

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

DARK-ONE



THE BOOK OF DARK SECRETS

STEAL THE PLANS



CREDITS ~ D&D 5E

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WHAT IS A BODS SHORT ADVENTURE?

WHAT IS A BOOK OF DARK SECRETS SHORT ADVENTURE?

A **BOOK OF DARK SECRETS** Short Adventure is a 5e and Pathfinder-compatible adventure with actual content ranging anywhere between 5-25 pages that takes place in a single location.

Oftentimes these adventures can be inserted in almost any campaign and were created to add a slightly darker tone and feel to regular campaigns. If your players are finding themselves just a bit disenchanted with the same campaign type, these are where these adventures come in!

Dual-statted for 5e and Pathfinder, this stat system is short and sweet and to the point. There is not enough room for stats taking up two whole pages or more. Just enough information is given as a color-coded quick reference. In other words, these stats blocks follow the rules, but do not look exactly like the stat blocks you are used to. If this is disturbing to you somehow, then this short adventure anthology is not for you.

These adventures are for PC levels between 1-20. We ask that the DM/GM read the entire adventure before springing these gems upon your prey, er, I mean party. There will be adaptations often required to provide a challenging but far from impossible short adventure that is rewarding, fun, and memorable for the DM/GM's as well as all of the players.

WHO IS THIS PUBLICATION FOR?

Any of the **20 BOOK OF DARK SECRETS** short adventures are for anyone that enjoys 5e and/or Pathfinder adventures. Since these are **SHORT ADVENTURES**, the technical specs and stats are minimal, allowing for these adventures to be enjoyed by both popular game systems. Due to the rules-light philosophy, these adventures will still be enjoyable for many other RPG systems.

WHO IS THIS PUBLICATION *NOT* FOR?

If you are set with a fixed format established by others, that is fine, but these stats are minimal and not meant to be fully-fleshed out. After all, it is a **SHORT ADVENTURE**. Many short adventure compilations have zero stats, which is also fine. These Book of Dark Secrets short adventures are for those that do not mind seeing stats that might not pertain to the game system of their choice.

So, if you are only content with the full stats you have been seeing, then pass this publication by.

HOW DO I USE THESE ADVENTURES?

If you are not opposed to doing a bit of pre-adventure "homework" and can creatively adapt the monsters and encounters to your particular campaign, then this can be a very versatile tool for virtually any fantasy RPG campaign.

These 20 Book of Dark Secrets short adventures vary greatly in look, tone, and feel. There are many different design styles, artworks, and writing styles. This is intentional. This is to be viewed as a **DIVERSE ANTHOLOGY**, but there are some standards that will be adhered to.

These 20 short adventures work with the dynamic of a mysterious adventurer supplying the party with information regarding these adventures. Each adventure will unfold with this mysterious figure, **MATIGAN BRENNAN**, sending them messages regarding suspicious or well-known hot spots for evil activity. Matigan will provide a brief adventure overview for the party explaining the intelligence he has gathered. He also sometimes offers tactical advice and how to proceed. He will seldom ask for any share of the treasure but may ask the party to retrieve an important artifact, magic item, weapon, or plans. Matigan's agenda is simple. Let the adventurers destroy as many of these evil outposts as possible, allowing them to

ADDITIONAL NOTES

keep any treasure and magic that they find.

This particular adventure, STEAL THE PLANS should be run first. The reason for this is to establish the dynamic between Matigan Brennan and the adventurers, how these adventures will be procured, and learning how to use the stat blocks.

The DM/GM is encouraged to use this (or omit) dynamic any way that he or she sees fit. You may wish for Matigan to meet the party at some point, or have him intervene if the party is getting totally destroyed. *The choices are all up to you.*

The other 19 short adventures can be played and enjoyed in any order, and a 2-page map has been supplied showing the locations of these 20 adventures, as well as the 10 safe houses that Matigan will inform the party of.

HOW DO I USE THESE STAT BLOCKS?

These stat blocks are unlike any that you have ever seen before. By no means were these created to disrupt the status quo. These are basic *indications* of which monsters, treasure, etc. the DM/GM can modify to their liking. Remember, what is published in this book are only suggestions. If you have better ideas, please use them. The main goal of these adventures is to provide a short, fill-in adventure to change things up and to enliven any campaign that might need it.

The stat blocks that are in **RED** (to the LEFT) are for **5e**. The stat blocks that are **BLUE** (to the RIGHT) are for **Pathfinder-compatible adventures**. We would like to point out that many (but not all) of the monsters selected share a basic PHYSICAL DESCRIPTION, but with each of these monsters having different Challenge Ratings, powers, strengths, etc. One example of this is using a “skeletal figure” for the DM/GM to then choose from either a Skeleton, Skeletal Warrior, Skeletal Champion, Gaki, Death Knight, etc.

There are 4 different challenge levels for each monster provided. With a bit of imagination and work, the DM/GM can *easily* adapt these options to be as weak or strong as he/she likes.

Some simple ideas on how to regulate this are by simply **adding or subtracting the number of monsters appearing in any given encounter.**

Please understand that these 20 adventures were designed to be VERSATILE first and foremost. *It is up to you to modify these suggestions and make them suit your campaign.*

CAN THESE ADVENTURES BE USED IN AN ENTIRE CAMPAIGN?

Yes, definitely. We suggest you read all of the 20 adventures, and to plan out which adventures you would like to run, and in which order. We are confident that with the variety and diversity, and the multiple player handout art pages, these adventures will be enjoyable and memorable for both players and DM/GMs alike.

ADDITIONAL NOTES

Any text that is black and in a regular (not bold) font is for the DM/GM. Any text that is **dark grey and bold** is to be read to the players.

These adventures work on the interaction between Matigan Brennan and the PCs, but the DM/GM may choose to not utilize this dynamic altogether. If that is the case, simply skip past any content that Matigan Brennan provides, and with some minor modifications, you should easily create a proper introduction that is more appropriate for your particular campaign.

Party strengths and philosophies vary greatly. It is impossible for all 20 of these adventures to perfectly please everyone as they are, but with work, the DM/GM can make this great fun!

MORE ABOUT MATIGAN BRENNAN

WHO IS MATIGAN BRENNAN?

Matigan Brennan, as you will soon find out, is a man that has lost everything at the hands of a cult that preaches hate and carries out senseless acts of brutal violence, torture, and murder, all in the name of their chaos god **NARGA**. Brennan acts as an optional catalyst or a reason to entice the adventurers to undertake these short, deadly, but rewarding quests.

Brennan cares little for personal wealth and treasure, yet due to his vengeful raids on multiple cult hideouts, he has amassed considerable wealth. All of this wealth is geared to the utter destruction and extermination of Narga's death cults, all of its insane followers, and even the death and murder of the dark god Narga himself!

Brennan is a natural warrior, tactician, and leader. Despite these powerful and valorous traits, Brennan only wanted to live a peaceful, happy life as an artist, supporting his family. Away on business one day, Brennan came home to a family brutally murdered, and for no apparent reason. In the midst of this senseless carnage, Brennan found a medallion that the cult foolishly left behind. Brennan tracked down all responsible for the death of his family and has made a very open declaration of war upon the mad cult of Narga.

Brennan prefers to work alone, as any aiding him would surely be introduced into a life of violence and a painful death. He has, however, been seeking a group of adventurers who have chosen the life of true warriors, wizards, and adventurers at heart. He believes he has chosen well but feels the need to put these adventurers to the test, while at the same time not putting them into a suicide mission they have no chance of surviving.

Brennan's plan is to use this/these groups of tough adventurers to exterminate any and all evils he is aware of, especially those that have any

connection to the despised Narga cult.

This is where this particular FREE/PWYW PREVIEW adventure comes in. This adventure provides an opportunity for the party to be introduced to Brennan and the tasks that he has lined up for them. This first adventure also explains how to use the dual-statted stat block system, as well as a 9-page comic further explaining Brennan's reasons for the war that was created through cold-blooded murder via a cult of obsessive madmen that worship the ruthless Chaos God NARGA.

A small "world map" has been added. This map has the 20 locations (plus 10 safe houses) of the 20 short adventures featured in this book. This allows the PCs a **sandbox-style campaign that is suitable for levels 1-20**. Please note, however, that these short adventures are indeed just that. Descriptions will not be as colorful, but more than adequate, and very few, if any, specific DC checks will be mentioned. These will all be up to the DM/GM. It is suggested that after reading every adventure, the DM/GM should make any notes they feel is necessary to further plan or flesh out these short adventures. This map will appear at the end of this adventure as Matigan introduces himself in a most unexpected way.

WHAT IS THIS SYMBOL?

The symbol on the next page represents the 20 short adventures for this campaign. It is optional, but may be used as Brennan's symbolic plan to rid the world of evil as much as possible. Upon the successful completion of each adventure, Brennan will send a symbol relating to the mission that has been vanquished. Upon completing all 20 of these adventures, the DM/GM has the option of awarding the surviving party members with some sincere form of thanks from Brennan, in the form of a gift. **All 20 sigils form a complete symbol.** Some of these "gifts" might include:



20 SIGILS SYMBOL

1. An extra **TELEPORTATION BOX**. More information on this will come at the end of this adventure, but *this will allow the party to have two of these rare magical items.*

2. Access to one or more of Brennan's **10 SAFE HOUSE HIDEOUTS**.

3. One strong **MAGIC ITEM** for each surviving party member that is up to the DM/GM.

4. A **ROD OF RESURRECTION** to bring back beloved and dearly departed comrades. The number of charges is determined by the DM/GM.

5. A **RING OF 1-3 WISHES**.

Again, these are **OPTIONAL**. Regardless, if the party survives all 20 of these adventures, Brennan sends them one (final?) message via the teleportation box determined by the DM/GM.

MATIGAN BRENNAN'S MAGIC BOX

The Message Box is a creation made by Matigan's father. The dimensions are as follows:

OUTSIDE 12.5" x 5.25"

INSIDE 12" x 4.75"

POWERS

"THE BOX," as it is affectionately called, has the following powers:

TELEPORTS OBJECTS - This can be items sent from Brennan and items sent from the adventurers. Any items sent must be able to fit into the INSIDE DIMENSIONS of this box. For example, a magic sword may be sent (vertically) because it can fit into The Box's interior aperture. An elephant, however, could not quite fit! This is useful for messages, asking Brennan for further (DM/GM's discretion) information, weapons or items to use, or small treasures for the PCs to

send back to Brennan for safekeeping.

BOX OF HOLDING - The Box acts exactly as a bag of holding, but with these stats:

WEIGHT - 12 ounces.

CONTENTS LIMIT - 300 pounds.

CONTENTS VOLUME - 50 cubic ft.

RESISTANCE TO HARM - This nondescript but unique magical item was designed to appear to be an innocuous-looking box, but also has the following resistant qualities:

A Hardness of 10 or an AC of 19 with 100 HPs. The DM/GM is encouraged to expand upon this or alter in any way, shape, or form that he or she chooses. Matigan intends to bequeath a box if the PCs survive most or all of these adventures.

Unlike the heavier Bags of Holding, this magic box (empty) weighs 12 ounces. The actual worth of one of these boxes is to be determined by the DM/GM but has a suggested value of 10,000 gp.

The DM/GM can choose to use this magical item as an opportunity to use some great props for your campaign. To the right is a blank piece of **MAGIC BOX PARCHMENT** that you can print from home and hand write any of Matigan's extra messages that need to be sent to your players.

If any of the published messages are left wanting, the DM/GM can simply create his or her own messages from scratch. After all, you know what resonates best with your campaign players.



INTRODUCTION

ADVENTURE INTRODUCTION

An assassination plot has been uncovered by Matigan Brennan (or any other notable adventurer of your choice) and the target is a very important ambassador of **THE LOST TOME SOCIETY**, a group of very skilled adventurers dedicated to investigating evil throughout the world, and exterminating these dark forces.

The intended target is none other than the founding father of The Lost Tome Society, **ABNER TOTLEBEN**. City officials have taken heed of this information and have placed a body double in place of Abner. The party is asked to raid an island outpost, exterminate any of the assassins, apprehend their leader, **KARLO KROSS**, and retrieve all plans and documents about this group's future plots, plans, and current slaver hideouts.

Carrying out this mission will not be easy, as this outpost is manned and operated not only by bloodthirsty slavers, but by hideous monsters and monstrous merceneries as well.

Passing through town, a regal-looking messenger accompanied by four bodyguards comes up to you. The young man has a concerned look on his face and greets you,

"Dear sirs, my name is Vanner Underhill, I am this city mayor's scribe and courier. It has come to my attention that you are full-time adventurers of no small skill. An anonymous message was delivered to us requesting your services. Whoever sent this note seems to know of you and your work, describing every single one of you to the last detail. Would you be so kind as to hear what I have to offer you? Oh, and this man, *Brennan*, he asked us to give this to you."

The young man hands you a rather modest-

looking wooden box. The box is not ornate but has what appears to be magical symbols and runes burned into the sides. Opening the box, you discover that it is completely empty. Vanner looks as puzzled as your fellow party members and asks you to accompany him to the nearest tavern to talk privately about the proposed mission at hand.

After a brisk walk, you follow the five men to a tavern called The Doughty Dwarf, and a private meeting room and table is immediately secured while the four soldiers stand guard outside the chamber. Vanner beckons you to sit with him and unfurls a scroll depicting a small island and outpost. Vanner then speaks,

"It appears that someone in our midst has leaked some vital information to the wrong men. According to your mysterious friend, Brennan, the men inhabiting this island outpost are slavers of the vilest sort. They've found out that a very important ambassador for justice has come to our town, and they intend to put a poisoned crossbow bolt in our man's heart. The man in question is *Abner Tottleben*, the founding father of The Lost Tome Society. He's a *good* man. Abner has a small castle of highly-skilled adventurers dedicated to hunting down evil men such as the ones I've just described to you. He is a pillar of respect and honor throughout the realms, and teaches orphaned and abandoned children the ways of war, magic, and the healing of others. If this man were to die, we'd be losing one of the few bright spots remaining in these dark and disturbing times. This mission is straightforward, but I would be lying if I were not to mention how *dangerous* it is. This outpost of slavers is run by *Karlo Kross*. He is one of the most *ruthless* slavers of men, women, and children we have ever become aware of. We've been provided with information we simply cannot ignore. It seems

Maygar Isle



M

I am certain that there are secret escape passages, but this is the only main entrance that I was able to discover.

