that reeks of something that smells similar to wet animals and mold. The steps before you are not only crudely-cut but are covered with a slime-coated purple lichen that you've never seen before.

---

1. THE BONE PILE -
You carefully descend the rough-hewn steps and enter into a 20-foot by 30-foot chamber. A large pile of bones is to the right, partially obstructing the cavern that leads to the next chamber. A skull of a giant is to your left and another skull can be seen at the opposite side of the chamber. This skull has been smashed open and is now in several splintered pieces.

---

2. CENTRAL CHAMBER -
This 15-foot by 40-foot chamber has another very large pile of bones lying in a heap before you, but there seems to be nothing of value.

---

3. CHAMBER OF THE SHROOMS -
You peer into this cavern room and see that it is filled with enormous, colorful mushrooms of every shape and size.

Meeting The Black Riders

NOTES - The Black Riders bypassed this room entirely. This room is filled with a variety of mushrooms ranging from those that could nourish, make the ingested person sick or be poisoned, or make the ingested person fall asleep. All of these are to be determined by the DM/GM. There are also **130 gallons of MAGIC MUSHROOMS** (see west cave area 6 for more details) as well as more (see MONSTROUS MUSHROOM STATS found earlier in this short adventure) monstrous mushrooms.

---

4. EMPTY ROOM -
This 25-foot diameter room holds nothing but chopped up mushroom men. Their blood is a deep purple color and appears fresh.

---

5. CONFRONTING THE BLACK RIDERS -

NOTES - If a rogue is part of the adventurer's party and the rogue chooses to listen for (and is successful with their roll) noises, the rogue will hear a member of The Black Riders speak in a hushed tone.

"This place is nothing more than a death trap designed by a madman. If you ask me, I think this Tarlquin darkie is behind all of this. For all we know he could be watching this whole game of his from a crystal ball. I say we finish exploring this cave area and get the hells out of here. If any members of the parties we met earlier get in our way, we attack on sight and take their candy from them, right?"

If the PCs decide to enter the chamber, read the following to the players.

You enter into the chamber before you and see the four Black Riders holding their weapons and torches aloft. The four warriors pause in their search as you enter the chamber. Fenro Darden, the white wizard with the rotten teeth, addresses your party.

"Well, well, well, gentlemen. And just look at what the dark gods have delivered directly to us. Men, cut these fools to ribbons and bring their baubles to me. Now!"

The threesome of warriors attacks as Fenro prepares a spell.

NOTES - A post-battle search of this chamber reveals that The Black Riders have slain a small horde of zombies chained to the wall. A search of the dead riders will reveal treasures that are listed on the next page.

BOOTS OF ELVENKIND - Another of the 12 scavenger hunt items.

---

6. RAVNIRTHA'S LAIR -
You enter into a large chamber that appears to be a cave campsite for someone still living here. The campsite is complete with barrels of water, bags of food, a bedroll, a large chest, unlit campfire, battered shield, and broken sword lying before you. There doesn't seem to be anyone living here, however.

Scrawled upon the west wall is the following message written in white chalk.

IF YOU ARE READING THIS YOU ARE TARLQUIN OR PATSIES OF HIS.

IF YOU ARE TARLQUIN, I AM IMPRESSED BUT GRAVELY DISAPPOINTED THAT YOU ARE STILL ALIVE.
CURSES UPON YOU, NEPHEW!

IF YOU ARE TARLQUIN'S GUINEA PIGS, I SUGGEST THAT YOU BE ON YOUR

The Black Riders



FENRO DARDEN - WIZARD
STR - 8 **DEX** - 13 **CON** - 11
INT - 17 **WIS** - 13 **CHAR** - 13

MISSILE - **Darts +1** (4)
MELEE - Staff
ARMOR - None
MAGIC - **Wand of Frost (5 charges)**
TREASURES - 14 gp, 14 sp, 18 cp



GARVEN DORVIN - BARBARIAN
STR - 18 **DEX** - 12 **CON** - 17
INT - 10 **WIS** - 11 **CHAR** - 9

MISSILE - Crossbow (11 bolts)
MELEE - **Warhammer +1**
ARMOR - **Scale Mail +1**
MAGIC - None
TREASURES - 44 gp, 32 sp, 28 cp



