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

DARK-ONE

VOL. 3

THE BOOK OF DARK SECRETS

MR. SLICE



5th Edition Fantasy

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

DARK BY DESIGN™

Credits ~ D&D 5e

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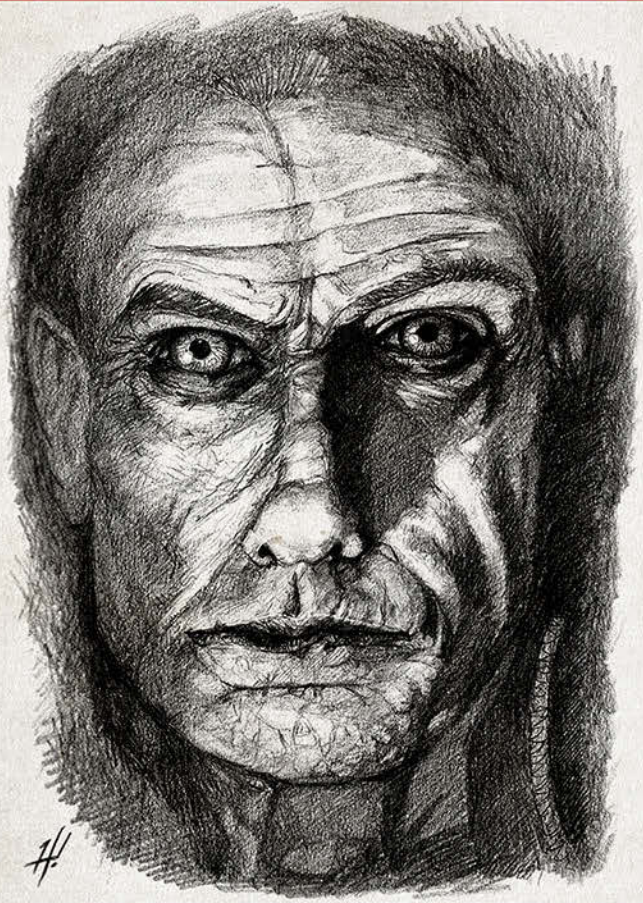
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WANTED

WANTED





WANTED

The Night SLASHER

Victims:

- Rogue Alibair Ailstar
- Nurse Dayna Praytson
- Guardsman Private Kolby
- Constable Oswald Varney
- Merchant Marchand Mertz

Weaponry:

- Axe
- Saw
- Surgeon's Knife
- Lariats & Nooses
- Torture Tool & Kill Kit

"No One is Safe at Night!"

Introduction

ADVENTURE INTRODUCTION

Another message has just arrived via the rune-engraved magic box that your mysterious contact has provided for you. Upon opening the box, you discover a pair of parchment pages marked with Matigan Brennan's "M" symbol. The first parchment reads:

Hello, my dear friends.
I have something else for you to look into. It seems that several town officials have gone missing over the last several days. The sheriff of the town received a most gruesome package. A madman with an obvious vendetta against this sheriff has also managed to kidnap the sheriff's *son* and is holding him in exchange for something. The chilling thing about this is that this madman *isn't* demanding gold, gems, or jewels. He wants the sheriff *himself* to come to see him personally. Perhaps even more disturbing than that is the lunatic is not requesting an armed entourage to escort this town sheriff, but he's *demanding it.*

One of my spies has become privy to this information, and he's shared this with me right away. Naturally, I thought of *you* upon receiving this. I myself have come across *very few* lone warriors challenging large groups of men *singlehandedly.* I am one of these types of men. I can assure you that the location he has provided for this showdown has been made to give him a distinct advantage. There might be monster pets, tricks, more wild henchmen, not to mention traps. In other words, almost no one is this crazy without a plan in place. He undoubtedly has several aces up his sleeve. So if you do decide to take this challenge on, I wish you the very best of luck, and to impart to you to take every caution necessary.

This sounds like a death trap to me.

I've enclosed a map revealing the location of the sheriff. He's in the next town over. It will take him time to rally competent and capable warriors to back him as all of his deputies have gone missing. If this piques your warrior's spirit, go there now.

P.S. I've included a copy of the wanted signs that have already begun to circulate wildly throughout the town. This will give you a better idea of what you are going up against. Please do let me know how you fare on this one after it's over. Best of luck.

Matigan Brennan

NOTES - This adventure can fit into any campaign, and is close by wherever the PCs might currently be. If the PCs decide to follow the map Matigan has provided and they choose to head to this town (any town that the DM/GM chooses) read the following to the players.

You decide to look into this matter and visit the town sheriff to gain more information as to what is going on. A short journey at dusk brings you to the town, and it doesn't take long for you to find the sheriff's station.

You come to a single level stone building that appears to serve as a small jail and quarters for a half dozen or so lawmen. You enter the building and are met with two flabby older men that ask of your business. After a brief interrogation, you're led to meet the sheriff. One of the heavyset men knocks on the stout iron door and lets himself in. A middle-aged man with grey hair stands to greet you. His face looks old and tired, forced firmly into his war helm. He greets you in a voice that is undoubtedly coming from a man that is indeed *very afraid.*

A Disturbing Letter

"I see you've heard about my predicament here and who - *or what* - I'm dealing with. It seems that someone has a very serious vendetta and grudge against me. In just a handful of days, all of my deputies have gone missing. I received this letter just a few hours ago. I-I can't believe this is actually happening."

The sheriff hands you a letter and a blood-soaked cylindrical package. The man begins to weep as you begin to open the package. As you get past the outer layers of the crumpled parchment, the sheriff manages to utter in a hoarse whisper,

"Th-that's my son's ring. That's my *son's finger* that was sent to me..."

You look back down and your fears are confirmed. Wrapped tightly within several sheets of parchment is a neatly-severed finger with a gold ring upon it. You cannot help but notice how well the fingernails have been tended to.

"BASTARD!"

The sheriff bites his fist in helpless rage as you open the letter and begin to read the note.

My dear Chief Inspector,

By now you have deduced what manner of beast has been carving up notable members of your beloved little town. Also at this rather fine point in time, you have undoubtedly deduced whose severed, gangrenous finger I have sent to you as a keepsake.

It has been nice getting to know your son,
But you only have until midnight before
I commence with more fun!

You have a one-time invitation to where it all started before you had me sent to that filthy lunatic asylum. You want to see Crazy, Sir Constable? So you shall. Bring friends and be prompt at midnight. All part of my game, you see? Hint: have your men go first.
I wish to save you for last.

Your partner in crime, and yours truly,

Mr. Slice

After reading the letter, the sheriff that summoned you speaks,

"This *sick* piece of excrement had this delivered anonymously and right to my very front stoop several hours ago. The posse that I tried to raise is dreadfully thin regarding combat skills and proven adventuring smarts.

As you may know, my deputies are all gone. I cannot locate any one of them. My son, an innocent boy of just 20, is being held by this verminous mass on human legs. I know this bastard. I know what he can do. *He is not normal, I assure you.* I lost many things to bring this scum down 15 years ago. He has somehow escaped from Tanver's Lunatic Asylum and has kidnapped my son and is holed up in his long-abandoned mansion.