Enter from the southernmost tip. There are 2 guards posted here that change shifts every 4 hours. I would take them out with well-placed and lethal missile attacks. *Matigan Brennan*

INSIDE THE SLAVER'S OUTPOST

that this group of men, they call themselves The Red Glove, are a band of ex-pirates, thieves, kidnappers, and murderers. It seems they have plans to embark on a wide variety of acts ranging from kidnapping, high theft, and assassination. We don't know how in the *hells* this stranger Brennan knows these things, but he's also brought to our attention several other items of interest that we simply cannot overlook. He says he knows you, and that you are the men best suited for this task at hand. He said that if you survive this he will send you a message of some sort. One final thing. We want Karlo Kross alive if you can manage it. The information he has is of vital importance and it could help break these slavers for good."

After your meeting with Vanner, and accepting the bounties (DM/GM's discretion) that were offered, you are supplied with a boat and two soldiers that plan to row you out to the island, drop you off and wait for your signal with a blue glass bullseye lantern to have them come back to pick you up, with Karlo Kross, and any evidence relating to criminal activity.

Vanner has provided you with a map outlining the only known entry to this outpost. After a hearty free meal, you embark on your trip to the island outpost of the slavers.

1. SENTRIES -

After an hour in the boat, you reach the shore and the men let you out. Before you is the outpost. It appears just as the map outlined, and appears to have once been a small keep of some sort. It's dark, but you can make out the entry that was suggested earlier to you. There appears to be a group of figures lurking in the shadows guarding the door. Each carries weapons in their hands, and to the side. The group of men are silent and do not seem to have noticed you. The guards are 60 feet away.

NOTES - These "men" are the humanoid thugs tasked to guard this area. Whenever any of the slavers walk through certain areas of this outpost, they are ordered to say aloud,

"All is clear!"

This prevents the other guards from **areas 6 and 7** from attacking from **MURDER PITs cut into the floor**. The only way for this to be discerned is through any type of scrying spell or by very rough interrogation of these entryway sentries.

2. ARMORIAL GUARDIAN -

After disposing of the sentries, you bypass the locked, iron-bound door and enter into a dark corridor 10 feet wide and 90 feet long. The hallway is dimly-lit by two torches near the entrance. There is a large armorial trophy at the end of the hall. The suit of armor holds a beautiful masterwork weapon in stony silence.

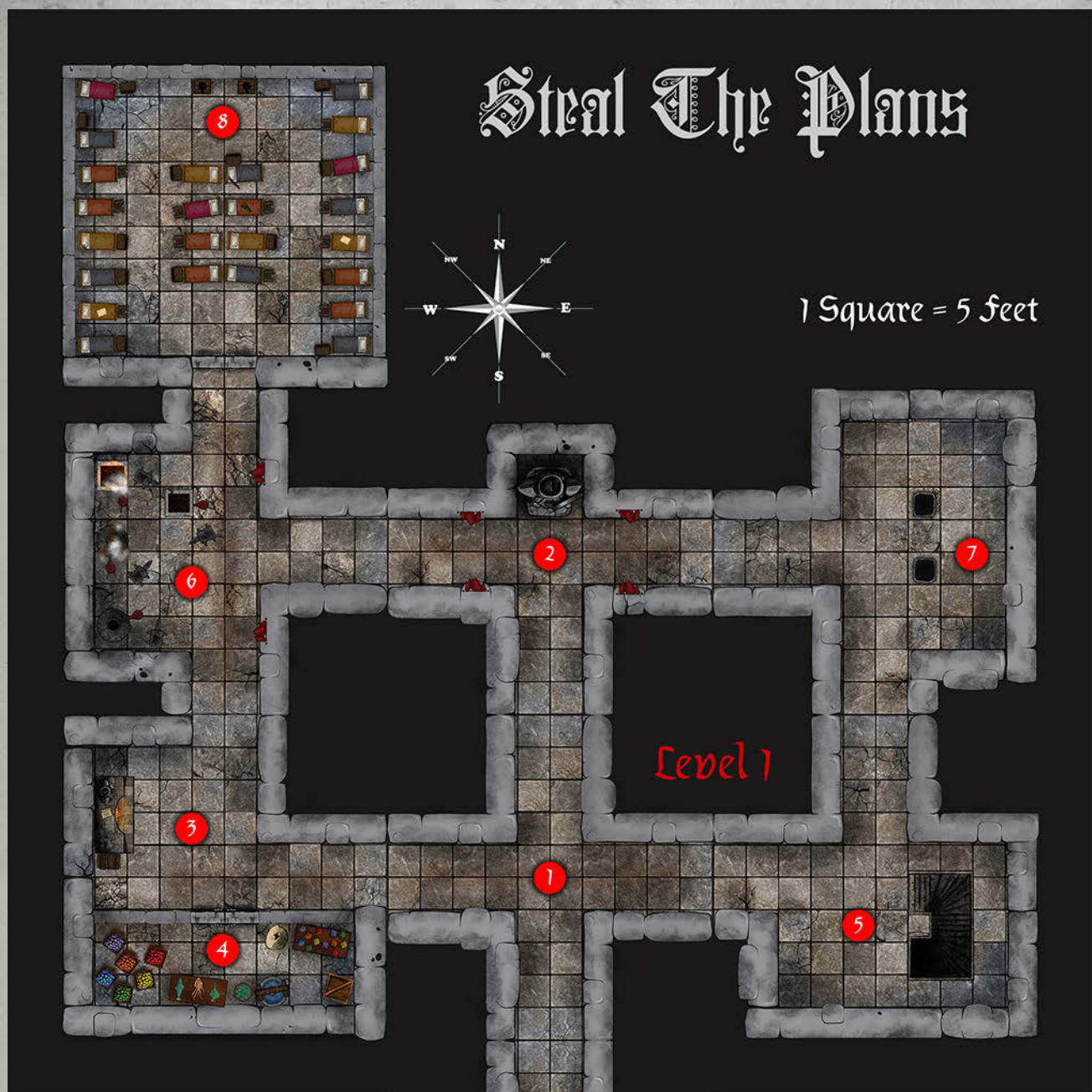
NOTES - The armorial is one of the guardians of this outpost. This guardian will "come to life" if anyone other than any of the slavers comes to within 10 feet of it or attacks it from afar.

Any form of battle that may ensue will likely alert the sentries in areas 6 and 7, that are on call to guard these areas in the unlikely event that anyone should breach the outpost. There is a 75% chance that the sentries here will be alerted, granting them an advantage to surprise anyone entering into areas 6 and/or 7. The DM/GM may choose to add to the number of guardians that guard this area. These guardians have little treasure.

3. HEARTH -

You peer into a chamber 25-foot square. At the west wall is a handsome hearth with a lit fire. Next to the hearth is a stool, and there are a

MAP - LEVEL 1



few items of note resting on top of the hearth.

NOTES - This area serves as an optional guard post to be manned immediately after any of the slaver's many criminal activities have been performed. This area is currently unmanned and is currently used between guard shifts every four hours for the guards outside to be allowed a brief opportunity to warm themselves, or to rest.

The items on top of the hearth are up to the DM/ GM - determined by the level of the PCs.

1. Silver alarm whistle **15 gp.**
2. Miniature **copper** armorial **60 gp.**
3. Miniature **silver** armorial **150 gp.**
4. Miniature **gold** armorial **500 gp.**

A large, brass key may also be found here. ***This key will open every door in the outpost.***

STATS - 1. SENTRIES

GOBLINS AC 15 ~ HP 7 ~ Spd 30
STR 8, DEX 14, CON 10, INT 10, WIS, 8, CHA 8
Senses DV 60 ft, Perc 9, Challenge 1/4 (50 XP)
ACTIONS Scimitar +4 to hit (1d6 + 2) slashing damage. Shortbow +4 to hit (1d6+2) piercing damage.

HOBGOBLINS AC 18 ~ HP 11 ~ Spd 30
STR 13, DEX 12, CON 12, INT 10, WIS, 10, CHA 9
Senses DV 60 ft, Perc 10, Challenge 1/2 (100 XP)
ACTIONS Longsword +3 (1d8+1) slashing damage. Longbow +3 (1d8+1) piercing damage.

BUGBEARS AC 16 ~ HP 27 ~ Spd 30
STR 15, DEX 14, CON 13, INT 8, WIS, 11, CHA 9
Senses DV 60 ft, Perc 10, Challenge 1 (200 XP)
ACTIONS Morningstar +4 to hit (2d8 + 2) piercing damage. Javelins +4 to hit (1d6 + 2) piercing damage.

OGRES AC 11 ~ HP 59 ~ Spd 40
STR 19, DEX 8, CON 16, INT 5, WIS, 7, CHA 7
Senses DV 60 ft, Perc 8, Challenge 2 (450 XP)
ACTIONS Greatclub +6 to hit (2d8 + 4) bludgeoning damage. Javelins +6 to hit (2d6+4) piercing damage.

GOBLINS CR 1/3 ~ AC 16 ~ HP 6
STR 11, DEX 15, CON 12, INT 10, WIS, 9, CHA 6
Init +6, Senses DV 60, Perception -1, XP 135
Speed 30, Base Atk +1, CMB +0, CMD 12
Melee short sword +2 (1d4/19-20) s. bow +4 (1d4/x3)

GNOLLS CR 1 ~ AC 15 ~ HP 11
STR 15, DEX 10, CON 13, INT 8, WIS, 11, CHA 8
Init +0, Senses DV 60, Perception +2, XP 400
Speed 30, Base Atk +1, CMB +3, CMD 13
Melee spear +3 (1d8+3/x3) spear +1 (1d8+2/x3)

HOBGOBLINS CR 1/2 ~ AC 16 ~ HP 17
STR 15, DEX 15, CON 16, INT 10, WIS, 12, CHA 8
Init +2, Senses DV 60, Perception +2, XP 200
Speed 30, Base Atk +1, CMB +3, CMD 15
Melee longsword +4 (1d8+2/19-20), bow +3 (1d8/x3)

OGRES CR 3 ~ AC 17 ~ HP 30
STR 21, DEX 8, CON 15, INT 6, WIS, 10, CHA 7
Init -1, Senses DV 60, Perception +5, XP 800
Speed 30, Base Atk +3, CMB +9, CMD 18
Melee +2 bastard sword +25/+20/+15 (1d10+16/17-20)

A successful search of the bodies yields the following total treasures:

TREASURE - 1 - 10 cp, 15 sp.
TREASURE - 2 - 15 cp, 25 sp, 20 gp.
TREASURE - 3 - 15 cp, 25 sp, 30 gp, 2 semiprecious stones worth 30 gp each.
TREASURE - 4 - 15 cp, 25 sp, 30 gp, 4 precious stones worth 60 gp each.

4. FOOD STORAGE & WELL -

This 40-foot by 15-foot room is a food storage room with a small well. There are half a dozen bushels of fresh fruit, three tables with fresh fish, chicken, and vegetables, and a large crate which is nearly 5-foot square.

NOTES - This area is unguarded, and the food and water are of excellent quality. The crate contains 4 barrels of rare spices. This mixture is a blend of spices that preserves food without salt.

1. RARE SPICES - Worth 80 gp.
2. RARE SPICES - Worth 120 gp.
3. RARE SPICES - Worth 200 gp.
4. RARE SPICES - Worth 300 gp.

5. GUARDED STAIRWELL -

This 25-foot by 35-foot room is dimly-lit by just a single torch. A stone staircase is before you, 25 feet away. A low growl can be heard coming from the darkness to your right.

NOTES - This area is guarded by a pet/pets of the slavers. The creature(s) are chained to the wall but have enough slack in their chains to attack anyone in the entire room. They will attack anyone on sight that is not one of the slavers or accompanied by at least one slaver. **The stats for this/these guardians can be found in this area: 5. Staircase Guardians.** The number of guards is chosen by the DM/GM. Combat taking place in this area has a 75% chance of alerting the sentries in area 7.

STATS - 2. ARMORIAL GUARDIAN

ANIMATED ARMOR 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.

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 Slam +7 to hit (2d8 + 4)
bludgeoning damage.

CLAY GOLEM AC 14 ~ HP 133 ~ Spd 20

STR 20, DEX 9, CON 18, INT 3, WIS, 8, CHA 1
Senses DV 60 ft, Perc 9, Challenge 9 (5,000 XP)
ACTIONS Slam +8 to hit (2d10 + 5)
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.

PHANTOM GUARDIAN 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 ARMOR 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)

FLESH GOLEM CR 7 ~ AC 20 ~ HP 79

STR 20, DEX 9, CON —, INT —, WIS, 11, CHA 1
Init -1, Senses DV 60, Perception +0, XP 3,200
Speed 30, Base Atk +9, CMB +15, CMD 24
Melee 2 slams +13 (2d8+5)

STONE GOLEM CR 11 ~ AC 26 ~ HP 107

STR 28, DEX 9, CON —, INT —, WIS, 11, CHA 1
Init -1, Senses DV 60, Perception +0, XP 12,800
Speed 20, Base Atk +14, CMB +24, CMD 33
Melee 2 slams +22 (2d10+9)

6. MURDER PIT SENTRIES - WEST -

This 30-foot by 25-foot room is filled with the paraphernalia that would be used by a blacksmith to craft weapons. There are a pair of well-worn anvils and a shallow water well for cooling heated iron. No weapons are in sight, but the floor is littered with a variety of ball and chains and locks of a wide variety. An open-pit 4 feet across is cut into the floor toward the north side of the chamber. A 10-foot wide by 15-foot long chamber heads north and is barred by double iron doors. From the open passage to the south, you can see the warm glow of a fire-lit hearth.