WULVGAR VLADIMERE - FIGHTER
STR - 17 **DEX** - 14 **CON** - 18
INT - 8 **WIS** - 6 **CHAR** - 7

MISSILE - 2 Handaxes
MELEE - Greatsword
ARMOR - **Chainmail +1**
MAGIC - None
TREASURES - 62 gp, 48 sp, 34 cp



ANDRO GYANNO - ASSASSIN
STR - 15 **DEX** - 18 **CON** - 14
INT - 14 **WIS** - 13 **CHAR** - 13

MISSILE - **Crossbow +1**
MELEE - **Rapier +1**
ARMOR - **Leather +1**
MAGIC - **+1 Ring of Protection**
TREASURES - 10 gp, 10 sp, 12 cp

The Crazy Uncle's Ghost

SPECTRE	AC 12 ~ HP 22 ~ Spd 50
STR 1, DEX 14, CON 11, INT 10, WIS 10, CHA 11 Senses DV 60 ft, Perc 10, Challenge 1 (200 XP) ACTIONS Life Drain +4 to hit (3d6) necrotic dam. DC 10 Constitution save to avoid further dam. red.	

POLTERGEIST	AC 12 ~ HP 22 ~ Spd 50
STR 1, DEX 14, CON 11, INT 10, WIS 10, CHA 11 Senses DV 60 ft, Perc 13, Challenge 2 (450 XP) ACTIONS Forceful Slam +4 to hit (3d6) force damage. Telekenetic Thrust up to 150 pounds.	

GHOST	AC 11 ~ HP 45 ~ Spd 40
STR 7, DEX 13, CON 10, INT 10, WIS 12, CHA 17 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Withering Touch +5 to hit (4d6 + 3) necrotic damage. Etherealness.	

WRAITH	AC 13 ~ HP 67 ~ Spd 60
STR 6, DEX 16, CON 16, INT 12, WIS 14, CHA 15 Senses DV 60 ft, Perc 12, Challenge 5 (1,800 XP) ACTIONS Life Drain. +6 to hit (4d8 + 3) necrotic damage. Create Specter.	

ALLIP	CR 3 ~ AC 14 ~ HP 30
STR —, DEX 12, CON —, INT 11, WIS 11, CHA 16 Init +5, Senses DV 60, Perception +7, XP 800 Speed 30, Base Atk +3, CMB +4, CMD 17 Melee touch +4 (1d4 Wisdom damage)	

SPECTRE	CR 7 ~ AC 15 ~ HP 52
STR —, DEX 16, CON —, INT 14, WIS 16, CHA 15 Init +7, Senses DV 60, Perception +17, XP 3,200 Speed 80, Base Atk +6, CMB +6, CMD 21 Melee touch +10 (1d8 + energy drain)	

BHUTA	CR 11 ~ AC 24 ~ HP 147
STR —, DEX 25, CON —, INT 11, WIS 8, CHA 22 Init +7, Senses DV 60, Perception +13, XP 12,800 Speed 30, Base Atk +10, CMB +17, CMD 34 Melee 2 claws +17 (5d8 + bleed)	

BANSHEE	CR 13 ~ AC 26 ~ HP 161
STR —, DEX 32, CON —, INT 5, WIS 20, CHA 19 Init +15, Senses DV 60, Perception +31, XP 25,600 Speed 60, Base Atk +14, CMB +25, CMD 40 Melee touch +26 (14d6 negative energy + terror)	

GUARD. IF YOU THINK MY WRETCH OF A NEPHEW IS GOING TO ALLOW YOU TO LIVE, YOU ARE CRAZIER THAN I! HA!

As you stare at this madman's scrawlings, the wall supporting these mad writings begins to shimmer and glow. In the next instant, an emaciated figure materializes from the wall, and a cold, ghostly presence is felt. The ghost has a wild look in its eyes and its long, wispy hair seems to flow as if underwater. The apparition speaks.

"Bah! I was hoping you to be my scum of a nephew. Nothing would please me more than slipping my hands around his wretched throat. But you'll do. *You'll do just fine!"*

The ghost of Uncle Ravnirtha attacks.

NOTES - This was where the wildly eccentric Ravnirtha lived and dwelled when he needed a safe sanctuary to escape to and to be alone. Ravnirtha had equipped himself with only items needed for survival. The barrels are filled with water and wine, and the bags are filled with dark elf foodstuffs. The treasure chest holds nothing but Ravnirtha's clothing. There are three scavenger hunt treasures here, however.

