

MINI-DUNGEON TOME

PREVIEW PACK 1



PATHFINDER
COMPATIBLE





THE BLIGHT

CLAIRE STRICKLIN

Even the greatest trees can die, slowly going bad from within. For nearly a thousand years, this mighty oak stood as monarch of the forest, with its dryad as proud steward. However, when a self-absorbed druid sought a new home, both the dryad and her tree fell ill. This once-comfortable treetop dwelling now lies at the heart of a rotting forest.

The Blight in Your Campaign

Capricious fey, druidic circles, and elven kingdoms share something in common: They're all concerned with the health of their forests. If any of these groups have a place in your world, then *The Blight* does as well. If the PCs stop the spread of the blight, they endear themselves to forest guardians of all kinds.

The Villain

The **dryad (305) Catinella** is afflicted with blight. After years of sickness, she has grown twisted and evil, her heart as rotten as her tree. As the PCs explore her tree, she repeatedly

ambushes the characters and then withdraws using her Tree Meld ability.

1. The Rotten Stair

Severe 2

This 120-foot spiral stair is a masterpiece of woodworking, but a PC who succeeds on a **DC 15 Nature check** recognizes it is extremely unhealthy for the tree. In fact, it was this stairwell that first caused the great oak to weaken. The tree's sickness manifests as a profusion of mushrooms and mold growing along the staircase. Most are harmless, but three evil **fungus leshys (310)** waits near the top of the stairs to ambush the party (**Initiative Stealth +8**).

1A-1D. Rotting Walkway

Moderate 2

These rotting platforms groan in a fitful wind. If a creature moves more than 30 feet across the walkway in a single round, an entire quarter of the platform falls 30 feet before becoming tangled in the branches below. Creatures on a platform when it falls must make a successful **DC 15 Reflex**

saving throw to Grab an Edge. Creatures who fail the check fall with the platform and take 15 bludgeoning damage. Once one section of the walkway falls, the other sides become more stable and are no longer in danger of collapse.

In addition to the rotting walkway, clouds of **fungal spores** drift throughout the canopy. Every 1d3 rounds, the wind shifts direction, causing the spores to fall on a random quarter of the platform. Breathing creatures on the platform become exposed to the spores.

Fungal Spores (disease); The sickened condition from fungal spores doesn't improve until the disease is cured. **Saving Throw** DC 18 Fortitude; **Stage 1** 1d4 poison damage and sickened 1 (1 minute); **Stage 2** 1d6 poison damage and sickened 2 (1 minute); **Stage 3** 2d6 poison damage and sickened 3 (1 minute)

2. Fungal Zombies

Severe 2

Dead and dying woodland creatures wrapped in thorny vines hang from the ceiling of this mold-infested kitchen. Five of the creatures have become **plague zombies** (319). The zombies animate as soon as a living creature enters the kitchen, but they must use their first action to tear themselves free from the vines.

3. The Vine Trellis

This cozy den is now deserted. Vines invade the room through the windows and chimney. On the floor, the vines have arranged themselves to spell out unsettling phrases in Sylvan ("growing trees need blood," "a broken branch means a broken bone," and so on). A PC who succeeds on a **DC 15 Perception check** notices that the vines growing through the south window form a ladder down to **Area 7**, some 40 feet below.

4. The Flayed Druid Low 2

The smell of rotting meat permeates the room, yet the stench has no visible source. A PC who succeeds on a **DC 15 Perception check** determines the smell comes from under the bearskin rug. Driven mad by the blight that afflicted her, Catinella eventually murdered and flayed the druid Felosinney. The elven woman's skin is stitched to the underside of the bearskin rug. The rest of the room is crowded with druidic bric-a-brac, including illustrations of plant life, spoiled spell components, and bird droppings. A successful

DC 15 Survival check to inspect the bird droppings reveals that the droppings are fresh. Felosinney's animal companion, a **giant owl** named **Whisper** (**giant eagle**, 306), refuses to desert his mistress's remains. He swoops in through a hole in the roof to attack anyone who disturbs the bearskin rug. Whisper is remarkably intelligent. The PCs can convince Whisper to stand down with a successful **DC 19 Nature check** to Command an Animal.

5. Bedroom

Felosinney's journal lies half-rotten on a bedside table. It provides details of the tragic falling out between druid and dryad. The final entries outline the druid's fear of "not finishing the fungicide in time" and mention the purchase of an enchanted cold iron shortsword "to put dear Catinella out of her misery, if required."