Please, I will make it worth your while. I have the power to issue rewards at will - as much as you like - it's yours! I will grant each of you _____ pieces of gold if you can help rescue my son from this... demon!

We must go now, I'm afraid. We have half an hour's time to walk across town and play his sickening little game. Please, will you come with me now?! You're all I have."

My dear Chief Inspector,
By now you have clearly deduced what manner of beast has been carving up notable members of your beloved little town. Also at this rather fine point in time, you have undoubtedly deduced whose severed, gangrenous finger I have sent to you as a keepsake.

It has been nice getting to know your son, but you only have until midnight before I commence with more fun!

You have a one-time invitation to where it all started before you had me sent to that filthy lunatic asylum! You want to see Crazy, Sir Constable? So you shall.
Bring friends and be prompt at midnight.



All part of my game, you see?
Hint: have your men go first.
I wish to save you for last.

Your partner in crime and yours truly,

Mr. Slice!

The Adventure Begins

You've decided to accompany the sheriff to invade Mr. Slice's murder mansion. After half an hour's walk, you come to the precipice of the mansion's property lines. The inspector lights a lantern and unrolls a blueprint withdrawn from his coat. He spreads it out flat onto the dead grass and speaks in hushed, frantic tones,

"I don't know if this will be of any help, but I brought it anyway. This fiend is capable of *many things* including traps and black magic. I wish I could tell you what lurks in there and where, but knowing him, it could literally be anything. Gentlemen, it is time. I will follow your lead from this point in."

You quickly and quietly ready your weapons as you view the mansion's exterior. All is quiet but the wind howling. All is unmoving and motionless save for the old and tattered drapes that flow freely from every open window.

As you near the steps leading up to the door, the door slowly creaks open of its own accord, as if the house itself has been expecting you. As you begin to enter, the sheriff adds one final word of caution,

"Perhaps I've failed to mention, this "man" that we now hunt… used to be the town's mortician. We're now entering into what used to be the town's mortuary and morgue."

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1. PORCH -

You ascend the porch steps and notice the open door in front of you, as well as a window to the right of the door. Another closed door is to the east, and in an alcove to the right of you are a pair of scarecrows situated on a wooden bench. The scarecrows have been made to resemble a pair of humans. One man and woman composed of clothing filled with straw and wearing hats. This odd couple has been arranged to appear to be holding hands. Smiles have been painted upon the burlap sacks that make up the scarecrow's heads. The male scarecrow awkwardly holds a sign which reads,

WELCOME SHERIFF. MY WIFE AND I ARE DELIGHTED TO SEE YOU AGAIN!

NOTES - These scarecrows have been created by the madman Mr. Slice to unsettle the party and to send a disturbing message that the party is dealing with someone whose mind has become permanently unhinged.

Mr. Slice being locked away unfairly for several years has caused his wife to leave him and has thus contributed to the shattering of his sanity. He blames the town sheriff for all injustices that he has had to endure, and he now intends to return the favor in an even more lethal manner.

The doors within are unlocked as Mr. Slice is not expecting anyone else but the sheriff and the party he intends to kill. The windows (all windows of this house) have been painted black on the inside, making it impossible to see what lurks within.

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2. PORCH -

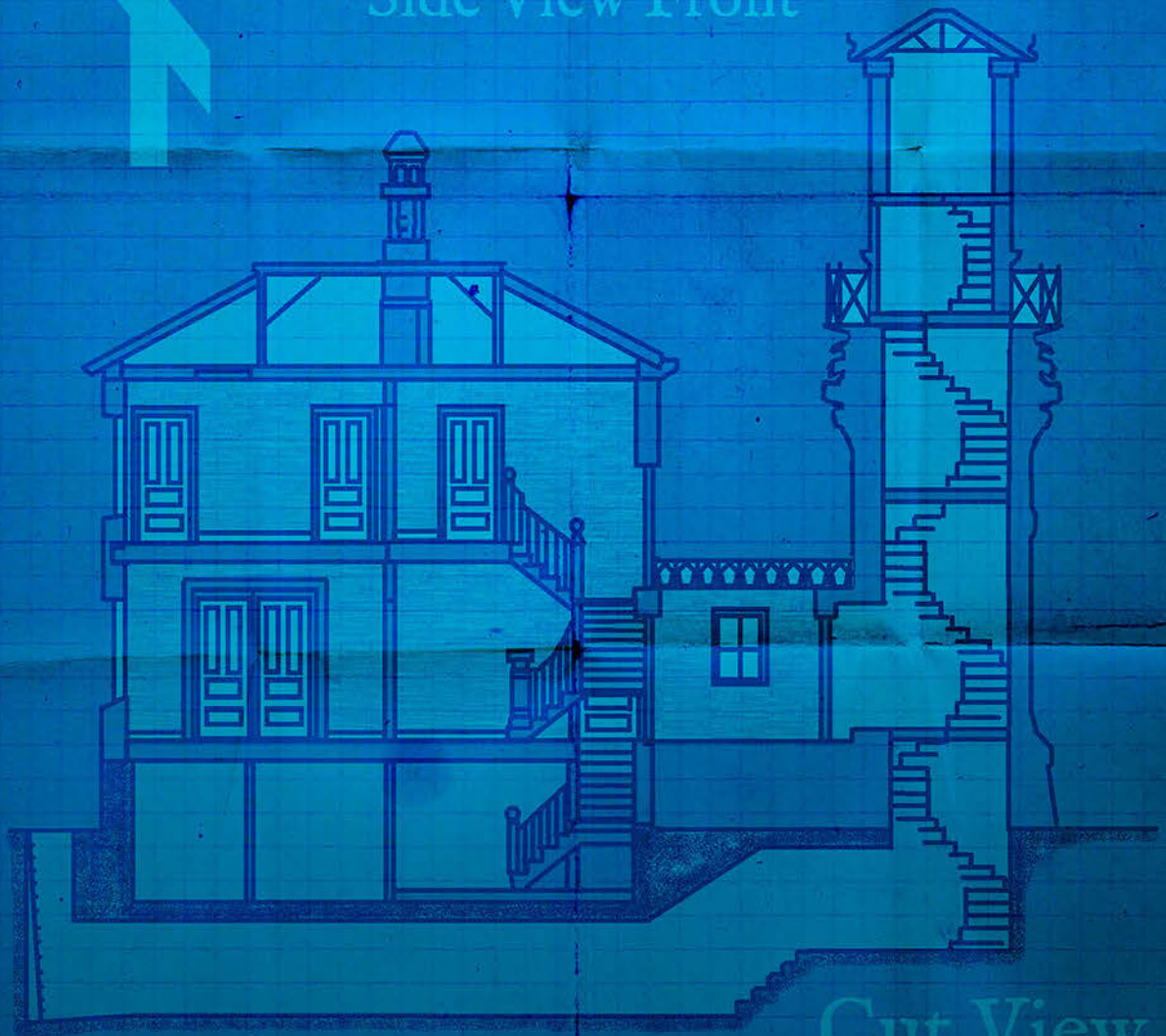
You enter into the first room of this house.

