

ToKi(Ti)Mo 3

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Anyetta The Many Eyes

Anyetta The Many Eyes Transformed

Bonegut the Stone Fisted

ACT 1: Journey to Overton

Part 1: Mahudar Kosopske's Tower

When the previous adventure ended, the players had just returned from the goblin village with the special tree branch the gnomish wizard would need in order to ward the town of Honon against fire. He allowed them to stay the night, and to drink from his curative fountain to restore their health. The game will begin the following morning.

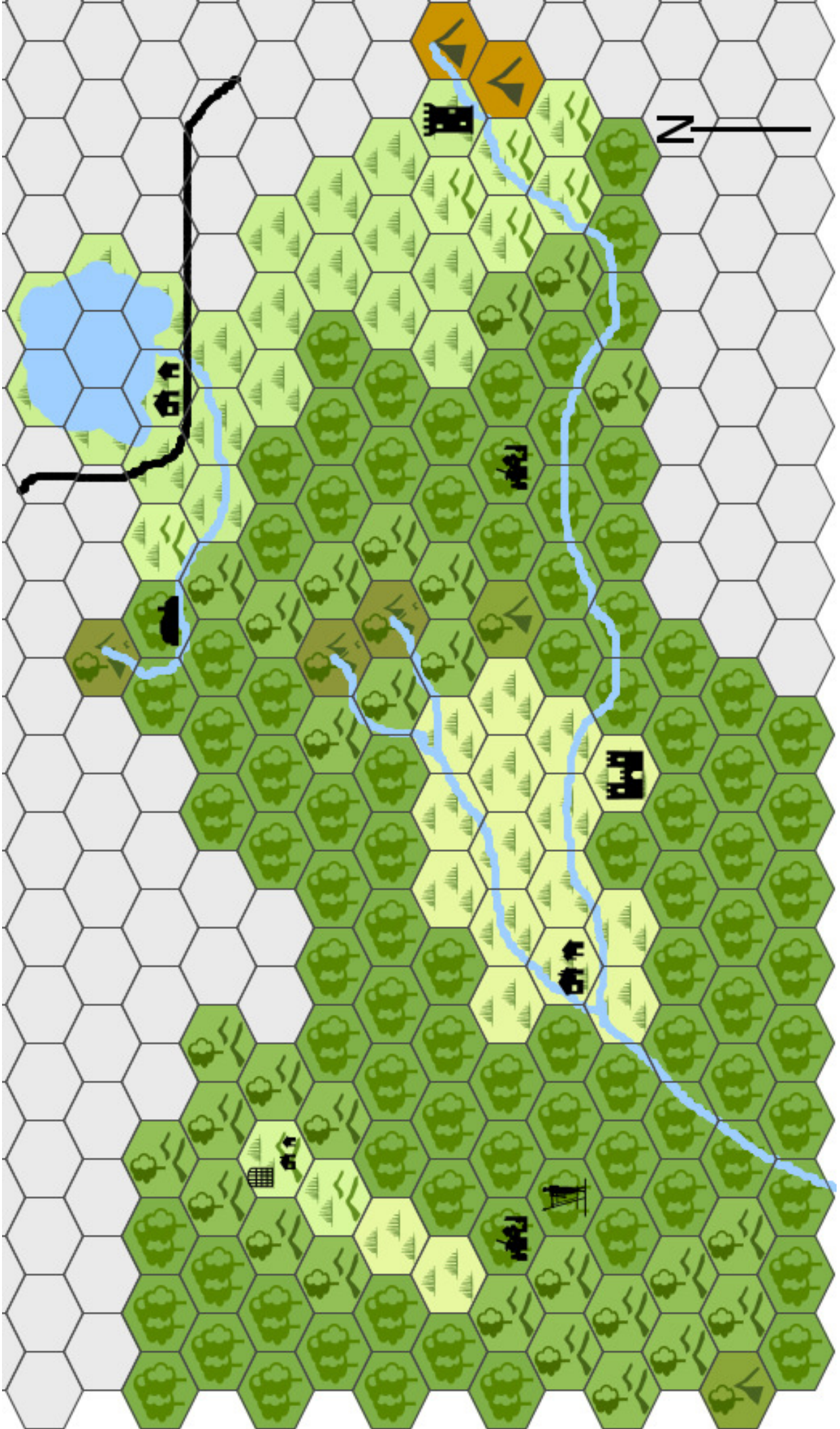
In the morning, Mahudar is eager to begin his journey to Honon. He ushers the players out of his tower. As he locks the tower, he asks the players if they have any pressing engagements. Assuming they say no, he asks them if they would like to do some work for him. If they agree, read the following text.

"There is an artifact--a small golden orb--which I would like you to retrieve. It's an item of great importance to the gnomish peoples, but is hidden deep within an underground keep which is warded against our entry. Despite my best efforts, I was never able to dispel them. You lot seem to be trustworthy folk, and as humans the wards would have no effect on you. If you would retrieve this artifact for me, I would reward you handsomely."

- He intends to pay each party member 200 gold for their trouble, and will allow them to keep or sell anything they find. If the players Haggle, Mahudar offers only moderate resistance. We still want to encourage haggling. He will go no higher than 400 gold pieces.
- If the players do not mention it themselves, Mahudar offers them 4 days rations, which he pulls from his bag of holding. In the future, rations should be up to the players, but I haven't been strict about ration tracking in the past, so they should not be punished for not thinking of it this time.
- Since Mahudar used "teleport" in the last game, they may ask for one. He has not prepared it that day, and he must begin his travels to Honon immediately, so unless they wish to accompany him that far, he cannot help them. If they press, he will require payment for the spell (8,000 gold).

When the players ask how to get there, read the following text.

"You will first need to travel to Overton. Two miles south of my tower is the river Bynt. Follow its northern bank through the forest. Overton is built where the Bynt meets the mighty River Yosregal. Your journey should take no more than four days time if you don't stray. In Overton you can rest and resupply. Once you are ready, seek out the man known as Geary Therman, and ask him to direct you to Ursnol, a gnomish settlement a few days travel from Overton. In Ursnol, you will have no trouble finding a guide to lead you the rest of the way to the dungeon entrance. After that, you will be on your own."