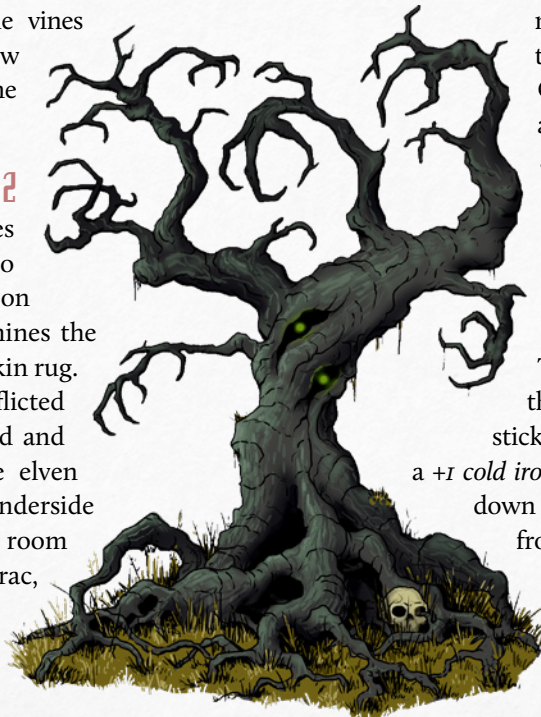
6. Fungicide

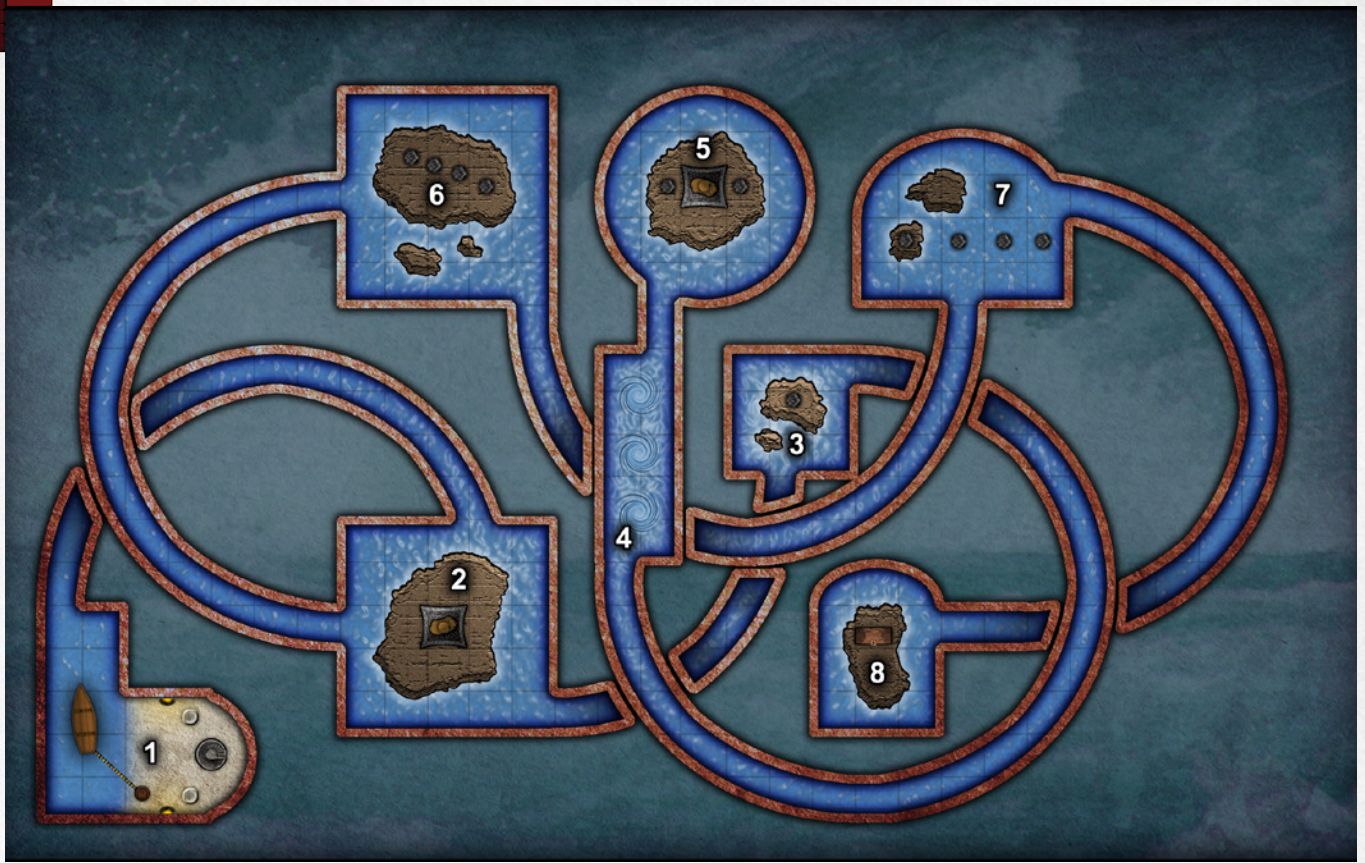
Toward the end of her disastrous home remodeling project, Felosinney finally recognized the harm she was doing to Catinella and her tree. However, Catinella murdered Felosinney before the druid could complete the fungicide she hoped would cure the blight. All but one of the necessary ingredients can still be found in this botanical laboratory. Notes littering the floor describe the missing ingredient as "The mycelial threads of a wind-borne fungus. I only hope my efforts in the crown germinate in time." It is another 40 feet up to the tree's crown, and it's a **DC 20 Athletics check** to Climb the oak's rotting branches. If the PCs