NOTES - The DM/GM should ask for a marching order for this adventure, as well as which character is the first PC to walk into this pitch-black room. The floor has been covered liberally with hay in the hopes of disguising a **BEAR TRAP** that has been set into the floor. **Attack +10 and Damage is (1d6+2)** If a PC fails his or her save and activates the trap, read the following to the players:

The Mortuary

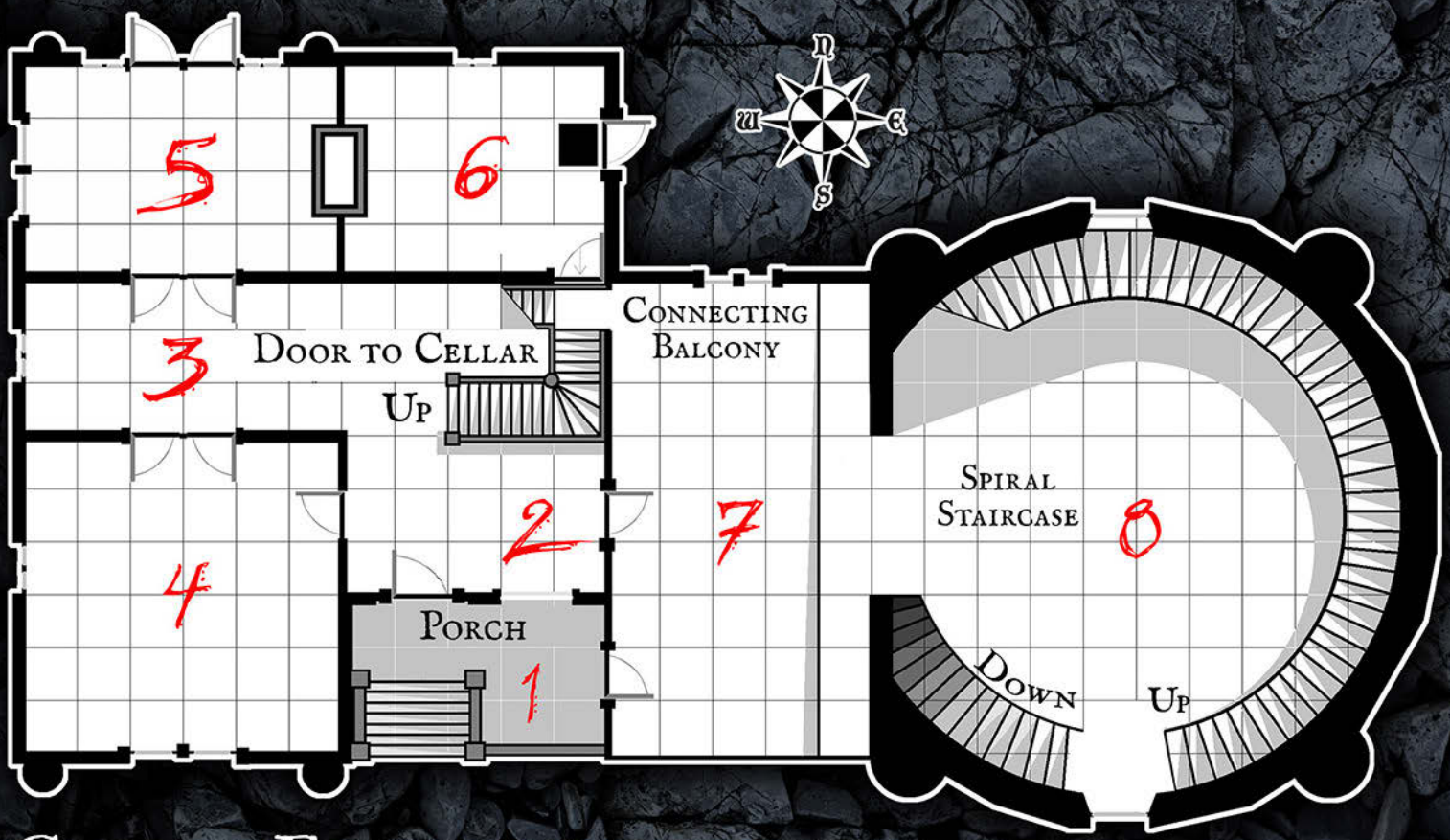


Side View Front



Cut View

The Hideout of Mr. Slice



Ground Floor 1 Square = 5 Feet

A sharp snap of metal on metal is heard immediately followed by an involuntary yell from your point man. A bear trap has been activated and jagged iron jaws have bit deeply into his (or her) **lower leg.**

NOTES - The DM/GM may choose to have this trap laced with a **sleep poison** as well as there being *many* bear traps littered throughout this house of horrors. Mr. Slice intends to terrorize the entire party psychologically before killing them all one by one.

There is a door at both the west and east ends of the room, and an open adjoining room is to the northwest of you. A stairwell leads up to the next level and another stairwell descends to the level below.

3. ADJOINING ROOM - This is a rectangular room 45 feet long by 15 feet wide. A window set into the west wall has been painted black from the inside and a pair of double doors are to the north. Another set of double doors are to the south of you.

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4. DINING ROOM - You enter into a large room measuring 30 feet on all sides. The room has wooden floors that appear to have been of good quality in years prior. A large dining table runs north to south almost 15 feet in length. Another pair of scarecrows have been situated at the dining table as if they are enjoying a lavish meal. The scarecrows have eyes and smiles painted upon their burlap faces. Glasses near both of the effigies have been filled with red wine, and plates of food have been set before each of them.

Scarecrows Attack

SCARECROWS — AC 11 ~ HP 36 ~ Spd 30

STR 11, DEX 13, CON 11, INT 10, WIS, 10, CHA 13
Senses DV 60 ft, Perc 10, Challenge 1 (200 XP)
ACTIONS Claw +3 to hit (2d4 + 1) slashing damage.
Terrifying Glare DC 11 Wisdom save or magic fear.

LESSER FLESH GOLEMS — AC 9 ~ HP 60 ~ Spd 30

STR 17, DEX 9, CON 16, INT 4, WIS, 10, CHA 5
Senses DV 60 ft, Perc 10, Challenge 3 (700 XP)
ACTIONS 2 Slams +5 to hit (2d6 + 3)
bludgeoning damage.

FLESH GOLEM — AC 9 ~ HP 93 ~ Spd 30

STR 19, DEX 9, CON 18, INT 6, WIS, 10, CHA 5
Senses DV 60 ft, Perc 10, Challenge 5 (1,800 XP)
ACTIONS 2 Slams +7 to hit (2d8 + 4)
bludgeoning damage.

2 FLESH GOLEMS — AC 9 ~ HP 93 ~ Spd 30

STR 19, DEX 9, CON 18, INT 6, WIS, 10, CHA 5
Senses DV 60 ft, Perc 10, Challenge 5 (1,800 XP)
ACTIONS 2 Slams +7 to hit (2d8 + 4)
bludgeoning damage.