Part 2: Hex Crawl

The area between Mahudar Kosopske's Tower and Overton has long been the domain of a tribe of Gnolls, known as The Spotted Bull tribe, which is led by a minotaur named Korakus. Recently, an evil Wizard named Dheef Gason moved into a nearby dungeon. He has been using unholy magics to merge captured Gnolls with his Ogre servants. He sets the twisted abominations free in the forest, and they have gathered into a loose society, directing their rage at anyone they find.

While winding through the hilly hexes, the river is at the bottom of steep hills on both sides. This makes it a great place for an ambush if combat is rolled. This first leg of the journey will work off one encounter table for the hills, forest, and plains hexes.

Remember to track the character's food closely. Also track their movement (they should have 24 movement points if they do not attempt to acquire a mount.) Lastly, make sure Rosco (the ranger) roll survival to avoid getting lost, in accordance with this table:

Terrain	Examples	Movement Cost	Becoming Lost
Easy	road	4	No Check
Average	clear, city, grasslands, trail*	6	Survival DC: 10
Moderate	forest, hills, desert, badlands	8	Survival DC: 15
Difficult	mountains, jungle, swamp	12	Survival DC: 20

Weather: Day 1 is Cloudy and Windy, Day 2 is Rainy and Windy, Day 3 is Rainy, Day 4 is Sunny, Day 5 is Sunny, Day 6 is Cloudy, Day 7 is Sunny

Time Tracking: This is the first game in which we will be tracking time. For simplicity's sake, the adventure will start on the *first day, of the first month, of the 3999th year of the common era*. Day, Week, and Month names can be determined at a later date, but start keeping track now of how many days have passed.

Kobold Adventuring Party: In the first adventure, the players attacked a Kobold encampment. Despite being given an opportunity to negotiate, they attacked. 6 survivors, separated from their clan, have vowed vengeance on the party. They are stalking them. They will not attack the players outright, as they have not yet become powerful enough. However, they do attempt to lay deadly traps along the party's suspected paths.

Undead: A lich named Erstic Von Kolt lives not too terribly far from here, though he is not along the projected hex path. Years ago, while he was still alive, he passed through this area and created a number of undead goblins. He's long since forgotten about them, and they roam aimlessly now. If the players investigate the undead, they might discover a distinctive mark on all of their chests. Showing that mark to anyone in a leadership role will get the players some basic information on the lich.

Part 2 Subsection A: Random Encounters

Each day, roll twice. Once for the morning, once for the evening. Roll a third time for the evening, but only accept results which have mobility (such as monsters). All other results for the nighttime roll should be considered "Nothing of particular interest occurs."

<p>1-10: Nothing of particular interest occurs. 11-12: Interesting Location 13-19: Monster or Trap 20: Side Quest</p>	
<p>Interesting Locations 1-5 Abandoned Hut. 6-11 Hermit's Cave (Religious Sage) 12-14 Solitary wizard's tower. 15-19 Dwarf living deep in the forest, operating a smithy with two gnomish apprentices 20 The Gnoll village</p>	<p>Monsters or Traps 1-10 An impromptu trap set by the Kobolds which are stalking the characters. Re-roll if rolled at night. 11-12 One Gnoll (Bestiary 1, pg. 155) 13-14 Two Gnolls (Bestiary 1, pg. 155) 15-16 One Ogrekin (Bestiary 2, pg. 204) 17-18 One Worg (Bestiary 1, pg 280) 19 Four Goblin Zombies (Bestiary 1, pg. 288, HP: 8, Speed: 20) 20 An Ogre (Bestiary 1, pg. 220)</p>
<p>Side Quest 1-5: Roll perception check (DC: 14) to notice some stone steps leading down into a dungeon. Dungeon is 5 floors deep. 1st floor is level 1 creatures, 2nd floor is level 2 creatures, and so forth. Dungeon should be randomly generated. 6-10: Players stumble across Feast at Ravenmore town. 11-20: Players encounter 10 goblin zombies. Zombies are branded with the mark of the cult of Vecna (Knowledge(Religion) check DC: 12)</p>	

Monsters: When rolling a monster, use Trollsmyth's purpose chart. 2d4 for bestial monsters, 1d10 for intelligent monsters:

1. Diplomacy
2. Patrolling Territory
3. Hurt
4. Horny
5. Hungry
6. Napping
7. Fighting (Roll again to see which creatures it is fighting.)
8. Home
9. Raiding
10. Art

Kobold Traps

1. 10ft deep pits. Perception DC: 16
2. Trip wires onto leaf-covered sharp sticks. Perception DC: 17, Attack +8, 1d6 damage.
3. Snare. Perception DC: 18. Failure causes characters to be pulled up 10ft off the ground.
4. Falling tree. Reflex save DC: 14 or be hit for 4d6 bludgeoning damage, and be trapped under the tree until you can be rescued.

Part 2 Subsection B: Fixed Locations

Garok Torar

This dungeon is represented by a dungeon icon in the center of the forest, one hex north of the river, and two hexes east of the large mountain. Parties entering this hex have a 10% chance to encounter this location.

Garok Torar is a collection of ruins in a large clearing. Made of blue-white stone, the ruins are heavily overgrown now, and no structure save one rises above the first floor--or even has a roof. In the center of the ruins, however, is a larger building. A stairway leads up to the large double-doored entrance--though the doors are long gone. Within appears to be some manner of courthouse, or other official building. In the large central room, an ornate staircase winds downwards.

The staircase leads to the first sub level of a 3-level dungeon. This is where the wizard Dheef Gason has taken up residence. His ogre minions can be commonly encountered throughout all of Garok Torar.

Mount Suvisar

The tallest mountain in the region is located near the western edge of the forest, next to the clearing where Overton can be found. The mountain is heavily forested. It is a little known fact that this is where the roost of Kolgoth'Ronnomaktar The Red can be found.

Castle Nalew

This mega dungeon extends 6 levels above ground level, and 15 levels underground, ending in entrances to the underdark. However, it is currently sealed up tight, and none know how to enter it. It can be found on the southern edge of the Overton fields. Locals know of it, but none have ever been within its walls.

Part 3: Overton

CN Large Town (Population: 3k; 98% Human, 2% Half Elf, 1 Gnoll) Government: Mayor

Basic Info

Overton is built at the joining of two rivers. The town subsists primarily as a fishing village, but also serves as the central hub for the many frontiersmen who live and work in the nearby forest. It also trades with the gnoll and elvish tribes which live there. The people are generally friendly and honest, but hard from a life in the wilderness. The town's official patron deity is Obad-Hai, but the town's population is not particularly devout.