NOTES - This area is manned by sentries armed with crossbows (or similar missile weapons) lying in wait for any intruders. They are not expecting trouble, so the DM/GM should handle the alertness of the sentries as they deem fit. If combat has taken place in area 2, there is a 75% chance that

the sentries here will have been alerted, cannot be surprised, and are prepared to ambush the party. **The DM/GM should treat these sentries with the same stats as the sentries from area 1.**

These sentries are charged with guarding the outside iron doors of area 8. Area 8 is where 24 captured men, women, and children await their fate. There is an iron gargoyle knocker bolted to each of the double doors. The secret knock to gain access to area 8 is for someone to knock rapidly four times, then pause, then knock once more. This will allow the slavers from area 8 to open the iron doors without pause.

The murder pits here, and in area 7, are 4 feet wide and 4 feet deep. The "living" dimensions of these murder pits is 15 feet square, allowing for several sentries to camp out here during their four-hour shifts. There is no treasure here except for an old and worn book entitled. **FUN PUNS TO ENTERTAIN YOUR FLOCK**, worth 2 cp.

STATS - 5. STAIRCASE GUARDIANS

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)

7. MURDER PIT SENTRIES - EAST -

This 35-foot by 25-foot room seems to have nothing of interest or value, save for a pair of 4-foot wide pits cut into the stone floor.

NOTES - This area is manned by sentries armed with crossbows (or similar missile weapons) lying in wait for any intruders. They are not expecting trouble, so the DM/GM should handle the alertness of the sentries as they deem fit. If combat has taken place in areas 2 or 5, there is a 75% chance that the sentries here have heard the commotion, and thereby have prepared a surprise advantage over the PCs.

This pit is nearly identical to the murder pits in area 6. The sentries here have been playing cards and dice to while away the time. The PCs will discover that the sentries here have been playing cards using oversized, cheat-proof cards, but using a pair of loaded six-sided dice instead.

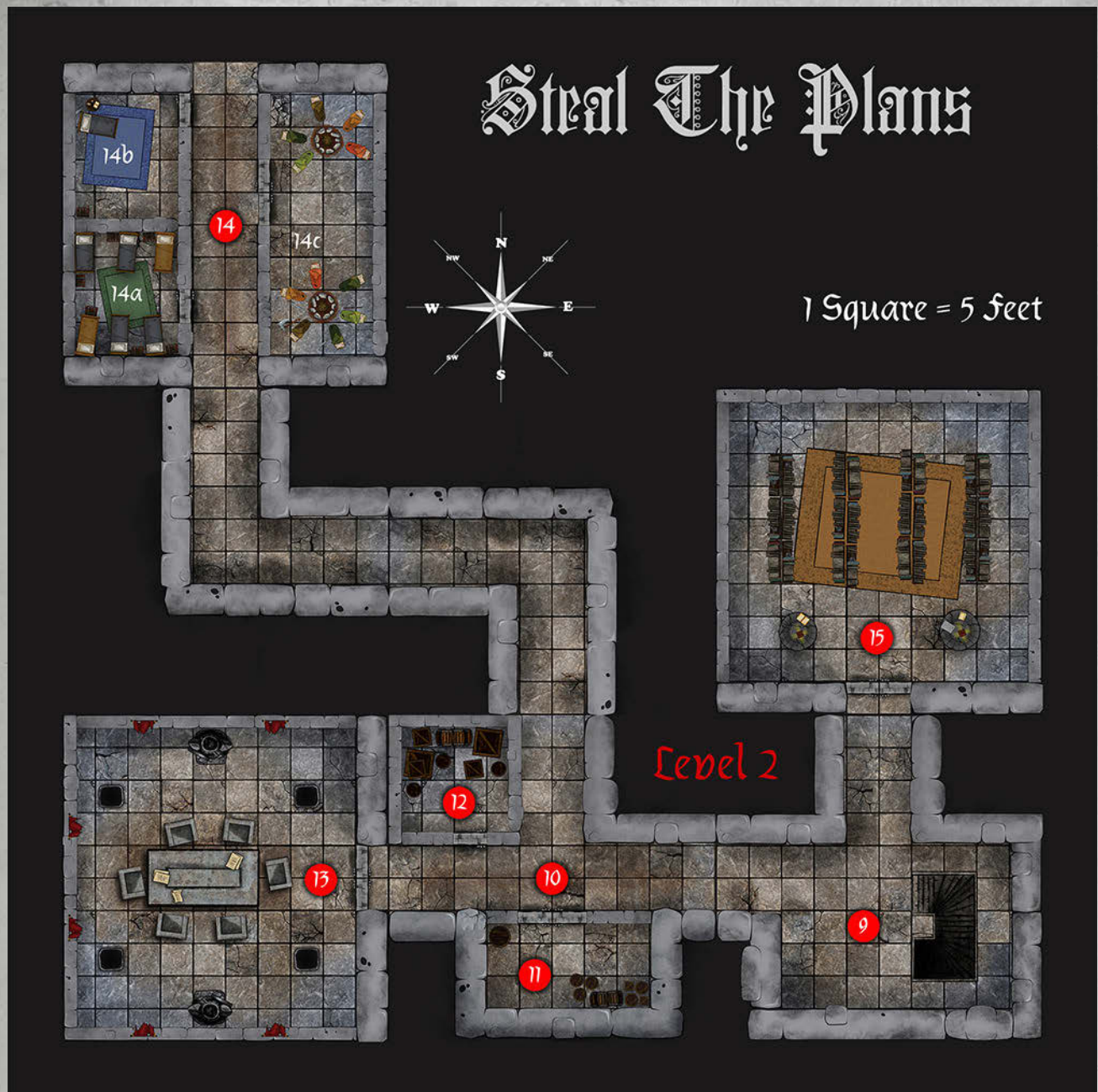
8. SLAVE CHAMBERS -

This 50-foot square room is littered with occupied bedrolls arranged neatly on the floor. There are two-dozen men, women, and children lying atop these bedrolls. Only a few of them are moving. A pair of sentries are seated guarding this room - 50 feet away.

NOTES - This area is manned by sentries armed with crossbows (or similar missile weapons) guarding the 24 slaves here. They are not expecting trouble, so the DM/GM should handle the alertness of the sentries as they deem fit.

All 24 of these slaves have been heavily-drugged, and they are all listless and in a dreamlike waking state at best. Each prisoner has his/her own footlocker that contains personal effects as well as a parchment. Each parchment describes the prisoner's real name, and their new name to be. This is excellent evidence to be used against the slavers.

MAP - LEVEL 2



9. GUARDED STAIRWELL -

This 25-foot by 35-foot room is dimly-lit by just a single torch. As you walk down the stone staircase, you can hear a low growl coming from something *large* waiting for you.

NOTES - This area is guarded by another of the slaver's favorite pets. This creature(s) will attack anyone that is not a slaver or accompanied by one.

There is a fresh corpse in the northeast corner of this chamber. The victim has been violently feasted upon. A search of the corpse will reveal the following DM/GM optional treasures. The stats for this beast(s) are here: **9. Staircase Guardians.**

1. Engraved, silver telescope 45 gp.
2. Silver tobacco jar w/vanilla tobacco. 90 gp.
3. **Silver** armband with the initials TAB 150 gp.
4. **Gold** armband with the initials TAB 450 gp.

STATS - 9. STAIRCASE GUARDIANS

COCKATRICE AC 11 ~ HP 27 ~ Spd 20

STR 6, DEX 12, CON 12, INT 2, WIS, 13, CHA 5
Senses DV 60 ft, Perc 11, Challenge 1/2 (100 XP)
ACTIONS Bite +3 to hit (1d4 + 1) piercing damage.
DC 11 Constitution to save vs. petrification 24 hours.

OWLBEARS AC 13 ~ HP 59 ~ Spd 40

STR 20, DEX 12, CON 17, INT 3, WIS, 12, CHA 7
Senses DV 60 ft, Perc 13, Challenge 3 (700 XP)
ACTIONS Beak +7 to hit (1d10 + 5) piercing damage.
Claws +7 to hit (2d8 + 5) slashing damage.

CHIMERA AC 14 ~ HP 114 ~ Spd 30

STR 19, DEX 11, CON 19, INT 3, WIS, 14, CHA 10
Senses DV 60 ft, Perc 18, Challenge 6 (2,300 XP)
ACTIONS Bite +7 (2d6 + 4) piercing. Horns + 7 (1d12+4) bludgeoning. Claws +7 (2d6+4) slashing.

BEHIR AC 17 ~ HP 168 ~ Spd 50

STR 23, DEX 16, CON 18, INT 7, WIS, 14, CHA 12
Senses DV 90 ft, Perc 16, Challenge 11 (7,200 XP)
ACTIONS Bite +10 to hit (3d10 + 6) piercing damage.
DC 16 Dexterity for 1/2 save (12d10) electricity dam.

BLINDHEIMS CR 2 ~ AC 16 ~ HP 22

STR 13, DEX 15, CON 15, INT 2, WIS, 12, CHA 6
Init +2, Senses DV 60, Perception +9, XP 600
Speed 30, climb 20, Base Atk +3, CMB +3, CMD 16
Melee bite +5 (1d4+1), 2 claws +5 (1d3+1)

OWLBEARS CR 4 ~ AC 15 ~ HP 47

STR 19, DEX 12, CON 18, INT 2, WIS, 12, CHA 10
Init +5, Senses DV 60, scent, Perception +12, XP 1,200
Speed 30, Base Atk +5, CMB +10, +14 grap, CMD 21
Melee 2 claws +8 (1d6+4 plus grab) bite +8 (1d6+4)

CHIMERA CR 7 ~ AC 19 ~ HP 85

STR 19, DEX 12, CON 17, INT 4, WIS, 13, CHA 10
Init +5, Senses DV 60, scent, Perception +10, XP 3,200
Speed 30, fly 50, Base Atk +9, CMB +14, CMD 25
Melee bite +12 (2d6+4) gore +12 (1d8+4) claws +12

AURUMVORAX CR 9 ~ AC 23 ~ HP 114

STR 21, DEX 18, CON 18, INT 2, WIS, 13, CHA 11
Init +8, Senses DV 60, scent, Perception +13, XP 6,400
Speed 30, Base Atk +12, CMB +16, CMD 30 (42 trip)
Melee bite +18 (1d6+5 plus grab) 4 claws +18 (1d4+5)

10. HALLWAY -

This 10-foot by 65-foot hallway is lit by a pair of torches. Halfway down the hall, you see the south wall has a pair of double doors and the north side of the hallway has a single iron door with a large padlock chained upon it. At the very end of the hall to the west is another pair of closed double doors. Across from the double doors on the south wall, a passageway heads north 50 feet, then leads west.

11. STORAGE CHAMBER -

This room contains a variety of dry goods.

NOTES - The doors to area 11 are unlocked and lead to the storage room. The door for area 12 is made from iron, is locked, and has a high-quality padlock adding extra security. Area 12 is the treasure chamber where all of the slaver's amassed treasures are stored. The double doors to the west leading to area 13 are unlocked and unguarded.

12. TREASURE CHAMBER -

This 20-foot by 15-foot room contains three barrels, three small crates, two large crates, and an enormous chest nearly 10 feet in length. This huge chest has handles on both ends.

NOTES - The following treasures are stored in this chamber. As always, the DM/GM should choose the treasure "type" based on the levels of the PCs. Below are some suggestions.

TREASURES #1 (for levels 1-5)

3 BARRELS - Fine white rum worth 15 gp each.

3 SMALL CRATES - 100 gp, 100 sp, 100 cp. ea.

2 LARGE CRATES - Bolts of fine Drider silk. 16 bolts for each crate. Each bolt is worth 100 gp.

ENORMOUS CHEST - 800 gp, 1,000 sp, 500 cp. 100 semi-precious stones worth 10 gp each.

TERRIBLE TREASURES

TREASURES #2 (for levels 6-10)

3 BARRELS - Silver dust worth 50 gp each.

3 SMALL CRATES - 200 gp, 200 sp, 200 cp. ea.

2 LARGE CRATES - Bolts of fine Drider silk. 24 bolts for each crate. Each bolt is worth 100 gp.

ENORMOUS CHEST - 1,000 gp, 1,200 sp, 1,200 cp. 100 precious stones worth 30 gp ea.

TREASURES #3 (for levels 11-15)

3 BARRELS - Gold dust worth 200 gp each.

3 SMALL CRATES - 300 pp, 400 gp, 400 sp, ea.

2 LARGE CRATES - Bolts of fine Drider silk. 36 bolts for each crate. Each bolt is worth 100 gp.

ENORMOUS CHEST - 2,000 gp, 3,200 sp, 2,500 cp. 100 small gems worth 50 gp ea.