GUARDIAN DOLLS — CR 3 ~ AC 16 ~ HP 22

STR 8, DEX 17, CON —, INT 13, WIS, 12, CHA 10
Init +7, Senses DV 60, Perception +5, XP 800
Speed 30, Base Atk +4, CMB +5, CMD 11
Melee doll's dagger +10 (1d2-1/19-20)

SCARECROWS — CR 4 ~ AC 16 ~ HP 47

STR 16, DEX 10, CON —, INT —, WIS, 11, CHA 14
Init +0, Senses DV 60, Perception +0, XP 1,200
Speed 20, Base Atk +5, CMB +8, CMD 18
Melee 2 slams +8 (1d8+3 plus fear)

SOULBOUND MANNEQUINS — CR 7 ~ AC 19 ~ HP 85

STR 18, DEX 16, CON —, INT 11, WIS, 10, CHA 9
Init +7, Senses DV 60, Perception +10, XP 3,200
Speed 30, Base Atk +10, CMB +14, CMD 27
Melee 2 claws +15 (1d8+4 + grab), constrict (1d8+4)

WITCH-DOLL GOLEMS — CR 11 ~ AC 25 ~ HP 107

STR 26, DEX 10, CON —, INT —, WIS, 11, CHA 1
Init +0, Senses DV 60, Perception +0, XP 12,800
Speed 30, Base Atk +14, CMB +23, CMD 33
Melee 2 slams +21 (2d10+8)

A successful search of and around the dining room table yields the following loose treasures.

TREASURE - 1 - 11 cp, 22 sp, 9 gp. Silver ring worth 65 gp.
TREASURE - 2 - 17 cp, 32 sp, 27 gp. Ruby ring worth 125 gp.
TREASURE - 3 - 22 sp, 34 gp, 64 pp. **+1 Sword.** Dragon scale scabbard studded with 10 small opals 300 gp.
TREASURE - 4 - 32 sp, 64 gp, 111 pp. **+2 Sword.** Dragon scale scabbard studded with 10 small opals 500 gp.

NOTES - Unlike the scarecrows that have been set out on the porch, ***these "scarecrows" have been designed to come to life.*** The stats listed above are to be chosen based on the experience levels of the PCs and are divided into 4 levels. The red stats on the left are for 5e adventures, and the blue stats on the right are for Pathfinder-compatible adventures,

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5. KITCHEN -

This 30-foot by 20-foot room is the kitchen. Bay windows to your left have been blacked out with black paint and iron bars have been installed just behind the glass. Two more windows set in this fashion are to the north. A pair of double doors lead south.

Empty shelves line the walls, and there is a large fireplace about 10 feet wide that takes up half the east wall. The fireplace appears to have not been used in years, and cobwebs seem to be covering *everything*. A strange sculpture vaguely resembling a man sits on the floor in the northeast corner of the room.

NOTES - The humanlike "sculpture" is no work of art but is a victim of Mr. Slice's beloved "pet" spider known as **HANZEL**. The dead man is one of the sheriff's deputies. Hanzel is currently creeping down the fireplace to see who has entered his lair. These spiders made their home here many years ago. *Mr. Slice has found them to be an excellent addition to his home.*

Spider Attack

GIANT SPIDER(S)	AC 14 ~ HP 26 ~ Spd 30
STR 14, DEX 16, CON 12, INT 2, WIS, 11, CHA 4 Senses DV 60 feet, Perc 10, Challenge 1 (200 XP) ACTIONS Bite +5 to hit (1d8 + 3) piercing damage. DC 11 Constitution save made or be poisoned (2d8)	

PHASE SPIDER(S)	AC 13 ~ HP 32 ~ Spd 30
STR 15, DEX 15, CON 12, INT 6, WIS, 10, CHA 6 Senses DV 60 ft, Perc 10, Challenge 3 (700 XP) ACTIONS Bite +4 to hit (1d10 + 2) piercing damage. DC 11 Constitution save made or be poisoned (4d8)	

HUGE SPIDERS	AC 15 ~ HP 64 ~ Spd 40
STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)	

MORE HUGE SPIDERS	AC 15 ~ HP 64 ~ Spd 40
STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)	

GIANT SPIDER(S)	CR 1 ~ AC 14 ~ HP 16
STR 11, DEX 17, CON 12, INT —, WIS, 10, CHA 2 Init +3, Senses DV 60 Perception +4, XP 400 Speed 30, Base Atk +2, CMB +2, CMD 15 (27 vs. trip) Melee bite +2 (1d6 plus poison)	

GIANT BLACK WIDOW	CR 3 ~ AC 15 ~ HP 37
STR 19, DEX 15, CON 16, INT —, WIS, 10, CHA 2 Init +2, Senses DV 60, Perception +4, XP 800 Speed 30, Base Atk +3, CMB +8, CMD 20 (32 vs. trip) Melee bite +6 (1d8+6 plus poison)	

OGRE SPIDER(S)	CR 5 ~ AC 18 ~ HP 52
STR 21, DEX 15, CON 16, INT —, WIS, 12, CHA 2 Init +2, Senses DV 60, TS 60. Perception +5, XP 1,600 Speed 40, climb 40, Base Atk +5, CMB +12, CMD 24 Melee bite +8 (2d8+7 plus poison)	

GIANT TARANTULA(S)	CR 8 ~ AC 21 ~ HP 115
STR 35, DEX 13, CON 24, INT —, WIS, 10, CHA 2 Init +1, Senses DV 60, TS 60, Perception +4, XP 4,800 Speed 30, Base Atk +7, CMB +23, CMD 34 (46 trip) Melee bite +15 (3d6+18 plus poison)	

The spider type(s) are determined by the level of the PCs. These stat suggestions are listed above.

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6. STUDY -

This 25-foot by 20-foot room was once a luxurious study, library, or drawing-room. A blacked out window is directly across from you and is secured with wrought iron bars. A plain wooden door leads somewhere east. A huge fireplace is set into the west wall and appears to have not been used for quite some time. Bookshelves line the walls filled with books and scrolls. Four overstuffed burgundy chairs surround an oval-shaped table with a variety of knick-knacks lying upon it.

NOTES - A 5-foot wide **PIT TRAP** has been crafted by Mr. Slice to drop unwary ones to the filthy cellar below to **area 15.** It is a **20-foot drop** onto the hard flagstones of the basement below.

A total weight of 90 pounds upon this area will automatically set this trap off, sending all within a 5' x 5' area to fall to the mortuary below.

A thorough examination of this study will allow the PCs the opportunity to find some magical items of note. The options listed below are suggestions based on the experience level of the party. Spell type is determined by the DM/GM.

Levels 1-5 - 1 Spell Scroll. (1 level 2 spell)

Levels 6-10 - 1 Spell Scroll. (2 level 3 spells)

Levels 11-15 - 2 Spell Scrolls. (2 level 3 spells x2)

Levels 15-20 - 3 Spell Scrolls. (3 level 4 spells x3)

The DM/GM may consider **choosing a variety** of spell types to help the PCs with this adventure.

Taboo The Giant Snake

NOTES - The most cursory examination of this room will award the party with discovering a piece of ephemera that Mr. Slice has left in plain sight for all to see. Read the following description to the players.

After searching the library, you come across many books dedicated to the study of magic as well as books on how to summon demons. You come across a stiff parchment with red writing on it that reads:

AFTER SNOOPING UPON MY LIBRARY, YOU MUST NOW KNOW WHAT KIND OF FOUL THINGS I AM CAPABLE OF.