Services Available

Carpenter, Butcher, Blacksmith, Small temple (Obad-Hai), Brothel ("The Comely Castle"), Alchemist's Shop ("The Crimson Elixir"), Stable (6 horses for sale, left by previous adventuring party who didn't come back), General Store, river transport, tavern/Inn, leatherworker, tanner.
Town's Total Purchasing: 4k gold

Notable NPCs

Geary Therman - The town's mayor. A broad-shouldered huntsman with graying temples. Highly respected, always willing to do manual labor, and to help those in need, even outsiders. Tends to be anywhere he's needed within the town. When the players ask for him, he's on the docks talking to Ester Thomas about fur prices.

Hyerman Devon - Manager of the general store. One of the scrawniest men in Overton, but polite and willing to haggle. Sticker price is a few gold more than normal costs.

Old Berman - The high priest at the temple of Obad-Hai. Able to cast 4th level spells. Is not very friendly to those who do not follow his god. Will help for a hefty price, unless anyone offends him or his nature deity.

Melina Ayvon - Wizard in charge of the alchemist's shop. Sells a variety of concoctions, and able to sell 2nd level spells for a fee. Acts more like a wheedling salesperson than a scholarly wizard. If the players seem capable, she might ask them if they want to find a rare herb for her

Anita Whyk - Half-elven Madam at the Comely Castle. Works as an information broker on the side. Advanced in age now, she still cuts a dashing figure, but does not work herself. She's protective of the sex workers she employs. She's a little distracted because one of her girls is missing. (Detective sidequest. she was taken by Gnolls. will be dead by day 7)

Ester Thomas - Ferry captain. A six-and-a-half foot tall woman with beefy arms and a bellowing laugh. She can be brutish and rude, but she's much smarter than she lets on. She and her sailors are spending a week at rest in Overton whilst they wait for a delivery of animal furs to take south.

Bittereye - Geary Therman's old hunting companion, a gnoll whose tribe is no more. He helps barter with the nearby gnoll tribes, and serves as an enforcer for the town guard when they need some extra muscle. Doesn't want players help locating missing brothel girl.

When the players eventually seek out Geary Therman, he's only too happy to direct them where they need to go. Read the following text:

"Well, easy way is ta cross th' river here, and hoof it due west until you reach The Forest Queen--that's a big hulkin' statue of an elf lady. Can't miss it. From her, ye can go north until ye reach th' grasslands. Follow them nor-east. Iffun ye reach the forest's edge, ye've gone too far."

ACT 2: Journey to Ursnol

Part 4: Second Hex Crawl

This part of the forest contains a number of truly ancient elven ruins. Made of a blue and white stone (not unlike Garok Torar, if the players encountered that earlier), and are so ancient that no living mortal knows their original purpose, though the depictions of elves found throughout strongly indicate that they are elven in origin. The local elven conclave wishes to preserve and study these monuments, but are challenged in this by a powerful tribe of Orcs, known as the Bloodfist. The orcs are far more numerous than the elves, and claim the ruins as their home. The elves are standoffish, and are not terribly happy about humans in their forests, but they recognize humans as allies. Bloodfist orcs attack on sight. Continue to use the time tracking and hex crawl information found in Act 1; Part 2.

Part 4 Subsection A: Random Encounters

1-10: Nothing of particular interest occurs. 11-14: Interesting Location 15-19: Monster or Trap 20: Side Quest	
Interesting Locations 1-2 Small overgrown religious temple. 1d4 Orcs. 3-5 A handful of small stone buildings. 1d4 Orcs. 6-8 An uninhabited ruin of several small buildings 9-11 A largely intact tower. (25% chance elf controlled, 75% chance orc controlled) 12-15 An archway which looks as though it may once have served a ceremonial purpose. (faint Aura of conjuration if scanned.) 16-19 A large grouping of ruins, inhabited by many orcs. 20 A large grouping of ruins, protected by elves.	Monsters or Traps 1-5 Kobold Trap (see above)(Re-roll at night) 6-9 Band of 3 Elves on patrol. (MM Pg. 102) 10-14 Band of 1d3 Orcs. (Bestiary Pg. 222) 15 Shocker Lizard (Near pond)(Bestiary Pg. 248) 16-17 Band of 1d6+1 Orcs 18-19 1d3 Goblin Skeletons (Bestiary Pg. 250, Speed 20) 20 A Hill Giant (Bestiary Pg. 150)
Side Quests Elves ask the players to accompany them to their village, where their king beseeches the players to remove the orcs from a largely intact library which might provide unparalleled insight into the ruin's origins.	

Part 4 Subsection B: Fixed Locations

The Forest Queen

This 100ft tall statue rests in a large clearing, and towers above the treeline. The lovingly carved blue-white marble depicts an elven woman in an elegant gown. In her left arm, she grips twelve arrows against her stomach. The time since the statue was built--no doubt thousands upon thousands of years--has not been kind. Her right arm lies on the ground beside her, and what looks to be the hilt of a sword is clutched in her once-outstretched hand.

Part 5: Ursnol

CN Small Town(Population: 400; 100% Gnome) Government: elder's council.

Basic Info

Ursnol is a small gnomish village. Two hundred years ago, when the tomb of Bonegut the Stone Fisted was built as a shrine to the ogre's victory over his gnomish enemies, Ursnol was founded to watch over the tomb, in the hopes that the anti-gnome curse upon it would weaken. As yet, no such luck. The gnomes maintain a sizable orchard for food, and are expert trappers. Mahudar Kosopske was born here, but left to become an adventurer.

Services Available

Carpenter, Butcher, Blacksmith, Wizard's Shop ("Elusivity"), General Store, tavern/Inn, leatherworker, tanner.

Town's Total Purchasing: 800 gold normally. 10k gold for gnomish artifacts. 10k will essentially bankrupt the town, but it will be worth it to recover artifacts from the deeps.

Notable NPCs

Hyarah Faebryn The eldest of the town's elders, she was a standard bearer at the Battle of Stonefist's Peak, where King Teloron was slain. She's the only one to remember those days, and will assist the players in any way she can to recover his remains--and will be vicious in her vengeance if they try to keep any of the artifacts for themselves.