TREASURES #4 (for levels 16-20)

3 BARRELS - 60 gold bars worth 100 gp each.

3 SMALL CRATES - 600 pp, 800 gp, 900 sp, ea.

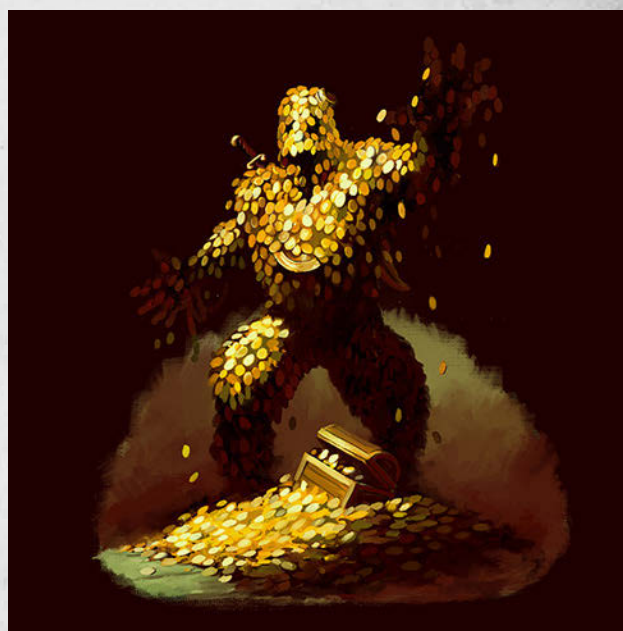
2 LARGE CRATES - 16 Bolts of fine Drider silk. worth 300 gp each. **CARPET OF FLYING.**

ENORMOUS CHEST - 2,000 pp, 3,600 gp, 2,500 sp. 100 rubies worth 100 gp ea.

100 Arrows +1

100 Crossbow bolts +1

NOTES - Some monsters and creatures may not have stat blocks available. In this particular case, the DM/GM may choose for there to be a guardian of some sort such as a **MIMIC**, **TRAPPER**, **TREASURE GOLEM**, or some similar monster.



13. SLAVERS MEETING -

You open the double doors to this 50-foot square room and you instantly see a half-dozen men dressed in pirate garb seated around a large stone table. The men are surprised by your presence and immediately push themselves away from the table to engage in combat. The men wield swords of various styles and are enraged to have had their meeting interrupted so rudely. *They spread out and attack.*

ASSAULT OF THE SLAVERS

NOTES - This encounter serves as the climax to this adventure. The DM/GM should modify the options available to best serve their campaign.

5 of the 6 slavers in this room may be treated as the sentries found in areas 1, 6, and 7, and can be modified by the GM/DM. **KARLO KROSS**, the slaver leader, is a **Half-Orc** with an *extremely nasty disposition*. Karlo Kross's stats are, as always flexible, but some suggestions are as follows:

KARLO KROSS - SLAVER LEADER

STR - 16 **DEX** - 17 **CON** - 11

INT - 12 **WIS** - 11 **CHAR** - 13

KARLO KROSS (for levels 1-5)

ROGUE - Level - 4 - AC 17 HP 20

WEAPON - **Rapier +1**, Hand Crossbow

ARMOR - **Leather +1**

MAGIC - **+1 Ring of Protection**

TREASURES - 64 gp, 24 sp, 14 cp

KARLO KROSS (for levels 6-10)

ROGUE - Level - 7 - AC 17 HP 40

WEAPON - **Rapier +1**, Hand Crossbow

ARMOR - **Leather +1**

MAGIC - **+1 Ring of Protection**

TREASURES - 88 gp, 52 sp, 33 cp

KARLO KROSS (for levels 11-15)

ROGUE - Level - 12 - AC 18 HP 66

WEAPON - **Rapier +2**, Hand Crossbow

ARMOR - **Leather +2**

MAGIC - **+1 Ring of Protection**

TREASURES - 111 gp, 80 sp, 60 cp

KARLO KROSS (for levels 16-20)

ROGUE - Level - 16 - AC 19 HP 91

WEAPON - **Rapier +2**, Hand Crossbow

ARMOR - **Leather +2**

MAGIC - **+2 Ring of Protection**

TREASURES - 164 gp, 88 sp, 50 cp

3 diamonds worth 150 gp each.

NOTES - The DM/GM may also wish to add a pair of armorial guardians with stats that can be found elsewhere in this adventure. If the PCs survive this battle, read the following description to the players.

After defeating the occupants of this chamber, you get a moment to take a closer look at the contents of this room. There are red gloves hanging from nails all over each of the four walls. A skeleton in a gibbet bolted to the ceiling hangs in the northwest corner, and the large stone table that the men were seated at is *not* a table, but a 10-foot by 17-foot stone *tomb*. Engraved on the top surface of the lid is a depiction of a roguish hero brandishing a wicked cutlass. The inscription reads,

**WE HONOR THEE, PILGOR, SCOURGE
OF THE SEAS, AND BANE TO ALL THAT
UPHOLD THE LAWS ON LAND OR SEA!**

An inscription on the base of the gibbet reads,

**THIS IS WHAT HAPPENS WHEN
YOU DEFY THE RED GLOVES!**



KARLO KROSS



STEAL 21

GELATINOUS CUBE TRAP

NOTES - There are two items within this room that can act as traps. The angry ghost within the box should be chosen by the DM/GM.

Suggestion stats are: 13. Angry Ghosts.

1. GELATINOUS CUBE TRAP - Anyone coming within 10 feet of the hanging gibbet will activate a pit trap that drops anyone within a 10-foot square area onto a gelatinous cube below. The DM/GM should determine the length of the fall and the chamber below, as well as the particular form of slime, mold, fungus, or cube that awaits them. 90 pounds will activate the trap.

2. GHOST BOX - A chest on the table holds a trapped evil spirit of sorts. This spirit contains the evil essence of another slaver in competition with The Red Glove and Karlo Kross. He was their leader, and died in a most gruesome manner.

The ghost occupying this chest went by the name Marko Rassum in life. For the last several years, his smaller group of slavers had been trying to muscle in on Karlo Kross's empire and enterprises. Marko was losing business due to Karlo Kross's shrewd and lethal business tactics, so in desperation, Marko foolishly decided to offer Kross and his men a meeting to discuss future business plans in the hopes of joining forces. Marko's true plans were to assassinate Karlo and all of his men. Karlo being no fool, and having a background in the navy, tactically planned for any problems that might arise. *Marko died horribly.*

Marko's plan blew up in his face, and his entire crew was slain rather easily. To serve as an example within the realms of the underworld, Karlo decided to make an example out of Marko's foolishness. Marko was dropped off on an island filled with ghouls, where his body was picked clean of all flesh. Marko's bones were retrieved the next night and were put on display in various underground taverns and houses of ill repute. The message was made clear. Karlo Kross was to be

the only slaver lord in these realms. The spirit of Marko Rassum will attack any that opens the box. The DM/GM may also choose to have the ghost of Marko Rassum interact with the party.

"You scum have chosen to ally with Karlo instead of me! I will strangle the life out of each and every one of you and drag you into my personal hell!"

If a **Gelatinous Cube** is chosen by the DM/GM, there may be some treasure waiting within this quivering cube. The treasures might include:

TREASURES #1 (for levels 1-5)

8 pp, 12 gp, 15 sp, 20 cp

Dagger +1

5 Arrows

Pearl necklace **125 gp**

Silver harmonica worth **50 gp**

TREASURES #2 (for levels 6-10)

16 pp, 18 gp, 22 sp, 33 cp

Short Sword +1

3 crossbow bolts

3 precious stones **60 gp each**

Copper alchemist's bowl **60 gp**

TREASURES #3 (for levels 11-15)

25 pp, 20 gp, 25 sp, 40 cp

Mace +2

2 Throwing Knives +2

4 fire opals worth **120 gp each**

Copper alchemist's bowl **90 gp**

TREASURES #4 (for levels 16-20)

33 pp, 42 gp, 30 sp, 80 cp

Flail +3

Buckler +2

2 silver gaming dice worth **100 gp total**

1 white pearl **300 gp**

1 black pearl **900 gp**

Gold prayer beads (loose) worth **300 gp total**





DEAN SPENCER

STATS - 13. ANGRY GHOSTS

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.
Telekinetic 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)

NOTES - Anyone opening the chest will unleash the angry spirit of Marko Rassum. The collective treasures amongst the dead slavers are suggested:

TREASURES #1 (for levels 1-5)

175 gp, 100 sp, 50 cp, Copper-plated shell collection worth 80 gp total.

TREASURES #2 (for levels 6-10)

250 gp, 200 sp, 100 cp, Silver-plated shell collection worth 180 gp total.

TREASURES #3 (for levels 11-15)

400 gp, 300 sp, 200 cp, Dagger +2
Gold-plated shell collection worth 300 gp total.

TREASURES #4 (for levels 16-20)

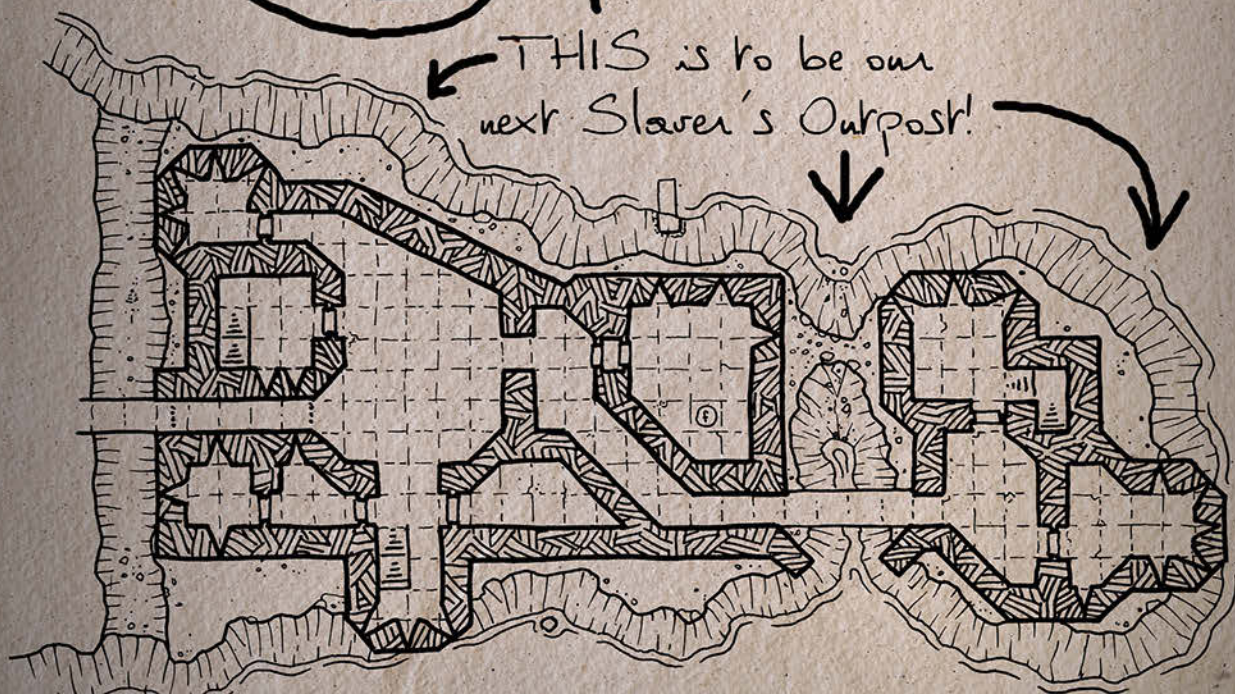
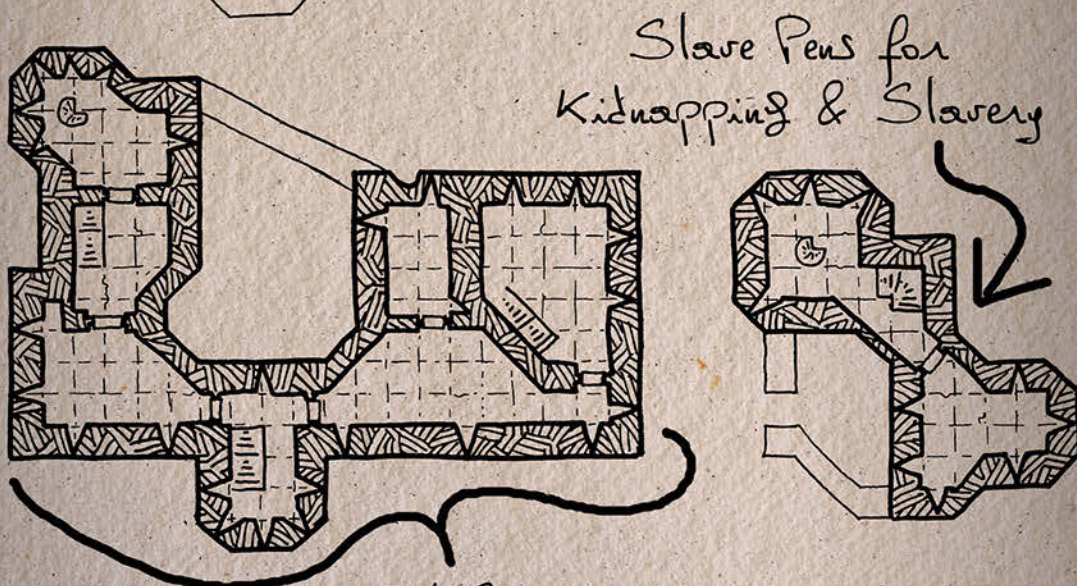
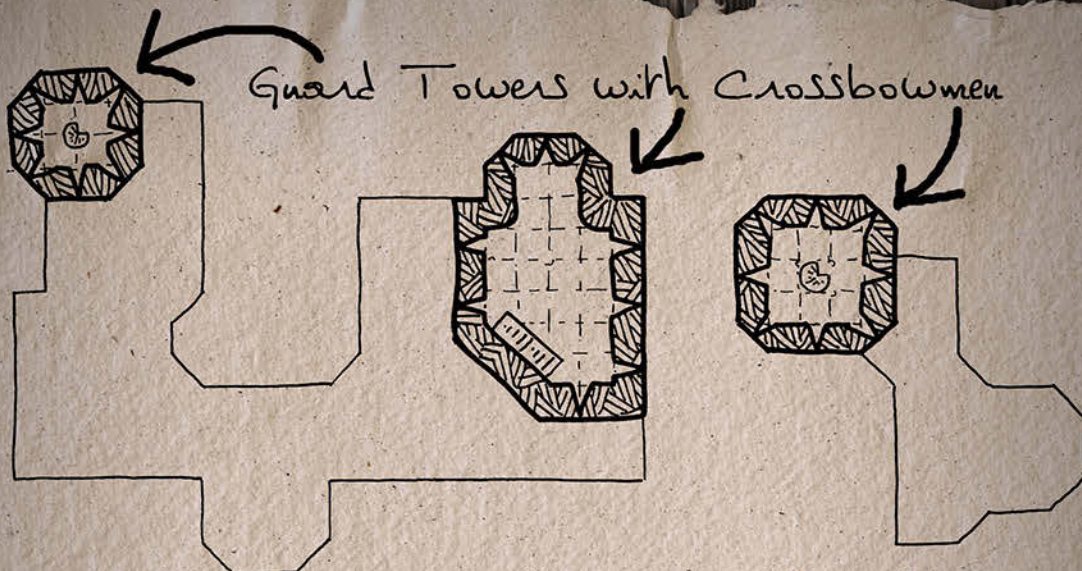
400 gp, 300 sp, 200 cp, 5 amethysts-100 gp each, 6 diamonds-150 gp each. Dagger of Venom.
Platinum-plated shell collection worth 800 gp total. CRYSTAL BALL.