---

8. SPIRAL STAIRCASE -
The open entryway to the circular room before you is 15 feet wide and partially obstructed by debris made from trees and mud packed together. The room is 50 feet in diameter and a spiral staircase made of wrought iron leads counter-clockwise to the level above. Beneath the steps are more indications of cut trees and packed mud.

NOTES - This is the lair of the madman's "pet" giant snake that is affectionately known as **TABOO.** Taboo is currently lying in wait for anyone to ascend the staircase here. Anyone advancing 25 feet up the stairs is in for a rude surprise. If the party ascends to this level, (exactly halfway up the stairs) read the following.

You make it halfway up the wrought iron staircase and a thud reverberates the black iron beneath your feet. A serpentine head peers up from below followed by a coiled, muscular body that seeks to wrap around and crush you.

NOTES - Taboo favors wizards and other unarmored adventurers because she has had trouble dissolving steel armor in times past. There are a few treasures left by the victims of this enormous snake, but the PCs must specifically state that they search the snake's tree and mud-packed nest. The stats for Taboo should be determined by the DM/GM. Some varieties of giant snakes are constrictor snakes, giant anacondas, etc. The treasures include:

LEVELS 1 -5 - Chainmail Shirt +1, 33 cp, 45 sp, 88 gp, and 11 pp.

LEVELS 6 -10 - Buckler +2, 45 cp, 87 sp, 101 gp, and 66 pp.

LEVELS 11 -15 - Chainmail Shirt +2, Buckler +2, 63 cp, 99 sp, 111 gp, and 99 pp. 6 gems worth 60 gp each.

LEVELS 15 -20 - Chainmail Shirt +2, Buckler +2, 88 cp, 125 sp, 161 gp, and 123 pp. **Rod of Alertness,** and 8 gems worth 80 gp each.

---

9. TOP FLOOR LANDING -
This 50-foot by 15-foot landing overlooks the level below. An open area leads to a 25-foot by 15-foot room with three doors. There are double doors leading north and double doors leading south. A hand-folded paper sculpture sits in the center of the floor of this room. It is of a pig, and it rests on a sheet of parchment with writing on it. The message reads,

My dear Sheriff Vargo, I am *so* very impressed that you've made it this far. It does not surprise me at all that you've brought help. Did you come to apologize for destroying my life? Or did you not make yourself sufficiently comfortable with your posse as of yet? The truth will be revealed soon, regardless. P. S. I've been watching you...

Upper Level Horrors

10. ANTECHAMBER -
This 25-foot by 15-foot room has a closed door that leads west. A door-sized window overlooking the lower level leads east. A pair of open windows overlooking the front porch leads south. In the southwest corner of the room is something that has been mounted and on display, partially hidden by the gloom. Your eyes adjust to the darkness and notice a *human head* that has been severed cleanly and mounted upon a wooden plaque. The plaque reads, ANOTHER PIGGY. Thick blood drips to the floor below forming a gruesome pool. This is quite obviously a very fresh kill. Sheriff Vargo gags and nearly throws up. Taking his hand from his mouth, the sheriff grimaces and says,

"Dear gods. That's *Dorwin.* Dorwin was my deputy that helped arrest this filthy lunatic fifteen years ago. ****ing *bastard!* He's going to pay for this, I assure you!"

As the sheriff finishes his sentence, the severed head speaks,

"Well hello, sheriff. So nice of you to finally join me. I've been waiting for *fifteen years* for this moment. I daresay, however, that none of you will make it out of here alive."

The magically created mouth laughs deeply for torturous moments, and then all is silent.

NOTES - This dead person talks by way of a **Magic Mouth** spell being cast upon his mouth.

---

11. MASTER BEDROOM -
This 30-foot by 30-foot room's prime feature is the large king-sized bed directly across from you. The room is surprisingly neat compared to the rest of the house, and the bed has been made. Resting atop the bed are a pair of scarecrows. One dressed to resemble a man, and the other to resemble a woman. A large armoire is situated across from the bed and is in the southeast corner of the room. A large rug covers most of the hardwood floor, and two open bay windows look out into the midnight blue sky.

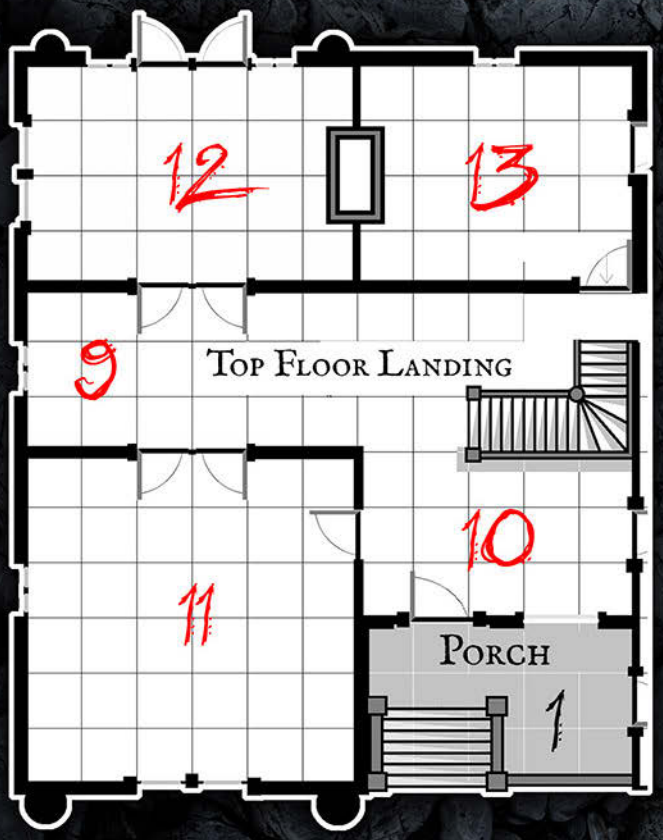
NOTES- This room is filled with creatures that attack as the DM/GM sees fit. **The pair of scarecrows can use the stats from area 4.** Another creature on the floor will also spring to life if stepped on. This "rug" is 20 feet by 20 feet and can be a monster of the DM/GM's choice. The armoire is filled with a variety of torture implements used by Mr. Slice to cause serious injury, amputations, and death to his victims.

Mr. Slice's weapon collection includes:
One flail, two dull-bladed daggers, a barbed whip with three wicked "tongues," three rusty saws of various sizes, several lariats and nooses, a wad of barbed wire, and several labeled jars filled with various body parts.

---

12. TORTURE CHAMBER -
This 30-foot by 20-foot room is lit by dozens of black candles arranged in some form of sorcerer's symbol. In the middle of this arrangement is another symbol drawn in white chalk. Various gibbets hang from the ceiling suspended from strong chains. A wheel and rack are to your left, and iron maidens are in the northwest and northeast corners of the room. A large table situated on the east side of the room holds a variety of torture paraphernalia. Most of the items have blood and hair encrusted upon their wicked edges. Two more iron maidens are in the southwest corner, and bloody footprints lead to the southeast corner.

The Hideout of Mr. Slice







Upper Floor — 1 Square = 5 Feet

NOTES - ***Some (or all) of the iron maidens are monsters whose stats are on the next page.*** The footprints lead to a **secret door in the southeast corner.** It is simply a wall that has been cut away and slides to the left, allowing one to access **area 13.** If anyone approaches the iron maidens, the constructs attack.