Jindly Faebryn Hyarah's granddaughter, Jindly is a young gnome girl of 12 years. She's adventurous, and discreetly follows the players through town to try and learn about them. Her parents are named Yarmah (Hyarah's daughter), and Tarol. If the players talk to her at all, then when they leave she asks them to take her along.

Baeorn The Devilgrin Ursnol is too small to support a force of guards the way Overton does, so it has Baeorn. A third level rogue, Baeorn is a little unstable and violence prone, but he is loyal to Hyarah and to his fellow gnomes, and leads them in battle whenever the time comes.

Gaelek Shen Another of the elders, Gaelek is Ursnol's loremaster. He can recount for the players the history of King Teloron, the Battle of Stonefist's Peak, who Bonegut the Stonefisted was, and the various attempts to recover the lost artifacts within the crypt.

Ermgon Wortle A trapper of great skill. Not only does he catch the most animals in town, but he placed a number of larger traps around the entrance to the crypt to protect it from thieves. He will serve as guide to the players on their way to the dungeon.

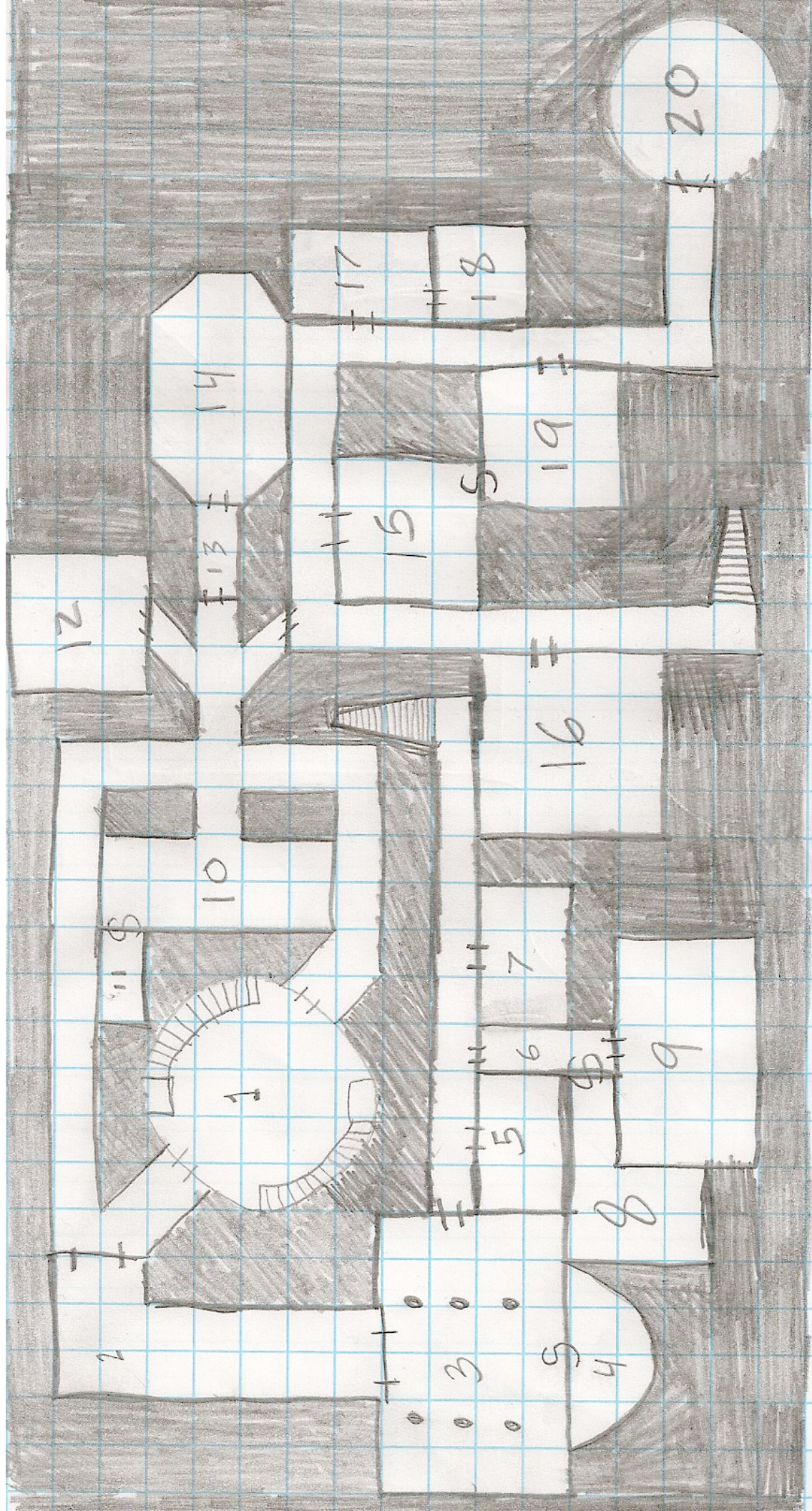
Merret Drakinon The only member of the community whose ancestry cannot be traced to the servants of King Teloron, Merret is a level 8 Wizard and master illusionist. He is actually a lawful evil Deep Gnome, using illusions to appear to be a surface gnome. As soon as possible, he will take the players aside, and offer them 1000 gold pieces for The Book of Misdirections, which should be withing the tomb. Runs the shop "Elusivity."

ACT 3: Crypt of Bonegut the Stone Fisted

Bonegut the Stone Fisted was an Ogre who lived about 250 years ago. While raiding a gnomish settlement for food and loot, Bonegut's brother and mate were slain when the knights of king Teloron intervened. Bonegut swore revenge, and assembled a mighty army of any creature who suffered under the order and justice of the gnomish king. They waged war for two years against the gnomes and their dwarven allies, until Bonegut drew his foe into a trap at Stonefist peak. There a mighty battle was fought, and Bonegut emerged victorious. He took many dwarfs and gnomes as slaves, and forced them to build a crypt where he would keep the many gnomish treasures he had stolen. He then had his mightiest wizards cast a powerful enchantment on the entrance to the crypt to keep any gnome from ever being able to enter it. When Bonegut was near death, he descended into the crypt, telling his followers he wished to die surrounded by the trappings of his great victory.