make their way to the top of the tree, they discover the missing ingredient. Completing Felosinney's work is an activity that requires three actions and a successful **DC 20 Crafting check**. Applying the resultant mixture to Catinella or any part of the tree heals them both.

7. The Cold Iron Sword

This branch looks even more rotten than the rest of the tree. A dwarf-sized burl sticks up like a wart in the wood, concealing a **+1 cold iron striking shortsword** embedded point-down in the branch. Obscured from view from above, the weapon is easy to spot once a PC reaches the burl. However, pulling the shortsword from the branch requires a successful **DC 15 Athletics check**.





THE SIREN'S LAMENT

CLAIRE STRICKLIN

Sirens rarely find true love, but the one who haunts this underwater tomb managed the trick. Unfortunately, the siren's father—a powerful spirit called the Sea King—disapproved of the match. He conjured a storm to sink her lover's ship, not realizing the strength of his daughter's devotion to her beloved. The siren's suicide motivated the Sea King to construct these winding passages. The tomb is a monument to the love he destroyed, as well as a home for his daughter's anguished spirit.

The Siren's Lament in Your Campaign

The siren's beloved was not just any sailor, but a wealthy ship captain. His treasure, now lying in **Area 8**, was to be a bride gift for the Sea King. If your campaign needs a lost map, a magical compass, or some other MacGuffin, the PCs may find it among the treasure in **Area 8** or with the captain's remains in **Area 5**.

1. The Cove

The animated statue in **Area 2** drove off the last party to brave this complex; the intrepid treasure hunters can now be found

drinking at the nearest dockside tavern. Their rowboat, however, remains tied off beside the dungeon entrance, where the treasure hunters abandoned it in favor of hauling it up the long, spiral stairs to the top of the sea cliffs. The dinghy is in poor condition and sinks if a passenger doesn't use at least one action each round to bail it out.

2. The Figurehead

Moderate 2

The sea captain's wrecked ship was named the *White Lyre*. Its figurehead was carved in the likeness of an elven troubadour. Broken from the ship it once decorated, the figurehead now acts as a tomb guardian. Its gentle music keeps the siren's spirit at peace, but the **elite animated statue** (297) is less gentle with intruders. It attacks if the PCs try to leave the chamber.

If the PCs defeat the figurehead, its music stops. This awakens the siren's dormant spirit, which in turn causes her grief to manifest as a supernatural storm. The storm begins subtly, with moaning winds and choppy waters. As

the PCs move deeper into the complex, the storm becomes more dangerous. After several minutes, the dinghy requires two actions worth of bailing each round to stay afloat, and creatures must succeed at a **DC 15 Athletics check** to Swim in the stormy waters. Furthermore, there is a 1 in 6 chance the PCs are targeted by the equivalent of a *gust of wind* or *tempest surge* spell (DC 23) each round.

3. Haunted Porthole

Extreme 2

A section of the *White Lyre's* shattered hull bobs atop the water's surface. When the PCs arrive, they hear a faint knocking from behind one of the ship's portholes. If they investigate, the PCs see a handsome man in a captain's coat beating his fists against the glass. The man begs the PCs to open the porthole, which can be accomplished with a successful **DC 15 Athletics check**. If the PCs free him, the man transforms into a **wraith (319)** and attacks the party.

4. The Siren's Lament

Raging whirlpools make progress through this area hazardous. The PCs must succeed on a **DC 15 Athletics check** to row the dinghy or a **DC 20 Athletics check** to Swim across the chamber.