The various scrolls and parchments are the plans in question. The PCs will discover a variety of plans including smuggling partners, human slavery plans, robbery plans, plans for a new slaver hideout, and *very detailed plans describing the assassination of Abner Totleben*, the leader and founder of the famed Lost Tome Society.

The DM/GM may choose the bounty amount for returning Karlo Kross alive. The DM/GM may opt to further reward the party with even more rewards due to the importance of these discoveries. The DM/GM may also choose to find creative ways to tie in *other* Book of Dark Secrets adventures to this one.

14. SLAVER LIVING QUARTERS -

You round the bend and peer down a 10-foot by 65-foot hallway. There are two rooms on the left side of the hall and another room on the right side. The end of the hall to the north



KARLO KROSS!

SLAVER BARRACKS

begins to slope upward. A slight breeze can be felt from this opening.

14a. SLAVER BARRACKS -

You peer into a 20-foot by 15-foot room, and it is obvious that this is a barracks complete with three bedrolls and three footlockers pushed up to both the north and south walls. The room appears to be unoccupied by any living foes.

NOTES - This room served as the barracks for the slavers at this outpost. They were all on guard duty or at the meeting in area 13. If each of the footlockers is searched, the collective treasures are suggested below.

TREASURES #1 (for levels 1-5)

50 gp, 75 sp, 100 cp

TREASURES #2 (for levels 6-10)

100 gp, 150 sp, 200 cp

TREASURES #3 (for levels 11-15)

200 gp, 250 sp, 300 cp, 5 rubies 75 gp ea.

TREASURES #4 (for levels 16-20)

200 gp, 250 sp, 300 cp, 5 rubies 100 gp ea.

14b. KARLO KROSS' QUARTERS -

You peer into a 20-foot by 15-foot room and see a room with a bed resting on a large, blue rug. An ornate footlocker that serves as a desk is topped with a variety of items resting atop it. The room appears to be unoccupied.

NOTES - A search of the footlocker will uncover the following treasures. A successful search between the bed's mattresses will allow the PCs to find a **MAGIC DAGGER +2**. *The name KROSS is engraved upon its silver blade.*

TREASURES #1 (for levels 1-5)

120 gp, 150 sp, 250 cp

TREASURES #2 (for levels 6-10)

180 gp, 200 sp, 350 cp

TREASURES #3 (for levels 11-15)

60 pp, 250 gp, 300 sp, 500 cp

TREASURES #4 (for levels 16-20)

125 pp, 400 gp, 500 sp, 600 cp, 2 gems/150gp/ea.

14c. HUMANOID HELPERS -

You peer into a 40-foot by 15-foot room filled with humanoids doing a variety of things. The humanoids that are awake are alerted instantly upon laying eyes upon you and attack.

NOTES - This is the barracks for the humanoids that are meant to do much of the expendable grunt work that Karlo Kross has hired them for. There are 11 humanoids here, and the DM/GM should choose humanoids that are suitable to match up fairly with the levels of the PCs. Some suggestions are as follows.

11 HUMANOIDS #1 (for levels 1-5)

11 KOBOLDS

HUMANOIDS #2 (for levels 6-10)

11 GNOLLS

HUMANOIDS #3 (for levels 11-15)

11 BUGBEARS

HUMANOIDS #4 (for levels 16-20)

11 OGRES

Karlo Kross has conned these humanoids into allowing Kross to "safeguard" their loot. Karlo had no intention of giving their money back. *A secret door to the north leads outside.*



SLAVERS NETWORK LIBRARY



15. SLAVERS NETWORK LIBRARY -

You open the double doors to this 45-foot square room and you see four bookcases filled with a variety of books, scrolls, and trinkets flanked by a pair of round tables covered with a variety of books and loose papers.

NOTES - There are no guardians to this room. This is a vast information center that has served these and other slavers well for many decades.

The DM/GM should feel free to add any extra items of note that could add impact to this adventure. PCs surviving this adventure will fall into great favor of the mayor of the city of your choice that this adventure takes place in. Great favor will also be imparted by Abner Totleben, who was the target of this would-be assassination attempt. The reason for this assassination attempt was for revenge. Abner was responsible for ordering the death of their former leader, Pilgor, whose dead body lies within area 13.

This is the final area of this short adventure. The balance of this adventure further explains the dynamic between the PCs and Matigan Brennan.

There are some optional treasures and magic that can be found in this area, however.

TREASURES #1 (for levels 1-5)

- 20 Semiprecious Stones 25 gp each.
- 1 Wizard / Sorcerer Scroll - 1 spell level 1-3.
- 1 Cleric Scroll - 1 spell level 1-3.
- 1 Druid Scroll - 1 spell level 1-3.
- 1 Chosen by DM/GM - 1 spell level 1-3.

TREASURES #2 (for levels 6-10)

- 10 Opals 80 gp each.
- 1 Wizard / Sorcerer Scroll - 2 spells level 1-6.
- 1 Cleric Scroll - 2 spells level 1-6.
- 1 Druid Scroll - 2 spells level 1-6.
- 1 Chosen by DM/GM - 2 spells level 1-6.

TREASURES #3 (for levels 11-15)

- 10 Sapphires 150 gp each.
- 1 Wizard / Sorcerer Scroll - 3 spells level 1-9.
- 1 Cleric Scroll - 3 spells level 1-9.
- 1 Druid Scroll - 3 spells level 1-9.
- 1 Chosen by DM/GM - 3 spells level 1-9.

TREASURES #4 (for levels 16-20)

- 10 Rubies 300 gp each.
- 1 Wizard / Sorcerer Scroll - 4 spells level 1-9.
- 1 Cleric Scroll - 4 spells level 1-9.
- 1 Druid Scroll - 4 spells level 1-9.
- 1 Chosen by DM/GM - 4 spells level 1-9.

In addition to these magical scrolls, the DM/GM may choose a few poisons and/or alchemist's ingredients for the players.

AFTERWORD

Your mission has ended, and you've (DM/GM, fill in which of the mission goals that were successfully met, along with any casualties or other occurrences of note) come away alive from the deadly slaver's outpost. You've been delivered safely back on dry land, and your presence has been met by Vanner, the city mayor, and

MATIGAN'S LETTER

Abner Totleben himself - a charismatic and distinguished older man with a well-kempt and neatly-trimmed beard and mustache. The distinguished man thanks you,

"My name is Abner Totleben. I'm afraid that I am the source of all of this bother, but I must let you know how much this is appreciated. Not only did you destroy a ring of ruthless slavers, but you've set an example, and have sent a clear-cut message to anyone and anything associated with The Red Glove."

If the party has managed to bring back Karlo Kross alive, read the following to the players.

"We're going to be doing a bit of interrogating of this chap Kross that you've procured for us. I'm sure that he will not be looking forward to what comes next, but again, I thank you. If you ever come to my home, The Lost Tome Society, *it will be a pleasure to have you*. I'm sure you'll fit in rather well. Good day to you gentlemen (and/or gentlefolk) and take care of yourselves. It seems you have one *hell* of a guardian angel in this Matigan Brennan fellow, whoever he is."

You take leave of Abner, the mayor, and his men, and make your way out of town looking forward to your next adventure.

As you make your way, you feel a trembling and a faint hum from your pack. Unloading your gear and investigating the odd happening, you discover that the plain wooden box that was given to you is shaking of its own accord. The magical symbols burned into the side are now glowing a bright lavender color. You open the box, and inside you see a fine parchment that has been folded into quarters. Opening the letter, a small metal disk falls out along with a folded map. The metal disk is silver and black and has a sigil of an open circle

with a dot inside the center. The letter is written in the common tongue.

Congratulations on the successful assault. Believe me, I would have loved to perform this task myself, but I've been behind schedule, and I've had to take many unforeseen measures to further stalk my quarry, these men and beasts that I hunt and kill. They're all about, you know, men such as this. They all must be exterminated, and I am but one man. And all men need friends, don't they?

It was nice meeting you, dear sirs. I am sure that we'll be crossing paths again very soon. Until then, keep your arrows straight and your blades sharp. There will be a lot of killing that needs to be done.

Guard well the black and silver symbol I have attached. It may prove to be useful to you over time, in the end.

Yours truly,

Matigan Brennan

Accompanying the letter and metal disk is a folded map. You unfold the map and another slip of parchment falls out. The map is roughly 18 inches wide by 12 inches in height and details lands that you are not familiar with. There are 20 black circles with white numbers and 10 small icons that are safe houses, judging by the map key provided. The slip of paper has writing in the same hand as the other letter.

There are quite a few places that can bring you a great deal of adventure, and perhaps treasure. As good as you are, these adventures will *not* be easy. I have amassed a small horde of gold over this past year, and I have secured ten safe houses with equipment and perishables. These may help you in your quest. Good luck. M

Congratulations on the successful assault. Believe me, I would have loved to perform this task myself, but I've been behind schedule, and I've had to take many unforeseen measures to further procure my quarry, these men and beasts that I hunt and kill. They're all about, you know, men such as this. They all must be exterminated, and I am but one man. And all men need friends, don't they?"

It was nice meeting you, dear sirs. I am sure that we'll be crossing paths again very soon. Until then, keep your arrows straight and your blades sharp. There will be a lot of killing that needs to be done.

Guard well the black and silver symbol I have attached. It may prove to be useful to you over time...

Yours truly,

Matigan Brennan





Here There Be Ghouls

Here Dwell Monsters

-  Fens
-  Trees
-  Pines
-  Hills
-  Craters
-  Mountains
-  Swamp
-  Obelisk
-  Oasis
-  Standing Stones
-  Idols of The Elders

 1 of 10 Safe Houses

1. Our First Encounter
2. Cannibal Invitation
3. Madman Discovered
4. Grave Robbers Reported
5. Sunken Treasures?
6. Otherworldly Ships
7. Famous Ship Museum
8. Are The Woods Safe?
9. Lovecraft Art Gallery
10. Lovecraft Wax Museum

1 Hex = 10 Miles

Here Lurk Demons

11. Disappeared
12. Dwarven
13. Invitation
14. A Very
15. Desert Ou





- ences
Mines
Unknown
dd Town
tpost
16. Woods Hideout
17. Wizard's Clock Tower
18. A New Weapon
19. Ghost Ship Sightings
20. Creating Living & Dead

THE UNKNOWN



10 SAFE HOUSES

NOTES - The map that Matigan Brennan has provided for the party to follow are the optional locations of the 20 short adventures that comprise **THE BOOK OF DARK SECRETS**.

The DM/GM can, at any time that he or she sees fit, choose to utilize the magic box, map, and safe houses. There are 10 safe houses that the DM/GM may choose to use. These can be areas for the PCs to safely heal, to veer off and undertake other adventures, to act as “last stand” type of stand-offs, etc. There are tables that the DM/GM may choose to use to determine the equipment that can be found at any given location,

10 black and white maps have also been provided for you, the DM/GM, to use as minor fortifications if desired. One or more of these safe houses might have been raided by evil parties and have taken these structures over for their own desires.

Each of these 10 maps may be printed out and/or numbered any way the DM/GM chooses. Each square equals 5 feet, and the top of each map (as shown) is to serve as the north direction, or any direction determined by the DM/GM.

20 ITEMS FOR 10 SAFE HOUSES

Brennan has 10 of these “hiding in plain sight” safe houses. Brennan uses these to store caches of weapons, arrows, equipment, food, water, and healing supplies. Any of these 10 safe houses will have various supplies that the DM/GM may roll for. It is up to the DM/GM to decide if any of these items are magical, and/or silver.

Another tactic that Brennan uses is to bury equipment caches filled with materials that Brennan thinks might be needed for the job at hand. In cases like this, Brennan will send a note with a rough map for the adventurers to follow. These notes are written on FLASH PAPER. If the smallest cinder makes contact with these papers,

the entire message disintegrates after a very bright flash that lasts for one second. Notes such as these that Brennan sends to the PCs are meant to *eliminate all evidence* of these secret caches and/or safe houses.

The table to the right is optional, and the number of exact items is to be determined by the DM/GM. A d20 can be rolled to find out how many of these items can be found at any given location. The DM/GM may even allow for ALL of the items to be found at these 10 safe houses. If there are ever any doubts, use your judgment and whatever fits your campaign.