Part 6: Entering the Dungeon

In a small clearing there is a circular depression in the ground, 20ft deep, with stone sides to keep the earth from sliding in. Two stone staircases descend into the pit, the bottom of which is covered in forest underbrush, with a single large tree growing in the center, and rising high above the edges of the pit. In the northeast and southeast sections of the room are statues of girthy giants, each with a doorway opening between their legs. These doors are warded against gnomes, and cannot be entered by them.



Part 6: Crypt of Bonegut Sublevel 1: Spiders

The first level of the crypt has been usurped by a level 5 Sorceress named Anyetta of the Many Eyes. She feels a great kinship towards spiders, and seeks to imbue herself with their power. She has filled the first level of the crypt with Giant Spiders (Pathfinder Bestiary 258) which she controls, and is hard at work in her laboratory concocting a spell which will empower her. The players may bypass her if they wish, but she will complete her spell 2 hours after the players enter the dungeon. Use a D12 to track her progress in 10 minute increments.

Every Room: 50% chance of 1d4 giant spiders present.

Halls: The hallways are dark and constructed of stone. The doors are simple and wooden. Roots and dirt have made their way into the structure. Roll 1d4 anytime the players enter a hallway. A 1 indicates that the characters encounter a giant web, Perception DC: 12 to notice. If they run into it they are stuck for 3 rounds. A giant spider shows up 1d4 + 1 rounds after the web is encountered.

(2) This long, wide hallway is filled with the very faint noises of battle. There are statues of gnomes here, all of which are posed to look like they are running away from something in the room at the far end of the hallway, (3). Many statues now have webs between them. The double doors there are unhinged, and characters can see into it if their light source reaches far enough. If a dispel, or "stone to flesh" spell is cast upon the gnomes, it is revealed that they are in fact real gnomes, turned to stone.

(3) The room is a statuesque battleground--literally. The room is filled with statues of gnomes doing battle with, and being routed by, three Hill Giants. A gnome statue in fine armor (not a real gnome) cowers before the largest of the ogres. Knowledge (History) check (DC: 20) reveals this to be a depiction of the Battle of Stonefist Peak. Search check DC: 13 will reveal a seam around the cowering gnome's neck. Turning the head to face backwards causes a seam to appear in the back wall of the room. This leads to (4).

(4) A single chest rests in the back of the room. It has a needle trap on it [Search DC: 15, Disable Device: 15. Attack +2 (1d4 + 2 damage)]. It contains:

132 Gold Pieces, one pair of black leather gloves with a small ruby inlaid on the back (Sleight of Hand +2), One finely crafted shortsword (+1), 2 Vials of Blood in a small gilded box (Demon's Blood), 3 small paintings of Gnomish origins (100gp each), a small platinum statue of a gnome warrior with ruby blood on his sword (200gp)

(5) This room is filled with hundreds of melon-sized eggs suspended in giant webs. If the players look away from the door, the Giant Spider in the room makes a stealth check and attempts to spin a web in front of the door. Once it does, it attacks. It does not kill, hoping to give the food to its babies.

(6) A 5x15ft hallway. The center 5x5 square is a 15ft deep pit trap which deals 1d6 damage. Reflex save DC: 15. Pit is small enough for the characters to jump over without a check. A passive perception check will allow the players to notice that the webbing is particularly thick over one segment of wall. If the players clear this away, they will reveal the hidden door.

(7) A number of large, waist high stone slabs fill this room. On each rests the dusty corpse of a long-dead dwarf. Closer inspection will reveal that each dwarf was chained to their slab, and probably starved to death. If the party chooses to examine the bodies of the dwarfs, then a search check (DC: 14) will reveal that under one of the dwarf's bodies is a small alcove where a box rests. This box contains an architectural diagram of the Crypt of Bonegut the Stonefisted

(8) Part of the south wall of this room has collapsed. Loose stones cover the floor. Roots worm their way through the dirt. A chest rests in the center of the room. The chest is not trapped, however, as items are removed from the chest, the bottom of the chest rises on springs. If it has risen even slightly, the door will no longer open, and the players will be unable to leave. The chest contains:

100 gold pieces, An exquisitely crafted rug (worth 150gp to the gnomes), A small stick with a ruby inlaid on the tip (Wand of Fireball, 3 charges remaining), 3 glass bottles of a blue-ish liquid (potions of cure moderate wounds (2d8)), a number of simple—but stylized—rings, necklaces, and brooches made of copper (collectively worth 75gp to the gnomes), One ring of silver with a yellow glass band wrapping around the outside edge (Ring of Protection +1)

(9) A stone slab dominates the room. Atop it lies the skeletal remains of what appears to be an orc, covered in cobwebs and dust. A plaque on the slab reads “Here lies Karuk, right hand of the Stone Fist.” The ground surrounding Karuk is covered with treasure! Coins, tapestries, even some remarkable looking weapons and armor. If any of the treasure is taken from the room, then Karuk arises 15 minutes later, and begins hunting the characters. His stats can be found at the end of this document. Items on the floor include:

300 gold pieces, a dagger with a curved blade made of green metal (+2 dagger), four rolled up tapestries (50gp each), Two suits of finely crafted full plate armor (masterwork, worth 1800gp each), a heavy tweed robe of blue and silver (+1 deflection enchantment), and ten glass vials with a blue liquid in it (Potions of Cure Moderate Wounds)

(10) The room is bare, save for the webs covering much of the walls. There appear to be a number of dead husks of humans and orcs hanging from the webs here. Characters who succeed at a DC: 21 perception discover the seams in the back wall, and can push the wall in with a STR check of 15 to reveal the entrance to room (11)

(11) This alcove contains a battered set of equipment. Armor, weapons, even a cape. Close inspection reveals them to be of exceptionally fine craftsmanship, though they are gnome sized and unusable by any of the players. These are the armaments of King Teloron. The gnomes will pay any amount they can scrape together to get these items back, but they will negotiate hard to get them for 2k gold.

Rusted longsword, tarnished suit of full plate, tattered cloak, dented helm, battered iron shield.