5. Sea Captain's Tomb

A sarcophagus fashioned from driftwood and adorned with seashells rests atop an island in the center of the chamber. The sea captain's remains lie inside. A leather cord around the captain's neck bears the key to the chest in **Area 8**. If the PCs think to lift the captain's eyelids, they discover his eyes have been replaced with pearls (worth 10 gp each).

6. Happy Memories

More wreckage from the *White Lyre* lies scattered across a rocky outcropping. Through the portholes, the PCs see

pleasant visions of the times the sea captain spent with the siren. These memories include their meeting on a tropical beach, a moonlit night the siren spent serenading the captain, and the couple discussing baby names (they settle, at last, on "Maritza").

7. The Nameless Child

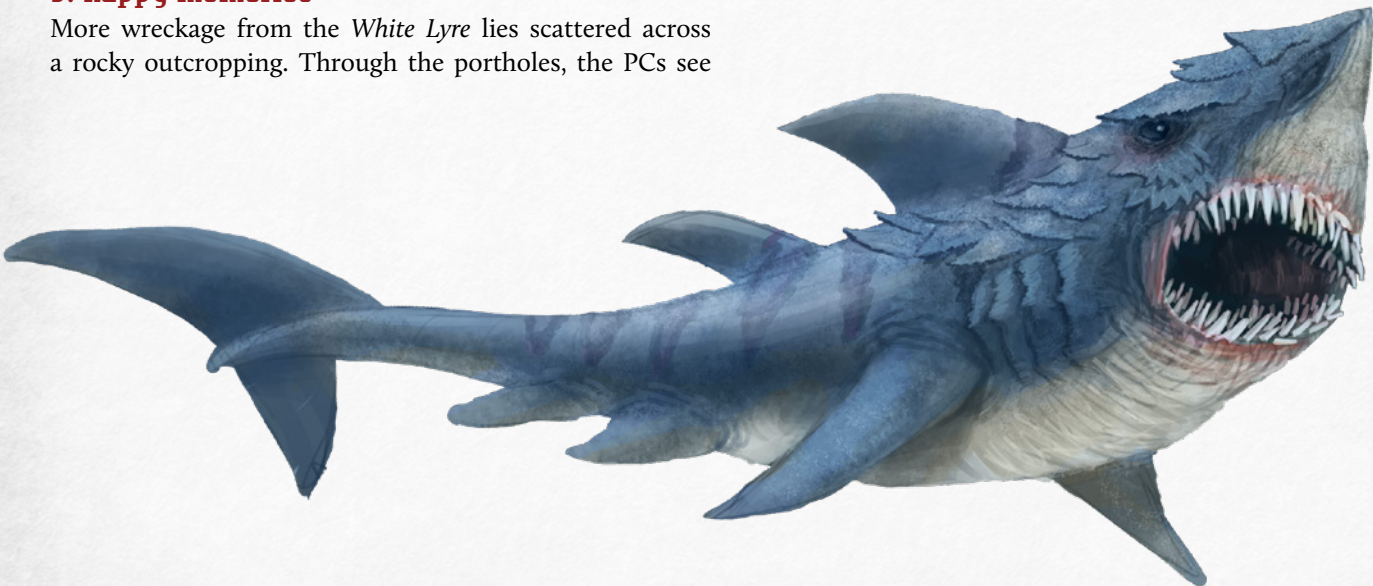
Extreme 2

A young, human girl sits atop more wreckage from the *White Lyre*. She is the child the doomed couple never had; a phantasm given life by the Sea King's remorse. When the PCs arrive, the child asks, "Please, do you know my name? Grandfather never said." If the PCs recall the name "Maritza" from **Area 6** and speak the name aloud, the girl smiles briefly and disappears. Giving any other answer (or no answer at all) enrages the girl, who attacks the party as a **wraith (319)**.

8. The Tethered Chest

A treasure chest fashioned from indestructible coral rests atop an island at the heart of this chamber. The key to the chest is found in **Area 5**. Without the key, the PCs must succeed on a **DC 20 Thievery check** to Pick the Lock. On a critical failure, the PC slices their hand on the coral chest, taking 1d8 slashing damage and 1 persistent damage.