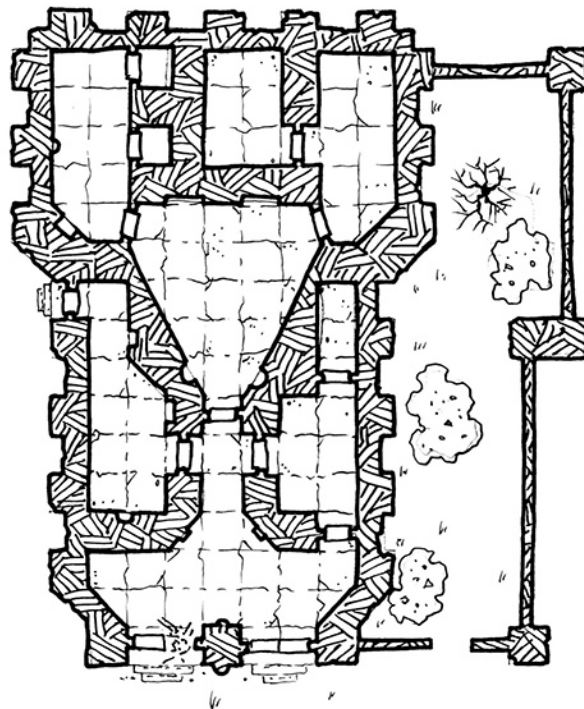


20 ITEMS FOUND IN SAFE HOUSES

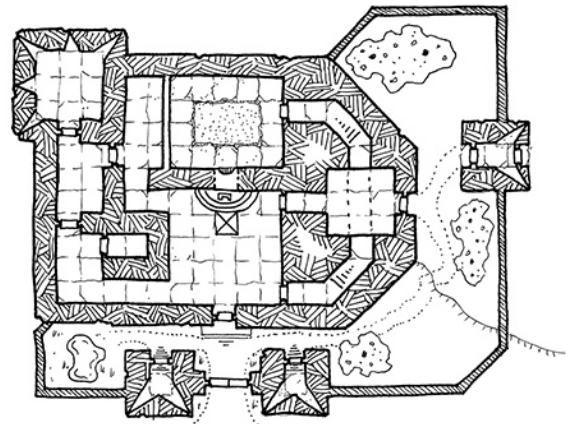
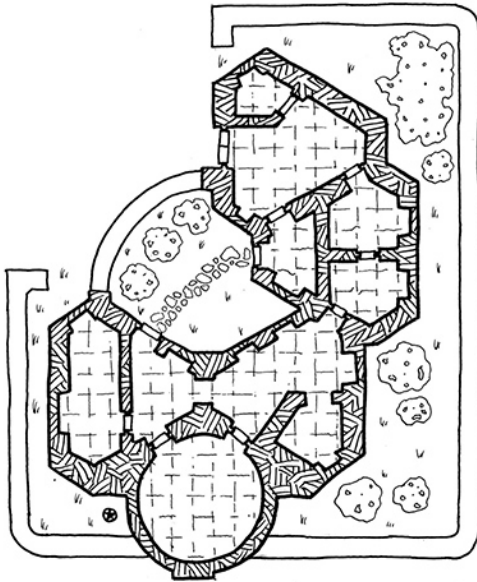
20 ITEMS

ITEM & NUMBER

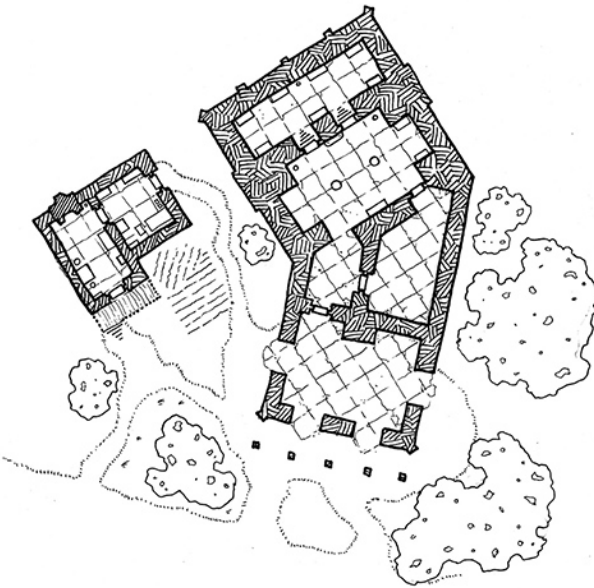
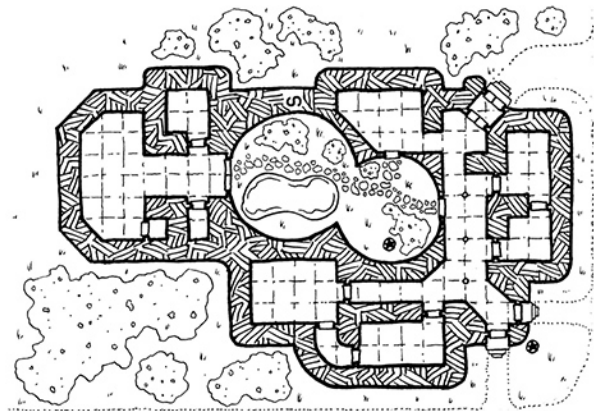
01. Daggers (4d4)
02. Throwing Knives (5d4)
03. Short Swords (1d4)
04. Bows (1d4)
05. Arrows (6d20)
06. Crossbows (1-2) Masterwork
07. Crossbow Bolts (6d10)
08. Potions of Healing (1d6)
09. Potions of Extra Healing (1d4)
10. Poison Antidotes (1d4) Various
11. Rope & Grapnel 50 ft. (1d4)
12. Rations (5 PCs for 2 weeks)
13. Water (5 PCs for 2 weeks)
14. 10-foot Poles (1d4)
15. Mallet & 3 Stakes (1d6 kits)
16. Holy Water (3d8)
17. Slime Globes (2d4)
18. Beds (1d4)
19. Bedrolls (2d4)
20. Wine (1d4 gallons)



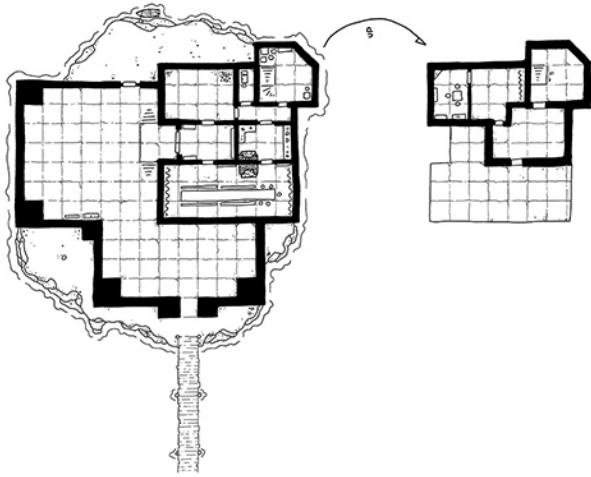
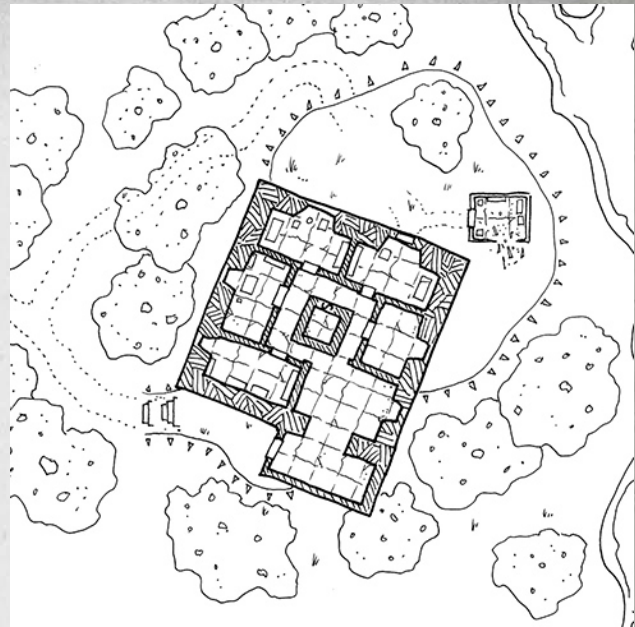
SAFE HOUSES 2-3



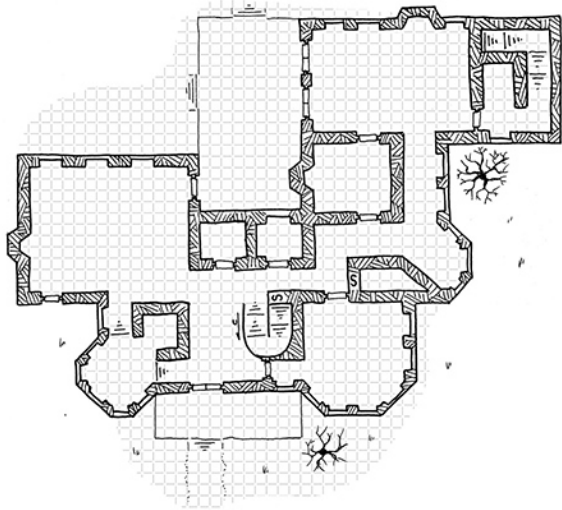
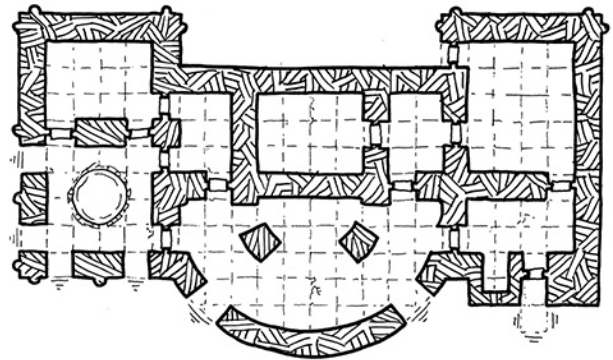
SAFE HOUSES 4-5

[illegible][illegible]

SAFE HOUSES 6-7

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.[illegible]

SAFE HOUSES 8-9

[illegible][illegible]

SAFE HOUSE 10 & DEDICATION



ABOUT MATIGAN BRENNAN, MY DEDICATION, AND WHY I CREATED THE BOOK OF DARK SECRETS

The character Matigan Brennan has been brewing inside of me for several years now. I'd like to thank everyone who made this project possible from a creative standpoint. Thanks to all that have contributed to the project **THE BOOK OF DARK SECRETS**. Todd Macbeth for the amazing KS video, Lee Newman, Bobby Nash, and Lucas Palosaari for some fun writing plots, and artists Brian Thomas, Terry Pavlet, and Rick Hershey for providing some great works of art

I would also like to mention the two exceptional artists Brent Chumley and Henrik Rosenborg, whose services were sought for this project, but the stretch goals were just not met. Their understanding and professional nature will always be appreciated. I will try (try) to utilize their services in the near future!

Thanks also to Luiz Prado. Luiz is an up and coming comic artist and illustrator from Brazil with a beautiful wife and son that they affectionately call Baby Panda. I gave Luiz a very difficult task, and that was to create an 8-page comic revealing Matigan Brennan's origin and reason for why he has declared war on evil. The creative brief I gave Luiz was very hastily done, and would be largely indecipherable by many. In short, Luiz did a PHENOMENAL JOB. He captured what I wanted perfectly, and I knew he could handle this difficult art direction. I promised him that if I were to ever be fortunate enough to work with him again, I would provide much better clarification and art direction.

I am incredibly grateful for every one of my KS and IGG backers of this project, **THE BOOK OF DARK SECRETS**. As of this writing, this book is running late by much longer than I calculated. I have been fortunate to have just one cancellation,

DEDICATIONS

and for this, I am forever grateful. I have learned a great deal about all of the things one can expect to be an independent self-publisher. When I say that, I mean that literally. I have no partners or close friends helping me with this or any title, and I had to learn the hard way. **I am so grateful for you sticking with me.** You know who you are, and I know who you are. Thank you!

Finally, **I would like to acknowledge the TRUE force behind the creation of this character and project.** If you are faint of heart or squeamish, please stop reading now. I made this decision on December 11th or 12th, and it became crystal clear, and I truly believe that the person I am about to mention would approve.

About 10 years ago, my Grandmother was killed in a nursing home by a man with a history of hurting old women. The tragedies that came from this are many, and to say that this has filled me with a sense of rage would be the understatement of my lifetime. I will spare you the deep details, but just impart that it took her over 10 months for her to finally pass on from her injuries. As difficult as that is to accept, the man that killed her got away (**in theory**) with this due to extremely serious mental issues that were never addressed, and somehow never curbed. There is so much more, but I will leave it at that for a while, as this is supposed to be cheerful, and not depressing beyond human comprehension.

In 1992 when I received my first professional paycheck in the graphic design business, I spent my first professional dollars on a necklace that my Gramma wore her entire life. To this day, I do not know where this necklace went, but I do know that I had a very special bond with my Gramma. She was an animal rights activist, a great cook, and the nicest human being I have ever known. She did not deserve this meaningless, evil attack. No one does. **Matigan Brennan was born.**

I have always been a seeker for justice, but not focusing my attention on anything petty. I am talking about serious issues only. This incident made me even more aware of the disturbing things that some people choose to do.

This project has been brewing in my head even before I knew there were/are open licenses for RPG adventures. I just couldn't shake the character. Matigan Brennan is a good man at heart that has had everything taken from him - for no reason. This has made him a force of nature, and he can do things that he never thought he could do. He is a natural warrior and wizard and possesses many lethal skills, but sadly, had to leave his talents behind to destroy everyone and everything responsible for taking his life from him. I can somehow relate to Matigan Brennan, and I can honestly say I do not blame him one bit. In fact, I am in full support of this character that I know so well.