(12) The door to this room is locked, and requires a disable device check DC: 20 to open. Within is a heaping mound of treasure! Gold pieces piled waist-high in the center of the room. There must be 100,000 pieces at least! This pile of treasure is illusory. It will vanish immediately when the character leaves the room. (Perception check DC 15 to notice the loss of weight.) Characters who scrutinize the pile of treasure receive a will save (DC 17) to disbelieve it. Characters who experiment and witness the gold disappearing with their own eyes can disbelieve automatically. Once the illusion is disbelieved, a pedestal holding the Book of Misdirections is revealed. This book contains several powerful illusion spells useful to a wizard.

(13) There are mirrors on either side of this small hallway, allowing characters to see themselves reflected infinitely.

(14) The center of the room is dominated by an almost impossibly elaborate magic circle. Around the walls of the room are tables filled with papers, and bottles. Bookshelves are scattered around, and an elaborate alchemical laboratory fills the rear of the room. This is the lair of Anyetta the Many Eyes, a sorceress with a close bond to spiders. Depending on how long it has been since the players entered the dungeon she may be in different stages. For the first two hours, she is casting the spell which will transform her. For 20 minutes after that, she is undergoing a painful transformation. After that, she goes to sleep, and will rest from her exertions for at least a day unless disturbed. See the end of this document for stats on her forms. None of the books or alchemical items in the room are relevant to the players, unless they wish to undergo the transformation themselves. If Anyetta is defeated, the chance of a room containing aggressive spiders is reduced to 10%, and players should frequently see spiders which seem confused or dead.

(15) This appears to be Anyetta's living space. A simple bed, a washbasin, and some personal amenities can be found here. A thorough search (perception DC 16) will reveal 15 gold pieces. There are a number of changes of clothes here, and several creature comforts, including a few novels. A perception check (DC: 25) will allow players to notice that the back of her armoire is on a hinge. This secret door leads to room (19). Under the pillow of the bed, the players can find a journal, where Anyetta recorded her experiences within the dungeon. Most of the journal reveals little of interest, but this is what the players can learn:

- Anyetta is a sorceress who focuses on transmutation spells, and hopes to remake herself in the image of a spider.
- She attempted to conquer the second sublevel of the dungeon as well as the first, but the undead there drove her out immediately after she stepped off the staircase.
- She thinks there's something odd about the statues on the far side of the dungeon from her laboratory.
- She plans to test her new abilities as a the Lady of Spiders by slaughtering the people of Ursnol.

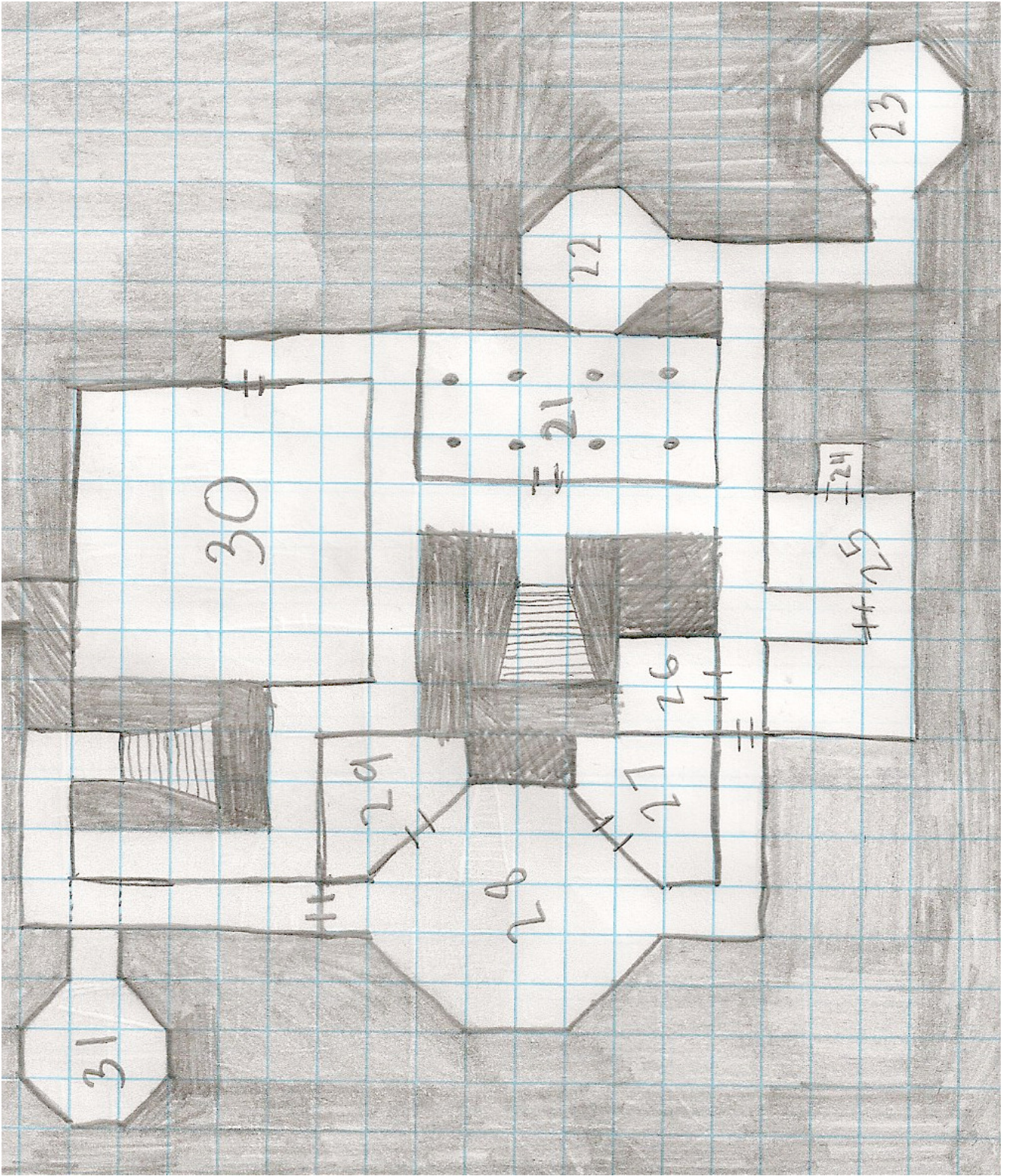
(16) A disturbing array of torture equipment fills this room. Everything from racks, to thumbscrews, to iron maidens, to devices whose function is not readily apparent. A handful of dusty skeletons appear to have been left here to die whilst in the midst of being torture.