---

13. THE BODY PILE -

You open the door to this chamber and the undeniable stench of death nearly overwhelms you. A mass of discolored human beings is feasting upon something in the center of the room. The center of attention happens to be a human being fighting weakly for his life.

NOTES - This room is filled with zombies. The man is most likely beyond help, but if the DM/GM chooses, the man may survive with some immediate healing spells being performed. His name is/was **Jobe.** Zombie stats are on the next page, and are to be determined by PC levels.

---

14. NEVERENDING STAIRCASE -

The floor to this room appears to have been ripped away making this wrought iron staircase a dead end. Another dead body has been pinned to the wall at the end of these stairs. The man has spikes protruding from his chest, torso, hands, legs, and feet. A grim message has been hung around the dead man's neck, which reads:

Sheriff, you're getting cold now. I'm nowhere on this upper level. Perhaps try the cellar. Vardin did. He just didn't quite make it though, did he?

Iron Maidens & Zombies

ANIMATED ARMOR(S) — AC 18 ~ HP 33 ~ Spd 25

STR 14, DEX 11, CON 13, INT 1, WIS, 3, CHA 1
Senses Blindsight 60 ft, Perc 6, Challenge 1 (200 XP)
ACTIONS Slam +4 to hit (1d6 + 2) bludgeoning damage.

MIMIC(S) — AC 12 ~ HP 58 ~ Spd 15

STR 17, DEX 12, CON 15, INT 5, WIS, 13, CHA 8
Senses DV 60 ft, Perc 11, Challenge 2 (450 XP)
ACTIONS Bite +5 (1d8 + 3) pierc. dam. + (1d8 Acid) Pseudopod +5 (1d8 + 3) bludgeoning damage.

STONE GOLEM — AC 17 ~ HP 178 ~ Spd 30

STR 22, DEX 9, CON 20, INT 3, WIS, 11, CHA 1
Senses DV 60 ft, Perc 10, Challenge 10 (5,900 XP)
ACTIONS 2 Slams +10 to hit, (3d8 + 6) bludgeoning damage.

IRON GOLEM — AC 20 ~ HP 210 ~ Spd 30

STR 24, DEX 9, CON 20, INT 3, WIS, 11, CHA 1
Senses DV 120 ft, Perc 10, Challenge 16 (15,000 XP)
ACTIONS Slam +13 to hit (3d8 + 7) bludgeoning damage. Poison Breath (10d8) failed save. 1/2 for save.

GUARDIAN PHANTOM(S) — CR 2 ~ AC 21 ~ HP 13

STR 14, DEX 13, CON —, INT 7, WIS, 11, CHA 10
Init +5, Senses DV 60, Perception +6, XP 600
Speed 30, Base Atk +2, CMB +4, CMD 15
Melee mwk longsword +5 (1d8+2/19-20)

GIANT PHANTOM ARMORS(S) — CR 4 ~ AC 18 ~ HP 37

STR 20, DEX 11, CON —, INT 7, WIS, 11, CHA 15
Init +4, Senses DV 60, Perception +8, XP 1,200
Speed 20, Base Atk +3, CMB +9, CMD 19
Melee heavy flail +7 (2d8+7/19-20)

IRON MAIDEN GOLEM — CR 9 ~ AC 25 ~ HP 96

STR 27, DEX 10, CON —, INT —, WIS, 11, CHA 1
Init +0, Senses DV 60, Perception +2, XP 6,400
Speed 20, Base Atk +12, CMB +21, CMD 31
Melee 2 slams +19 (2d10+8 plus grab)

IRON MAIDEN GOLEMS — CR 9 ~ AC 25 ~ HP 96

STR 27, DEX 10, CON —, INT —, WIS, 11, CHA 1
Init +0, Senses DV 60, Perception +2, XP 6,400
Speed 20, Base Atk +12, CMB +21, CMD 31
Melee 2 slams +19 (2d10+8 plus grab)

ZOMBIES — AC 8 ~ HP 22 ~ Spd 20

STR 13, DEX 6, CON 16, INT 3, WIS, 6, CHA 5
Senses DV 60 Perc 8, Challenge 1/4 (50 XP)
ACTIONS Slam +3 to hit (1d6 + 1) bludgeon damage.

BLOOD ZOMBIES — AC 10 ~ HP 51 ~ Spd 20

STR 16, DEX 6, CON 18, INT 3, WIS, 6, CHA 5
Senses DV 60 Perc 8, Challenge 2 (450 XP)
ACTIONS Slam +5 to hit (1d10 + 2) bludgeon damage. + Blood Drain (1d8) necrotic damage.

ZOMBIE LORDS — AC 15 ~ HP 82 ~ Spd 30

STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15
Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP)
ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage. Stench DC 16 Constitution save or poisoned.

MORE ZOMBIE LORDS — AC 15 ~ HP 82 ~ Spd 30

STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15
Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP)
ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage. Stench DC 16 Constitution save or poisoned.

ZOMBIES — CR 1/2 ~ AC 12 ~ HP 12

STR 17, DEX 10, CON —, INT —, WIS, 10, CHA 10
Init +0, Senses DV 60, Perception +0, XP 200
Speed 30, Base Atk +1, CMB +4, CMD 14
Melee slam +4 (1d6+4)

ZOMBIE LORDS — CR 3 ~ AC 18 ~ HP 30

STR 17, DEX 16, CON —, INT 12, WIS, 15, CHA 10
Init +3, Senses DV 60, Perception +10, XP 800
Speed 40, Base Atk +3, CMB +7, CMD 22
Melee unarmed strike +6 (1d6+3) flurry +5 (1d6+3)

ZUVEMBIES — CR 4 ~ AC 15 ~ HP 37

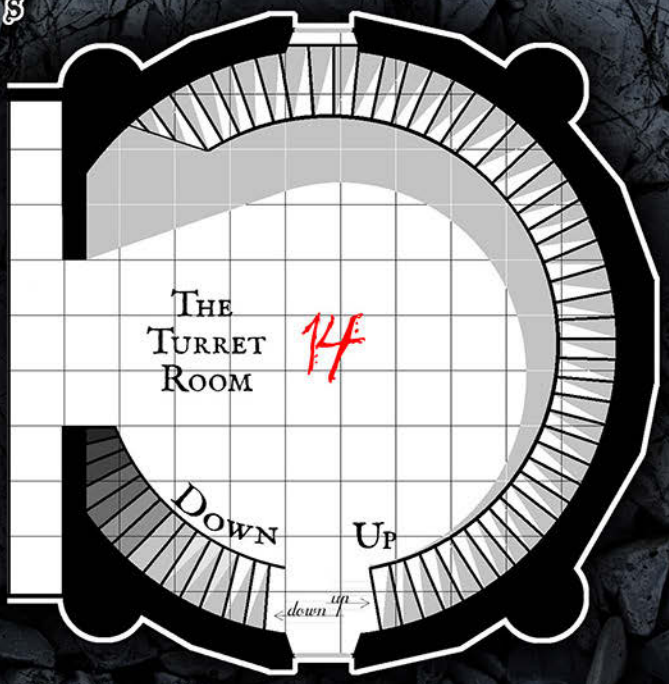
STR 13, DEX 14, CON —, INT 11, WIS, 14, CHA 15
Init +2, Senses DV 60, Perception +10, XP 1,200
Speed 30, Base Atk +3, CMB +4, CMD 17
Melee 2 claws +4 (1d4+1) Ghoul Touch 3x per day.