If you have had a tragedy or tragedies happen to you or your family or loved ones, ***try pursuing creative endeavors*** that resonate with you that are helpful for your understanding and recovery to such atrocities. Innocent people that have a difference of opinions are simply this: Innocent people with a difference of opinions. Please do not vilify these people. Trust me, there are much more serious things that one could focus on instead.

Most of all, **this project THE BOOK OF DARK SECRETS, is dedicated to my Gramma.** May she rest in peace, and I know that she is proud of me in dealing with certain things related to this.

I hope that you all love this adventure and other DBD adventures. Lots more to come very soon.

Sincerely,

Matthew A. Bogdan
DARK BY DEZIGN

My name is Matigan Brennan.

I kill the wicked ones that prey upon the innocent.

I happen to be exceptionally good at what I do.

VIGIL

I HAVE BEEN WATCHING
OVER THIS CITY AND I
HAVE CHOSEN *YOU*.

MY NAME IS
MATIGAN BRENNAN...

I KILL THE *WICKED*
ONES THAT PREY
UPON THE INNOCENT.

I HAPPEN TO BE
EXCEPTIONALLY GOOD
AT WHAT I DO.

AND I HAVE A STORY
TO SHARE WITH YOU.

VIGIL ©2019, DARK BY DEZIGN
WRITTEN BY: MATTHEW A. BOGDAN
ART BY: LUIZ PRADO



WHEN I WAS A LITTLE BOY,
I WAS BEATEN AND PICKED ON.



MUCH TO HIS DISPLEASURE, MY FATHER TAUGHT ME HOW TO FIGHT.

PERHAPS A BIT TOO WELL...



I HAD ALWAYS WANTED
TO LIVE IN PEACE AND
BE AN ARTISAN.

BUT IT WAS
SIMPLY NOT
MEANT
TO BE...



OUR TOWN WAS ATTACKED BY EVIL FORCES...



SO I JOINED
THE FIGHT!



AND FIGHT I DID!

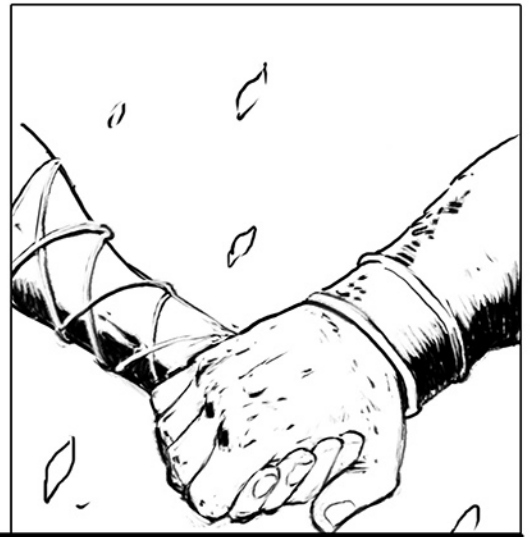


PERHAPS A BIT TOO WELL.

BUT I MET THE
MOST *BEAUTIFUL*
HEALER ELF!



DESPITE BEING
OFFERED AN
OFFICER
POSITION,



I DECLINED. INSTEAD, I MARRIED MY SOULMATE AND SETTLED DOWN.



WE RAISED A FAMILY. I THRIVED IN BUSINESS. AND I ACHIEVED PEACE.



BUT PEACE, LOVE AND HAPPINESS WAS NOT MEANT TO BE FOR ME..

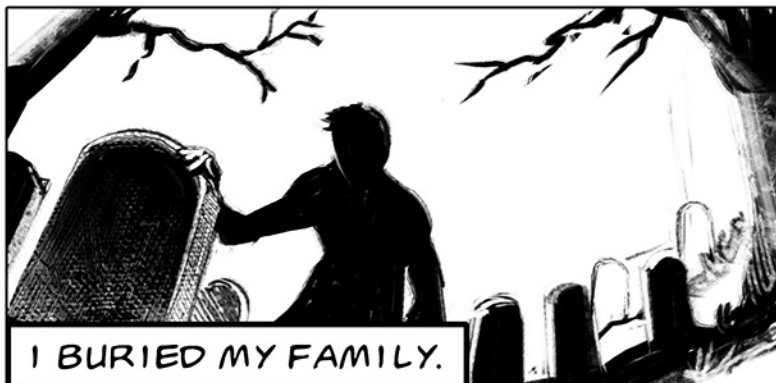
A CULT HAD INFILTRATED MY FAMILY AND KILLED THEM WHILE I WAS AWAY.



THESE VERMIN LEFT A CLUE.



WHICH
WAS THE
GREATEST
MISTAKE
THEY HAVE
EVER MADE!



I BURIED MY FAMILY.



AND I RECOVERED MY WEAPONS.



AND I TRACKED THEM DOWN.





I MADE A VOW TO NOT ONLY DESTROY *THESE* VERMIN, BUT *ALL* EVIL BITCHES.



SLAYING THIS *FILTH* CAME *VERY EASY*.

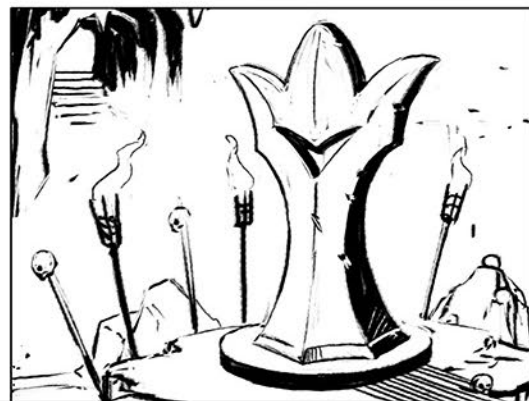


BUT I HAD TO KNOW THE REASON *WHY*...

I COULD NOT BELIEVE
WHAT THEY
TOLD
ME...



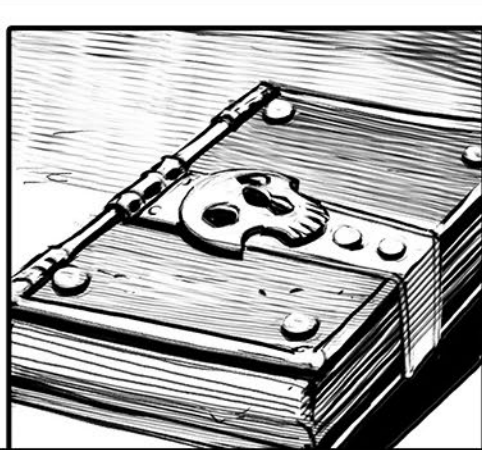
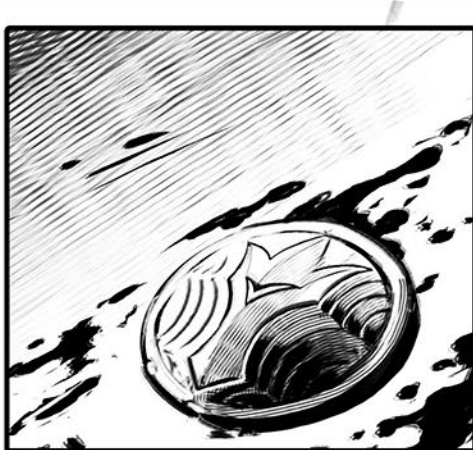
YOU **SHINE**!



MY **ENTIRE FAMILY** WAS **SACRIFICED** TO THEIR PATHETIC BITCH-GOD **NARGA**.

I'VE BEEN WATCHING YOU,
AND I MUST SAY THAT
I'M **IMPRESSED**...



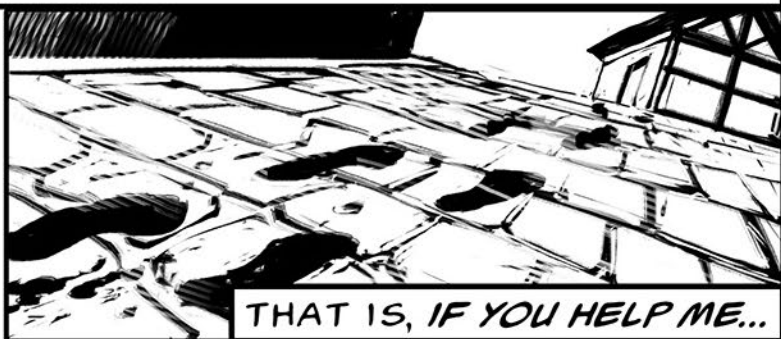


THIS IS WHY I CHOSE YOU. WE ARE OF LIKE MINDS. I HAVE LEFT THIS BOOK...



TO
HELP
YOU.

TO
FIND
RICHES.



THAT IS, IF YOU HELP ME...



TO **DESTROY** THESE VERMIN!



MANY YEARS AGO MY FATHER...

...TAUGHT ME HOW TO FIGHT.



AND HE WOULD ALWAYS ASK ME...



"MATY, CAN YOU **FIGHT**?!?"

I WOULD ALWAYS REPLY...

*"PERHAPS A
BIT TOO WELL!"*

I KNOW YOU WON'T
LET ME DOWN.
MATIGAN BRENNAN.



MORE ABOUT MATIGAN BRENNAN

Matigan Brennan is a character that prefers to operate from the shadows. If the DM/GM feels that Brennan should accompany the party and have him join them, the DM/GM should take time to flesh out Brennan as he/she sees fit.

Matigan's general personality and description is a man that is fiercely determined with an indomitable will. He is uncommonly mentally and physically resilient and tough. He is very calculating, but not in a deceitful, cowardly way. He researches his targets thoroughly, but quickly, and tactfully. He prefers one-on-one battles but knows there are very few that can battle him face to face in a fair fight. All of the targets that he pursues have been observed with great care and attention to detail. Matigan will not sacrifice any innocent beings for any cause, which is his greatest weakness. This is also the reason that he greatly prefers to wage war alone. He feels that he doesn't need any help regarding the Narga cultists.

The gods looking down upon him know his true nature and what is in his heart, yet they are often-times appalled by his incredibly violent and unforgiving nature. He is often perceived as a heartless assassin in this regard. In one-on-one combat, Matigan never chooses any advantages. Instead, he prefers short swords over long blades and enjoys getting in very close when he takes a Narga cultist's last, worthless breath.

Matigan Brennan has chosen the party because he sees something in them. He has no desire to throw them into any suicide missions, yet at the same time, he has chosen the party because they are not petty old men and women. He truly believes that the party he has chosen to aid him can indeed get the job done without suffering small misfortunes.

Brennan is very strong for his size, and dextrous. He is not an acrobat, yet he has amazing balance and body control. He is also ambidextrous, and

has a natural understanding of leverage and reading his victim's next (and often last) combat move. He is not flashy, and there are no wasted motions. There is very little drama for the fodder that fall before his blades, but perhaps he is saving some meaningful moments when he finally finds out WHO gave the order to slay his entire family. He already knows the reason why, and this is something that haunts him every day and night.

He has high willpower and manages to keep any thoughts he may have of any attractive women swept to the side. When there are lulls between the war that others have waged upon him, he takes to the bottle to blot out the horrific sense of loss that overtakes him when his mind and blades are not adequately occupied during combat.

Matigan has other helpers across the land. Most of these are promising young men and womenfolk that have suffered similar tragedies. He will never put these people into a situation that he believes could cause them harm. He has them collect information naturally, and through others that they know. This is an invisible network of weaponless warriors that are exceptional at what they do. They are fiercely loyal to Brennan, and no one knows of these secret helpers but him.

Matigan is decent at disguising himself, and often prefers this method, as he believes he can gauge his enemies as well as anyone within a few short moments. Matigan is very intuitive and is a very good judge of character. He can see the goodness in anyone - *if it is there*. He can also see the petty cruelty and evil that others have been foolish enough to embrace. It is for these very few, the ones of the darkest black, that he has no mercy for. They should be grateful, as he dispatches these vermin as quickly as possible.

His goal is to slay every member of the dreaded Narga cult and to embarrass and mangle every one of their so-called dark champions before killing

MORE ABOUT MATIGAN BRENNAN

them. Finally, he desires to meet the one that ordered the destruction upon his life. He plans on inflicting *much* more pain than was delivered to him and his innocent family. *The number of enemies in this last battle does not matter, as he does not expect to make it out of this final battle alive.* As one of his quotes would suggest,

“It shall be done.”

In the event that the DM/GM chooses to not use Matigan Brennan as a catalyst for these adventures, it is simple to omit him entirely, and the DM/GM may then rewrite any introductions he or she sees fit.

The NARGA symbol of the god of murder and chaos is depicted below and may be used by the DM/GM as calling cards that this cult leaves behind after carving their paths of destruction.



MATIGAN BRENNAN - Eldritch Knight

STR - 16 DEX - 18 CON - 18

INT - 14 WIS - 11 CHAR - 13

HEIGHT - 5' 10"

WEIGHT - 188 Lbs.

HAIR - Black

EYES - Dark Brown

ARMOR - Chain Shirt +3

WEAPONS - 2 Short Swords +2, 2 Starknives +2, 2 Throwing Axes +2

MATIGAN BRENNAN IN ACTION



STEAL 54



20 BOOK OF DARK SECRETS TALES

01 - STEAL THE PLANS - This short adventure introduces the mysterious man that helps the adventurers with these 20 adventures. Town officials task the party with wiping out a slaver's outpost and for the PCs to bring back their leader alive to interrogate him regarding future plots and plans of criminal activities. The PCs must locate proof (in the form of ephemera) of Karlo Kross's future criminal enterprises.

02 - OGRE MAGE INN - A very exotic menu featuring unspeakable "delicacies" was found by a tavern patron. Having a hunch that this menu's food items are not some sick joke, a concerned man challenges the party to investigate this inn with the disturbing menu invitation. Did we mention that this menu is from the famous inn known as **THE RED ONI INN**? Did we also mention that what is on this menu is a collection of human and demihuman body parts? Oh, ghou!