(17) Though covered in webs and filled with egg sacks, this room appears to have been a kitchen once upon a time.

(18) Some manner of permanent spell of cold has been cast upon this room, where you discover the most disturbing sight you've seen in this accursed place: dozens of gnomes, dead, but preserved by the cold. Each is suspended by a hook which is chained to the ceiling.

(19) This is one of the few rooms which seems untouched by the omnipresent spider webs. Instead, books fill this room. Piled haphazardly all around the floor, there must be well over a thousand books here. There is a 50% chance that whatever subject the players wish to research can be found here. Nothing here covers any subject more recent than 200 years old.

(20) This room is dominated by a large cage, which contains a young gold dragon. The dragon was imprisoned by Anyetta because she believed she could create spiders with all the intelligence and power of dragons. She performed despicable experiments on the dragon. If the players release him, he will flee, but not before casting a healing spell upon them, as well as casting a spell which will allow each of them to strike true in time of need. (Auto-crit, no attack roll, must be used in 24 hours)



Part 7: Crypt of Bonegut Sublevel 2: Ghosts

No one knows that Bonegut is still alive. He is weak from living so long beyond the normal lifespan of an Ogre, but the gnomish artifact he covets keeps him from death. He rests now, sitting on his throne in room (30), enjoying the suffering of the gnomish spirits about him. Every room and hallway is filled with gray gnomish ghosts, shuffling about with nooses around their neck. Whenever they speak, only complete gibberish comes out.

(21) Eight pillars are the distinguishing feature of this otherwise relatively bare room. Each pillar depicts either a gnome or an ogre. On one side, the creature is swinging a weapon triumphantly, on the other it is wounded and dying. The pillars can be turned freely. If they are turned so that the gnomes are winning, or so the fight is even, acid begins to spray from the pillars, dealing 1d6 damage per round to anyone within the room. If they are turned so that the ogres are always victorious, and facing a wounded gnome, then a trap door in the center of the room slides aside. There is a small chest within which can be pulled free. It contains:

206 gold pieces, 4 red arrows (+1d6 fire damage), a golden ring with a spring set in it (Ring of Jumping +10), and a finely crafted miniature harp made of mahogany and gilded with gold (worth 100gp)

(22) Three orc skeletons rest in open coffins in this room. If the players enter, they immediately sit up and attack. The stats for Skeletons can be found on page 250 of the Pathfinder Bestiary. If the players enter room 23 first, these skeletons awaken and begin moving towards room 23.

(23) Three orc skeletons rest in open coffins in this room. If the players enter, they immediately sit up and attack. The stats for Skeletons can be found on page 250 of the Pathfinder Bestiary. If the players enter room 22 first, these skeletons awaken and begin moving towards room 22.

(24) A statue of a robed and skeletal human holds a large dish in outstretched arms, with treasure piled atop it! The pile contains:

80 gold pieces, 2 emeralds (30gp each), a rapier with a silver blade flecked with gold (Radiant weapon, +3 against undead), a hat made of green silk, adorned with a purple ribbon (non magical, but worth 20gp to the gnomes)

(25) As characters enter this room, they are greeted by an elaborate mural of an Ogre mourning the deaths of two other ogres, and then swearing vengeance, and raising an army. In the western side of the room, there is a massive scale. In it are statues of two dead ogres which are too heavy to move (STR check DC 25) and which cause the scale to touch the floor. In the east side of the room is the other side of the scale, this one empty, and high off the ground. If this scale is lowered, the door to room (24) appears. The party can lower it by adding sufficient weight, to it, such as the weight of 3 party member, or the bodies of gnomes from across the hall. The door is locked, however, and requires a DC: 20 lockpicking check to open.

(26) A pit dominates the center of this room, filled with the long-dead bodies of dozens of gnomes. The walls of the room have had the word "Keelardok" scribbled on it in dark brown over and over. Those with the requisite proficiency can identify this as the Ogre word for "Justice," or more literally, "Revenge."

(27) A ghoul (Bestiary page 146) may be found in this room if it has not yet been released by touching the golden orb in room 28. The room is bare, covered in bones and blood, with not a scrap of meat left on any bone. The ghoul must have been in here for centuries, starving. Searching through the bones reveals nothing of interest.

(28) The northern door to this room is trapped. Any haphazard attempt to open it will cause a gout of flame to erupt from the door's handle, dealing 1d4 + 1 fire damage to whoever was standing there. Reflex DC: 18 for half. A very fine purple carpet covers the floor in this room, and a few tapestries depicting pleasant scenes, such as spring days, hang high on the wall. (Worth 30gp each). The room is illuminated by a bright glowing ball on a pedestal in the center. If this orb is removed from its pedestal, a pressure plate causes the doors to (27) and (29) (which are otherwise locked, DC: 20) to open. A ghoul emerges from each and attacks the party (Bestiary page 146) The orb itself is a fake. It's glass, and loses its glow when removed from the pedestal.

(29) A ghoul (Bestiary page 146) may be found in this room if it has not yet been released by touching the golden orb in room 28. The room is bare, covered in bones and blood, with not a scrap of meat left on any bone. The ghoul must have been in here for centuries, starving. Searching through the bones reveals a large war hammer with an obsidian stone set in the center.

Two Handed Warhammer +1

(30) This room can only be opened with the key from room 31, or with a DC 22 disable device check. This is the largest room the players have encountered in the instance. On the north and south walls (right and left) are statues of three Ogres and one Orc. Each holds a different weapon aloft, supporting the ceiling of the room as it comes to a point in the center. At the far end of the room is a massive throne, and sitting upon it is an ogre. Old and withered, but with muscles which bulge as thick as a man's torso. And above the throne, set into it as a headpiece, is a golden, radiant orb. When the players enter the room, Bonegut is asleep. Read the following text (assuming they don't attempt to enter the room silently, in which case Bonegut remains asleep.)

At the sound of your entry, the Ogre's chin falls from his hand, and his eyes flutter open. He sees you, and tries to stand--though he does so with obvious difficulty. "What worm would seek audience with Bonegut the Stonefisted!?" he shouts, reaching beside his throne and taking an ogre-sized greataxe into his hands.