BODAKS — CR 8 ~ AC 21 ~ HP 85

STR 13, DEX 15, CON —, INT 6, WIS, 13, CHA 16
Init +6, Senses DV 60, Perception +14, XP 4,800
Speed 20, Base Atk +7, CMB +8, CMD 21
Melee 2 slams +9 (1d8+1) Death Gaze 1d4 neg. levels.

The Hideout of Mr. Slice





The Turret Room 1 Square = 5 Feet

The sheriff involuntarily cups his mouth with his hand and weakly manages to mutter the dead man's name,

"Vardin. Another of my deputies that was there when we apprehended this sick madman. He was retired. Wife, two kids. That bastard took him from his wife and kids!"

---

15. THE CELLAR -

A massive wall spans almost completely across this large cellar. The wall before you is 65 feet wide and open passages are to the north and south sides of the cellar. Written in chalk across a 30-foot wide expanse is a message that reads:

YOU'RE GETTING WARMER! DON'T BE SHY. COME BACK HERE AND JOIN ME!
I'M IN THE MORTUARY.

16. MAZE -

You walk between three walls that extend to two open passages extending north and south. The walls here are lined with razors and chunks of sharpened pieces of metal. The floor is completely covered with broken glass, and blood is covering the entire floor. You come to an open chamber measuring 40 feet by 25 feet and you are immediately greeted by yet another of this madman's pets. Chained to the west wall, a hound-like creature growls deeply. It doesn't seem that this creature's chain is short enough.

NOTES - This is Mr. Slice's "watchdog" **HARRY.** Harry has been kept very hungry, and Harry is hungry indeed. Harry's stats are on the next page. The DM/GM may also allow for there to be several watchdogs here if he or she chooses.

Hellish Hounds

WOLVES	AC 13 ~ HP 11 ~ Spd 40
STR 12, DEX 15, CON 12, INT 3, WIS, 12, CHA 6 Senses Keen Hear/Smell Perc 13, Challenge 1/4 (50 XP) ACTIONS Bite +4 to hit (2d4 + 2) piercing damage. DC 11 Strength save made or be knocked prone.	

WORGS	AC 13 ~ HP 26 ~ Spd 50
STR 16, DEX 13, CON 13, INT 7, WIS, 11, CHA 8 Senses DV 60 ft, Perc 14, Challenge 1/2 (100 XP) ACTIONS Bite +5 to hit (2d6 + 3) piercing damage. DC 13 Strength save made or be knocked prone.	

YETH HOUNDS	AC 14 ~ HP 51 ~ Spd 40
STR 18, DEX 17, CON 16, INT 5, WIS, 12, CHA 7 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Bite +6 to hit (2d6 + 4) piercing damage. (4d6) psychic damage is target is frightened.	

BARGHESTS	AC 17 ~ HP 90 ~ Spd 60
STR 19, DEX 15, CON 14, INT 13, WIS, 12, CHA 14 Senses DV 60 ft, Perc 15, Challenge 4 (1,100 XP) ACTIONS Bite +6 to hit (2d8 + 4) piercing damage. Claws +6 to hit (1d8 + 4) slashing damage.	

WOLVES	CR 1 ~ AC 14 ~ HP 13
STR 13, DEX 15, CON 15, INT 2, WIS, 12, CHA 6 Init +2, Senses low-light, scent Perception +8, XP 400 Speed 50, Base Atk +1, CMB +2, CMD 14 (18 vs. trip) Melee bite +2 (1d6+1 plus trip)	

WORGS	CR 2 ~ AC 14 ~ HP 26
STR 17, DEX 15, CON 13, INT 6, WIS, 14, CHA 10 Init +2, Senses DV 60, scent Perception +11, XP 600 Speed 50, Base Atk +4, CMB +7, CMD 19 (23 vs. trip) Melee bite +7 (1d6+4 plus trip)	

YETH HOUNDS	CR 3 ~ AC 15 ~ HP 30
STR 17, DEX 15, CON 15, INT 6, WIS, 14, CHA 10 Init +6, Senses DV 60, scent Perception +9, XP 800 Speed 40, fly 60, Base Atk +4, CMB +7, CMD 19 Melee bite +7 (2d6+4 plus sinister bite plus trip)	

BARGHESTS	CR 4 ~ AC 17 ~ HP 45
STR 19, DEX 15, CON 15, INT 14, WIS, 14, CHA 14 Init +6, Senses DV 60, scent, Perception +11, XP 1,200 Speed 30, Base Atk +6, CMB +10, CMD 22 (24 trip) Melee bite +10 (1d6+4) 2 claws +10 (1d4+4)	

The hound(s) rush(es) forward at full speed and attack.

---

17. MR. SLICE'S MORTUARY -

You enter into a 25-foot by 30-foot room that reeks of brimstone. Standing in the very center of the chamber is a man dressed in an elegant suit with an odd, bowler-shaped hat. He is smiling at you as you enter. Seated next to him is a bound and gagged young man in his early twenties. He is crying and terror has overtaken him. The man standing next to the young man is wielding a wicked dagger and an axe. The axeman is completely covered in blood spatter and is standing upon some form of magic circle. This man, whose eyes you can barely see beneath the brim of his hat, peers at you maniacally. The madman speaks,

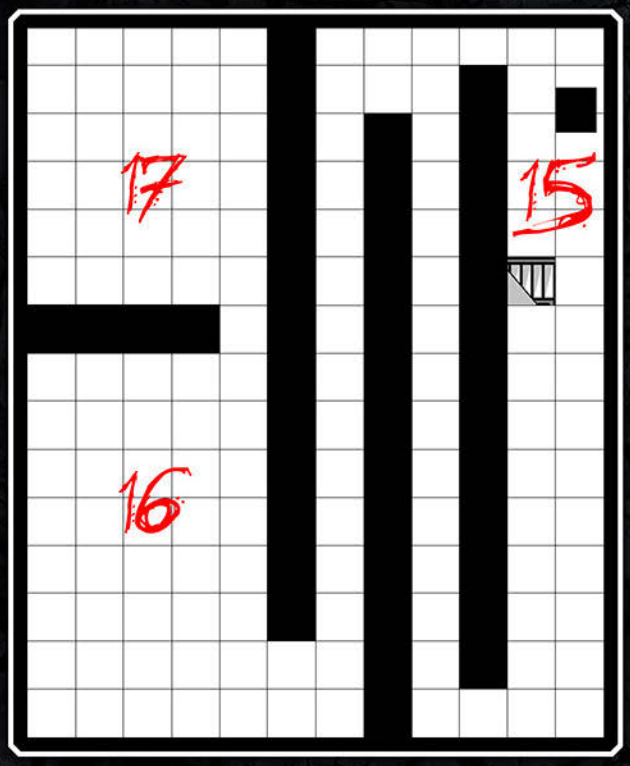
"Well, well, well. You've finally made it, gentlemen. I'm quite impressed. Sheriff, have you told these lovelies why they've been dragged here to die? Have you, by any stretch of the imagination, told them what you've DONE TO ME?!"