03 - MR. SLICE - This adventure has a fantasy-based "slasher" type of feel to it. One of the darker adventures in this compilation, it features the PCs being called upon to lay siege to a madman's fortified and trapped house. He has some secret vendetta against the town's leader. So you have to ask yourself what is this deranged lunatic's beef? What has this town leader done to this man to make him call for such a showdown?

04 - GRAVE ROBBERS - A town official confronts the party regarding reports of plundered graves and mausoleums that seem to have some pattern to them. The town leaders have predicted that grave robbers will attempt to plunder the huge **RAVENSCLAW MAUSOLEUM**. Known for vanquished warriors and heroes of old, the town elders are adamant that the thieves will strike this unguarded mausoleum next. Plan One is to secrete the party into the mausoleum to have them lie in wait and apprehend the

ghoulish thieves. What the party doesn't know is that the town officials are in league with one of the party's past enemies. The town elders plan on exacting revenge on the party by locking them into the mausoleum to be fed to a variety of skeletons, zombies, wraiths, and ghouls!

05 - SUNKEN SARCOPHAGUS - A sunken treasure must be found at the bottom of the sea. The courageous adventurers are provided with water breathing magics in order to locate and retrieve these rich, sunken treasures. This sea adventure enables the PCs to attempt to find this valuable artifact on this famous sunken ship for a wealthy and overzealous art collector.

06 - ALIENS AMONG US - A crashed skyship has been sighted. 2 expeditions have been made to investigate this crash site and no one has returned. The PCs are tasked to find the missing men and to find out what this thing is that fell from the sky. This adventure is equipped with old-school art, maps, and feel. This one has laser guns and robots, so be warned!

07 - THE SLAG SHIP - Ideal for an adventure that originates in any tavern, the party learns of a "historic pirate ship" famed for surviving a Kraken attack which is owned by a new captain and serves as a traveling restaurant for adventurous diners. The party has come across an invitation to this odd spectacle and is prompted to check out what is for dinner. Little does the party know they are walking right into a trap set by the mad crew. Their reason? To steal all of the PCs weapons and loot and to sail off to their next destination! But what no one knows is what lurks just below the recently moored ship?

08 - MISGUIDED - This short adventure can take place at any point during any wilderness campaign adventure that may call for

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something a little bit different from the usual wandering encounters table. This short adventure takes place along a well-traveled path that is not known for bandit activity - until now. Because these monstrous bandits plan their attacks far away from other noted danger zones, they view the party as their first kill. For this reason, these wicked rogues are traveling relatively light, and with very little treasure, save for a couple of magical weapons or items.

09 - THE ART GALLERY OF LUDVIG

LOVECRAFT - LUDVIG LOVECRAFT is a pretentious and very rich art collector that has created yet another party to honor himself and his lavish art collection. The adventurers have been invited to attend this art gallery, and much to Lord Lovecraft's dismay, his prize art piece has been stolen right from under his nose. The adventurers are tasked with finding this creepy yet valuable (and powerful?) work of art before it is sold via **The Red Glove** underground art collectors guild and becomes lost forever.

10 - THE WAX MUSEUM - Wax figures far too realistic to be mere wax sculptures are actually mutilated victims that have been placed in a form of temporal stasis. The bored and privileged high society elite clamors for this brand of dark entertainment, and it mustn't be encouraged. It must be stopped at all costs before this vile trend spreads like demonic wildfire! Mission? Easy. Slay all wax constructs and apprehend anyone responsible for these insane atrocities.

11 - VAMPIRE SLAYER - Too many villagers have been found drained of blood or have gone missing altogether. A brave hunter has tracked a mysterious man to a dark tower located on the outskirts of town...

...the hunter is adamant that he has uncovered the killer himself - A **VAMPIRE**. Desperate to preserve his fellow villagers, the man has taken up a collection from the terrified villagers to hire a party of doughty adventurers to rid the village of this blood-sucking threat. What no one knows is there is a lot more than just one lone vampire that dwells in this blood-soaked tower!

12 - KRAGOR MINES - A legendary dwarven hero leads a hearty group of dwarven miners working on a new mine for valuable ore. After the entire mining camp did not return to their homes, the dwarven village has sent a tough dwarven hunting party to investigate the disappearances. They too have vanished without a trace. The desperate dwarven villagers ask the party to investigate the missing dwarves. If you like deadly Drow, Dark Stalkers, and other cavern crawlers, this adventure is just right for you!

13 - SCAVENGER HUNT - 3 separate and formidable parties are called upon by a famous eccentric that is looking for 8 items of interest lost in his castle. His madman twin brother has hid said items before gruesomely taking his own life. One opposing party of 4 rogues. One opposing party of 4 evil adventurers. One party consisting of the PCs. All groups are in competition for a prize. Whichever party comes away with the most items wins a coveted prize. Free-for-all battle royale throughout different areas of madman's trapped and monster-stocked keep.

14 - THE PEASANTS HAVE LOST THEIR MINDS - A classic HP Lovecraftian adventure set in a fantasy genre. Filled with Mi-Go and other odd Lovecraftian monsters and strange villagers. Delve into this dungeon, Lovecraft-style.

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15 - DEVIL'S SAND BOX - A safe haven in the form of an abandoned desert keep is a gods' send to wayward travelers and adventurers. For years, this abandoned keep has provided a steady source of free food, water, and shelter from the harsh desert storms, climate, and scarcity of vital perishables. Three weeks ago, all adventurers passing through this oasis have vanished completely, never reaching their destination. There are rumors that the mad Lich DANZIBUS has made this once safe oasis one of his many dangerous lairs where he continues to create experiments to raise his massive undead army. Nearby townspeople have approached the adventurers with this issue and have asked them to investigate LAGROTHA KEEP to find out what has happened to these traveling adventurers and to put an end to whatever has caused their mysterious demise.

16 - THE MIRROR MAZE - A mad cleric has had a beautiful young woman poisoned by one of his evil henchmen. Why did this Abbott of evil kill an innocent, beautiful married woman? The mad cleric ZANTHOR has had the very same henchman dig up the woman's body and had her resurrected! The cleric's one-sided infatuation runs deep indeed. So deep, he's willing to fight to the death in his madman's mirror maze hideout.

17 - THE MADMAN'S CLOCK TOWER - A mad wizard specializing in crafting clockwork warriors has slain his entire family in a fit of rage. He has since made attempts to "make his dearly departed better" by making them part of his clockwork creations. A small squad of soldiers was destroyed after making a welfare check on his tower. One of the soldiers made it out alive from that nightmare, and the grisly tale he tells calls for a party of sturdier types to investigate this dark tower of death.

18 - THE WYNTER WYND'S TAVERN - A full tavern filled with interesting NPCs and plot hooks

rumors and even an optional monstrous assault on the very popular tavern!

19 - LETTERS OF MARQUE - A license to steal a pirate ship and booty. A fiendish rogue has abused his power and after rescinded letters of marque, he has forged his own ephemera and has continued with his seaside assaults and atrocities like never before. Only this time he has preyed upon the innocent and completely unarmed. This pirate must be stopped. There is just one small problem: The PCs do indeed find the ship, a seemingly abandoned **GHOST SHIP** with no one aboard ship. *No one living, that is...*

20 - ZOMBIE LORDS - A mad Necromancer has created a spell to attach zombie parts to his living subjects. Stop the horde and destroy his laboratory. Bring back the spell scroll for this spell to your employers immediately. But will it be that easy? Giant insects and carnivorous plants also abound on this island, not to mention the huge monstrosity that this madman is planning on cloning to form a mutant army without peer!



FLEXIBLE SPELLBOOKS - 1



FLEXIBLE SPELL LISTS

The following spells are made from the (roughly five) most powerful spell casters within the 20 BOOK OF DARK SECRETS adventures. For mid-range and lower-level spell casters, the following lists can be used for the DM/GM to choose from. All of the following spells were carefully chosen for these adventures. It is up to the DM/GM for him or her to choose these spells accordingly. The DM/GM is encouraged to add or subtract from these lists at their discretion. **All spellbooks shown are at 18th level of ability.**

CLERIC SPELLBOOK

Level 0 (4)

Inflict Minor Wounds, Light, Purify Food and Drink, Read Magic

Level 1 (6)

Bless, Cause Fear, Command, Cure Light Wounds, Detect Good

Level 2 (6)

Augury, Cure Moderate Wounds, Darkness, Inflict Moderate Wounds, Magic Mouth, Shatter

Level 3 (6)

Animate Dead, Bestow Curse, Contagion, Cure Serious Wounds, Dispel Magic, Inflict Serious Wounds

Level 4 (6)

Chaos Hammer, Cure Critical Wounds, Inflict Critical Wounds, Poison, Summon Monster IV, Tongues

Level 5 (5)

Cure Light Wounds, Mass, Dispel Good, Flame Strike, Insect Plague, Slay Living

Level 6 (5)

Animate Objects, Create Undead x 2, Cure Moderate Wounds, Mass, Dispel Magic, Greater

Level 7 (4)

Blasphemy, Cure Serious Wounds, Mass Destruction x 2

Level 8 (4)

Create Greater Undead x 2, Cure Critical Wounds, Mass, Summon Monster VIII

Level 9 (3)

Energy Drain, Summon Monster IX x 2

FLEXIBLE SPELLBOOKS - 2

DRUID SPELLBOOK

Level 0 (4)

Create Water, Flare, Know Direction, Light

Level 1 (5)

Calm Animals, Charm Animal,
Comprehend Languages, Cure Light Wounds,
Endure Elements

Level 2 (5)

Bulls Strength, Fire Trap, Flaming Sphere,
Fog Cloud, Hold Animal

Level 3 (5)

Call Lightning, Cure Moderate Wounds,
Dominate Animal x 2, Meld into Stone

Level 4 (5)

Blight, Command Plants, Control Water,
Dispel Magic, Summon Natures Ally IV

Level 5 (4)

Animal Growth, Call Lightning Storm,
Commune with Nature,
Transmute Rock to Mud

Level 6 (4)

Anti-life Shell, Cure Light Wounds, Mass,
Dispel Magic, Greater, Fire Seeds

Level 7 (3)

Animal Shapes, Cause Moderate Wounds,
Mass, Fire Storm

Level 8 (3)

Control Plants, Finger of Death,
Summon Natures Ally VIII

Level 9 (2)

Shapechange, Summon Natures Ally IX

SORCERER SPELLBOOK

Level 0 (6)

Acid Splash, Arcane Mark, Dancing Lights,
Disrupt Undead, Flare, Message,
Ray of Frost, Spark, Touch of Fatigue

Level 1 (7)

Alarm, Animate Rope, Burning Hands,
Cause Fear, Charm Person, Chill Touch

Level 2 (7)

Acid Arrow, Alter Self, Barkskin, False Life,
Flaming Sphere, Ghoul Touch

Level 3 (7)

Beast Shape I, Bestow Curse, Dispel Magic,
Explosive Runes, Fireball, Vampiric Touch

Level 4 (6)

Animate Dead x 2, Bestow Curse,
Black Tentacles, Charm Monster

Level 5 (6)

Blight, Cloudkill, Cone of Cold,
Hold Monster, Waves of Fatigue

Level 6 (6)

Acid Fog, Anti-magic Field, Chain Lightning,
Undeath to Death

Level 7 (6)

Control Undead, Control Weather,
Finger of Death, Giant Form I

Level 8 (5)

Clone, Horrid Wilting, Incendiary Cloud

Level 9 (3)

Energy Drain x3

FLEXIBLE SPELLBOOKS - 3

WITCH SPELLBOOK

Level 0 (4)

Arcane Mark, Bleed, Dancing Lights,
Purify Food and Drink

Level 1 (6)

Burning Hands, Cause Fear, Charm Person,
Chill Touch, Cure Light Wounds, Ventriloquism

Level 2 (6)

Acid Arrow, Alter Self, Augury,
Blindness/Deafness, Fog Cloud, Invisibility

Level 3 (6)

Arcane Sight, Blink x 2, Dispel Magic, Fly,
Glyph of Warding

Level 4 (6)

Arcane Eye, Charm Monster x 2,
Confusion x 2, Ice Storm

Level 5 (5)

Cloudkill, Cone of Cold, Cure Critical Wounds,
Dominate Person, Passwall

Level 6 (5)

Animate Objects, Cure Light Wounds, Mass,
Dispel Magic, Greater, Flesh to Stone,
Program Image

Level 7 (4)

Chain Lightning, Control Weather, Harm,
Invisibility, Mass

Level 8 (4)

Charm Monster, Mass, Clone, Mind Blank,
Scintillating Pattern

Level 9 (3)

Astral Projection, Summon Monster IX,
Time Stop

WIZARD SPELLBOOK

Level 0 (4)

Acid Splash, Arcane Mark, Detect Poison,
Light, Mending

Level 1 (6)

Alarm, Burning Hands, Cause Fear,
Charm Person, Disguise Self, Enlarge Person

Level 2 (6)

Acid Arrow, Aggressive Thundercloud, Alter Self,
Arcane Lock, Ghoul Touch, Invisibility

Level 3 (6)

Battering Blast, Blink, Dispel Magic, Fly,
Gaseous Form, Tongues

Level 4 (6)

Animate Dead, Ball Lightning, Bestow Curse,
Daze, Mass, Fire Trap, Polymorph

Level 5 (5)

Cloudkill, Magic Jar, Mind Fog, Passwall,
Wall of Force

Level 6 (5)

Acid Fog, Anti-magic Field, Chain Lightning,
Create Undead, Flesh to Stone

Level 7 (4)

Control Undead, Grasping Hand, Hold Person,
Mass, Phase Door

Level 8 (4)

Charm Monster, Mass, Clone,
Mages Clenched Fist, Polymorph Any Object

Level 9 (3)

Imprisonment, Meteor Swarm, Prismatic Sphere



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