Behind the throne is a chest, where the players can find the following treasure:

400 gold pieces, eight black arrows (Heart-Seeking arrows, +5 to attack rolls, overcome arrow protection), a ring made of a curious red stone (1/day, a caster can *Maximize* a spell), A gray cloak (+4 to stealth when underground), and a painting of King Teloron with his father and grandfather (The gnomes value this painting at 1k gold)

(31) Magical light shines down on a statue of a mighty Ogre--Bonegut the Stonefisted, tearing the head from the gnome king, Teloron. Careful examination of the statues will reveal that Bonegut's statue has a hole in the left side of the chest. A block of ice fills the hole. If the ice is melted, it reveals a fist-sized key of iron.

Conclusion

Success / Failure

The primary goal of the adventure is to retrieve the golden orb from Bonegut's throne, while the secondary purpose is to get loot / recover lost gnomish artifacts. The latter goals can be more or less successful in various degrees, but retrieving the orb is the essential element to success.

The orb contains the bound soul of King Teleron, who has been unable to pass on to the afterlife for all these years. If the gnomes of Ursnol see it they will want it, but if they get it then the first person they'll contact is Mahudar Kosopske, so either way the orb will reach him, and he will release the spirit of the long dead king.

If the players fail to retrieve the orb, king Teleron remains trapped, and Mahudar is sad. He may ask them to return and retrieve it again at a later date. If the players can at least provide more information, such as that Bonegut is alive, or that they've killed Bonegut, Mahudar will be grateful to them, and may even pay them 10% of the agreed upon price.

Selling Loot

Much of the loot in the dungeon has no value to adventurers, but has great value to the gnomes of Ursnol. That cultural relevance is worth a lot. The listed price for any of the items found in the dungeon is only good for Ursnol, or with Mahudar Kosopske. Selling them anywhere else reduces their price by 75%.

Characters

Karuk

NE Medium Undead

Orc Skeleton

Init +7

DEFENSE

AC 19, Touch 12, flat footed 16 (+4 armor, +2 dex, +2 natural)

HP: 20

Fort +0, Ref + 4, Will +2

DR 5/bludgeoning; Immune Cold, Undeadtraits

OFFENSE

Speed: 35ft.

Melee: Greatsword +6 (2d6 + 3)

STATISTICS

STR 15, DEX 14, CON -, INT 6, WIS 12, CHA 18

BAB: +3, CMB: +5 (+2 when Bull Rushing), CMD: 17 (+2 v. Bull Rush)

FEATS: Improved Initiative, Improved Bull Rush

GEAR: +1 Greatsword, chain shirt, ornate golden necklace (20gp)

Karuk is a simple boss, smarter than the average skeleton, but still not very bright. He likes to bull rush opponents, then attack them against a wall. (5ft pushback, +5ft for each 5 by which the combat maneuver roll exceeds the opponent's CMD)

Anyetta The Many Eyes

CE Humanoid

Init +1

DEFENSE

AC 12, Touch 12, flat footed 11 (+1 dex, +1 natural)

HP: 28

Fort +3, Ref + 2, Will +8

OFFENSE

Spells prepared:

0 - (At Will) Mage hand, Message, Open/Close, Ray of Frost (1d3 dmg), Disrupt Undead, Read Magic

1 - (6/day) Shocking Grasp (Touch deals 4d6 electricity damage), Charm Person, Cause Fear

2 - (3/day) Spider Climb

STATISTICS

Str 9 (-1) **Dex** 12 (+1) **Con** 14 (+2) **Int** 16 (+3) **Wis** 15 (+2) **Cha** 17 (+3)

Base Atk +2; **CMB** +1; **CMD** 11

Feats Iron Will, Brew Potions

GEAR Amulet of Natural Armor +1, Wand of Magic Missile (50 charges), 100 gold pieces, mask with 8 diamonds in it, which allows her to see in any direction, and prevents flanking.

Anyetta The Many Eyes just wants to finish her spell. Whatever she can do to get the players to leave will be fine with her. If all she needs do is give them all her gold, she'll do it. If that won't work, she'll kill them. The dungeon's spiders will also come to help her. 1d2 spiders should enter the room every 1d6 rounds.

Anyetta The Many Eyes Transformed

CE Humanoid

Init +2

DEFENSE

AC 15, Touch 14, flat footed 12(+2 dex, +3 natural)

HP: 34

Fort +3, Ref + 2, Will +8

OFFENSE

Spells prepared:

0 - (At Will) Mage hand, Message, Open/Close, Ray of Frost (1d3 dmg), Disrupt Undead, Read Magic

1 - (6/day) Shocking Grasp (Touch deals 4d6 electricity damage), Charm Person, Cause Fear

2 - (3/day) Spider Climb

STATISTICS

Str 11 (+0) **Dex** 14 (+2) **Con** 14 (+2) **Int** 16 (+3) **Wis** 15 (+2) **Cha** 17 (+3)

Base Atk +2; **CMB** +2; **CMD** 13

Feats Iron Will, Brew Potions, Toughness

GEAR Amulet of Natural Armor +1, Wand of Magic Missile (50 charges), 100 gold pieces, mask with 8 diamonds in it, which allows her to see in any direction, and prevents flanking.

OTHER ABILITIES

-Able to climb walls as a spider does, using the 8 legs which have grown from her back

-Can spin web from her fingertips. Reflex save DC: 15 or become stuck in place for 3 rounds. Can be broken with a DC: 20 str check.

-Cannot be flanked, able to see in every direction.

Bonegut the Stone Fisted

CE Large Humanoid (Giant)

Init -2

DEFENSE

AC 16, Touch 7, flat footed 16 (+4 armor, -2 dex, +5 natural, -1 size)

HP: 30

Fort +6, Ref + 4, Will +3

OFFENSE

Speed: 40ft.

Melee: Greataxe +5 (3d6 + 2)

Space 10ft; Reach 10ft;

STATISTICS

STR 14, DEX 6, CON 15, INT 13, WIS 15, CHA 12

BAB: +3, CMB: +5, CMD: 13

FEATS: Iron Will, Toughness

GEAR: +3 Greataxe

Bonegut is old, and weaker than he was in his prime. He tries to make up with this by using his larger size to his tactical advantage. A favorite attack of his is to strike the ground. his axe causes any adjacent floor stones to flip up, requiring anyone standing on those stones to perform a reflex save (DC: 16) or fall prone.