The items listed below are the final scavenger hunt items to be found in these caves.

TREASURE MAP - This is no treasure map, but a map that leads to any of the 20 short adventures found within the compilation THE BOOK OF DARK SECRETS.

THE HAG MIRROR - This mirror has one harmless but very unsettling power. Any living being that looks upon this mirror will see their

reflection, but the reflection will portray the viewer 40-70 (1d4) years older than their current age. It does, however, have a certain novelty value for those that collect items of the dark arts. The value of this item is to be determined by the DM/GM.

BONE SWORD - The broken sword before the party is made of bone. It is worthless as Ravnirtha broke this item in two in a moment of sheer rage.

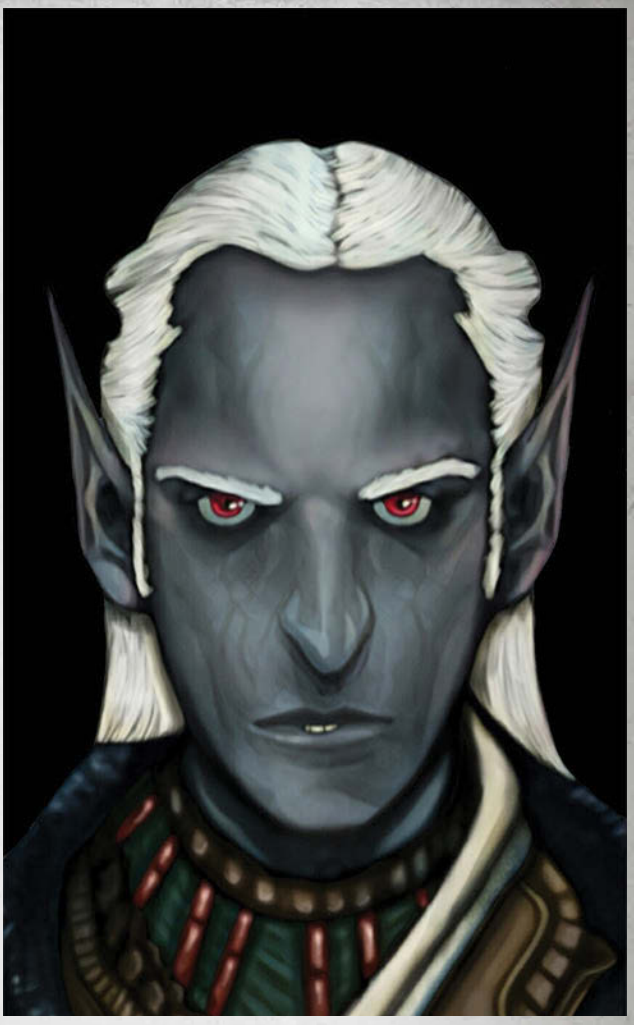
After exploring this eastern half of the cave system, the guards overseeing this cave will let the PCs out and immediately ask the PCs what they saw, found, discovered, and killed. This is all done for the reason of making a tally of all of the scavenger hunt items found, and how many PCs are left for Tarlquin's dark elves to kill. After the PCs provide this or any information, one of the guards rushes back to tell Tarlquin. The guard comes back shortly and leads the PCs directly into a trap.

"Okay, you lot, follow me. You're to get your reward after all."

The two dark elves lead you back to the banquet hall. Seated at the long banquet table Tarlquin awaits. He has two large coffers on the table before him. Several of his guards line the walls of this dining hall. Tarlquin smiles and nods his head in deference to your party.

***"I am duly impressed.* I have to admit that I did not expect you to be the ones returning with such delicious surprises for me. And now for your diligence and hard work, I am fully-prepared to reward you."**

The dark elf opens one of the ebony coffers before him and retrieves a loaded hand crossbow and levels it at you as he smiles and says,



"Guards, kill them."

NOTES - The guards are described earlier in this adventure. The number of these guards (8-24) is to be determined by the DM/GM.

TARLQUIN - Fighter of same level as the PCs.
STR-14 INT-12 WIS-10
DEX-17 CON-13 CHA-13
Hand Crossbow +1 (24 bolts)
Rapier +2

If the PCs defeat Tarlquin and his men, the following treasures can be found if there is a thorough search of Hovnarra Manor.

220 pp, 680 gp, 870 sp, 1,150 cp

Credits - Pathfinder

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