The sheriff moves forward to shut the mouth of this blood-drenched man. Before the sheriff takes another step, the man continues to speak in a trembling voice.

"My wife became the *plaything* to this wretched excuse they call a sheriff. My children left me as well. All due to this man's velvet praises and compliments while I was incarcerated in that *HELL* of an asylum. *For things that I did not even do.* They did... horrible things to me, didn't they, Sheriff? You should know. You were behind it all..."

The madman attacks viciously.

The Hideout of Mr. Slice







The Cellar

1 Square = 5 Feet

NOTES - Mr. Slice is indeed quite mad and far beyond any help. What he says, however, is indeed true. The sheriff lusted after the madman's wife for years. The madman's real name is **Edvard Tesheira.** He made a very good living serving as the house mage and mortician for the mayor of the city that this adventure takes place in.
The sheriff planted a dagger with a jagged blade that was found at the site of a cult killing. The sheriff saw an opportunity and chose to frame Edvard, leaving the doors wide open for him to console Edvard's lovely half-elven wife, Evelyn.

Over the years, the sheriff would come to Edvard's cell to gloat and brag about the conquest that he enjoyed. Edvard escaped, and he hunted down everyone that had anything to do with his unlawful abduction and incarceration. The bodies of the sheriff's deputies litter this house of horrors. Sadly, no proof can be brought forward to imprison the sheriff for his crimes.

The DM/GM may choose to have Mr. Slice summon or gate a demonic being to aid him and to take the sheriff "back to hell where he belongs." Mr. Slice's stats are to be determined by the DM/GM, but here are some basic guidelines.

EDVARD TESHEIRA - MR. SLICE
Fighter/Sorcerer levels 3, 6, 9, or 12.

STR - 15 **DEX** - 16 **CON** - 12
INT - 16 **WIS** - 11 **CHAR** - 11

Leather Armor +2

Monsters, demons, or the undead can be summoned based on the DM/GM's choice of Mr. Slice's experience level and spell that is used.

Mr. Slice has some treasures including his **+2 Dagger and +2 Hand Axe.** In a chest in the corner of this room are more treasures and magic.

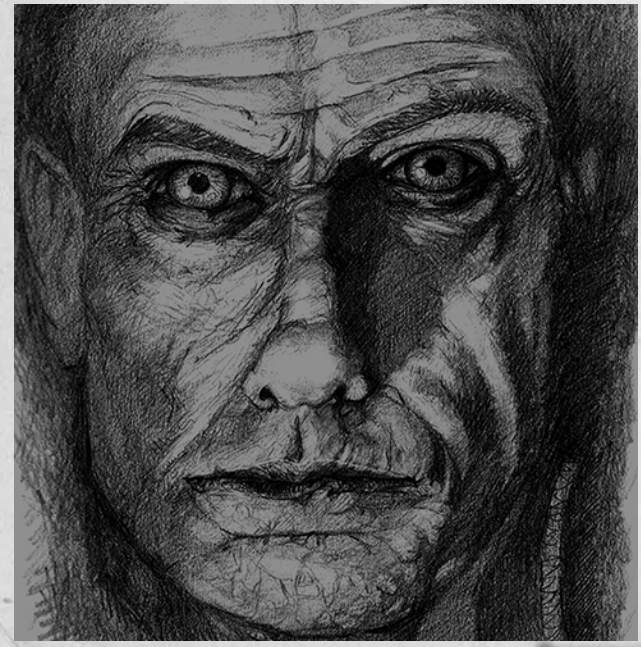
Meeting Mr. Slice

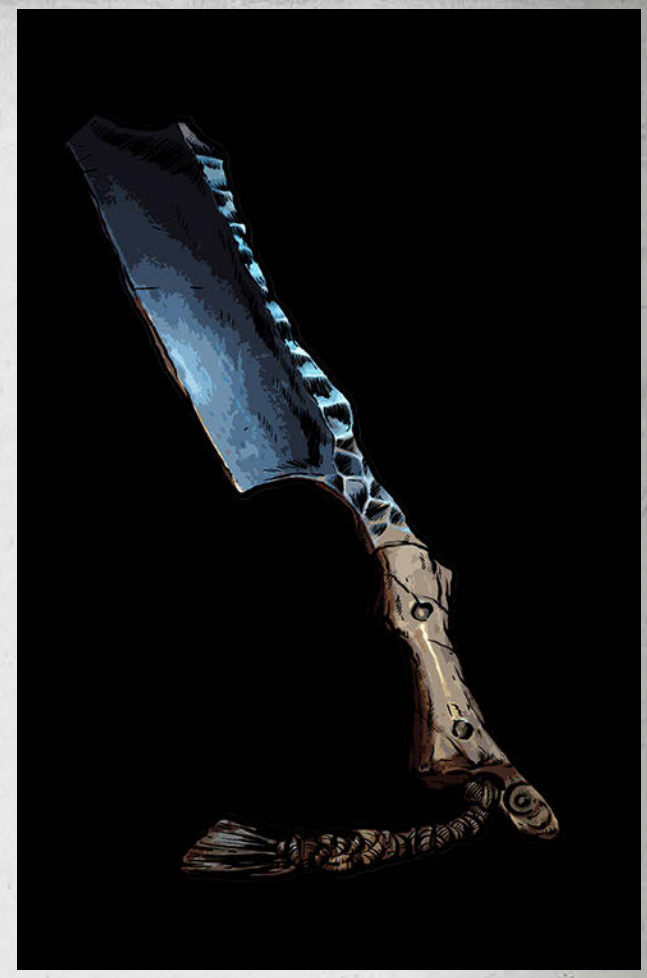
TREASURES - 1 - Levels 1-5
215 pp, 346 gp, 678 sp, 223 cp
2 Ivory Caryatid Column Replica Statuettes worth 100 gp apiece.
WAND OF ILLUMINATION (16 charges)

TREASURES - 2 - Levels 6-10
360 pp, 555 gp, 878 sp, 303 cp
2 Ivory Caryatid Column Replica Statuettes worth 200 gp apiece.
WAND OF LIGHTNING (24 charges)

TREASURES - 3 - Levels 11-15
444 pp, 667 gp, 1,020 sp, 410 cp
3 Ivory Caryatid Column Replica Statuettes worth 350 gp apiece.
WAND OF FIRE (33 charges)

TREASURES - 4 - Levels 16-20
616 pp, 1,280 gp, 1,500 sp, 661 cp
4 Ivory Caryatid Column Replica Statuettes worth 500 gp apiece.
WAND OF LIGHTNING (24 charges)
WAND OF FIRE (33 charges)





NOTES - ***The DM/GM may also choose for several of the mortuary drawers to burst open*** on his command. Zombies and/or other forms of undead of the DM/GM's choosing may then join in on this bloody climactic battle.

AFTERWORD - This concludes the adventure **MR. SLICE.** DARK BY DEZIGN hopes that you and your players have enjoyed this dark, short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN.**

Have a lovely evening...





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