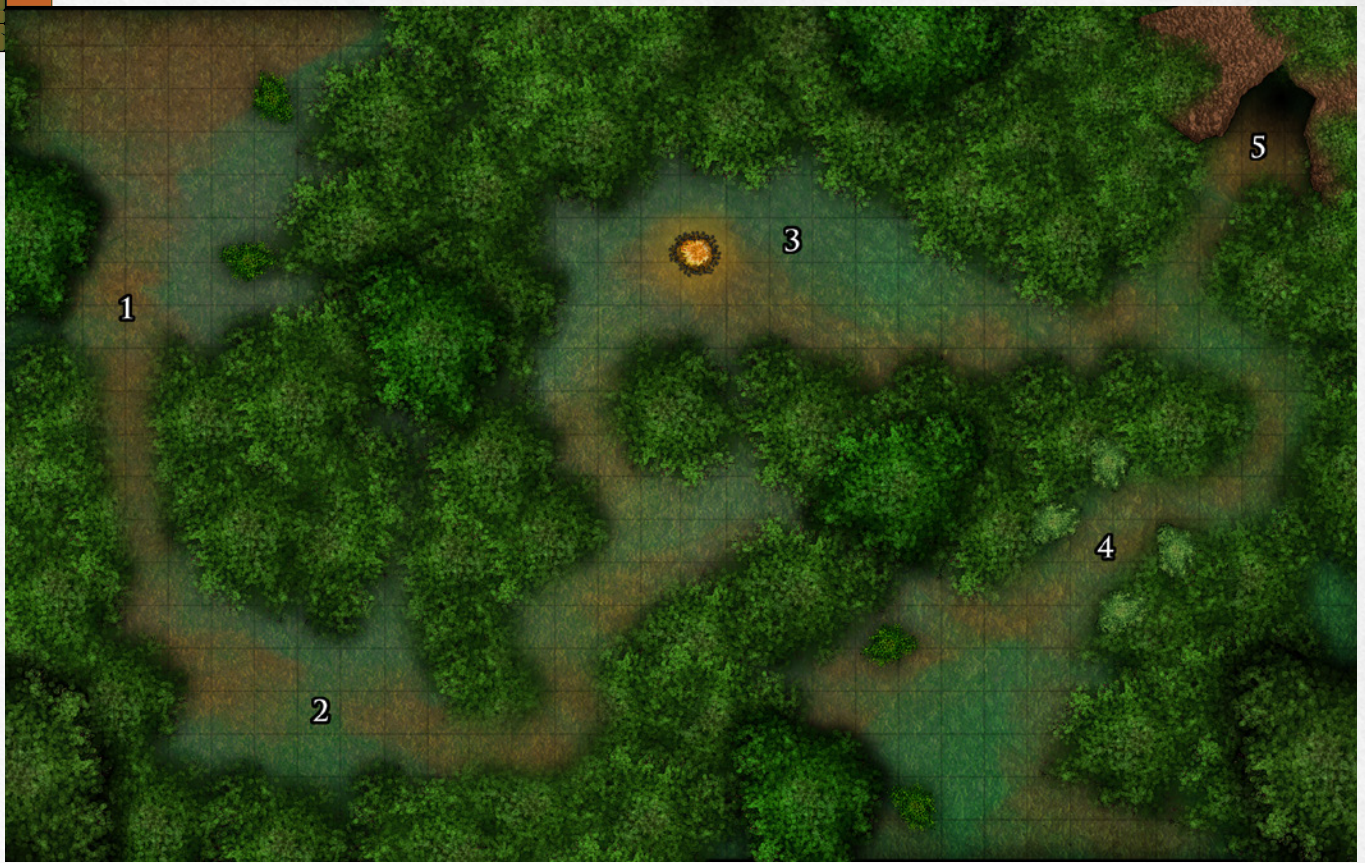
The chest contains 30 gp, 333 sp, and a single white pearl that functions like an *aeon stone* (tourmaline sphere). Opening the chest triggers a vision of the Sea King accepting his bride price from the ghostly couple. As the vision fades, the complex begins to flood. The PCs have 1d4+1 rounds before water fills the entire complex. At the GM's discretion, **Sawfin**, a **great white shark (309)** known to patrol the area, may arrive to investigate the commotion as the PCs flee.



#PCs
3-4

CAMPSITE IN THE HAUNTED FOREST

JONATHAN G. NELSON



CAMPSITE IN THE HAUNTED FOREST

JONATHAN G. NELSON

At some point in their travels, the PCs are forced to camp in the cold and fey-infested Haunted Forest. This is an excellent opportunity for GMs to introduce some local flora and fauna—and possibly a few hostile encounters, as well.

1. Narrow Trail

This narrow trail splits off from the main path through the forest but is a quarter of the size. The PCs will have to do a bit of bushwhacking to proceed. The trail is about a half-mile long and used mostly by animals, although monsters and malicious hunters sometimes ambush travelers along the trail.

Every 30 minutes the PCs spend on the trail, roll 2d6 and run the encounter shown on the Random Encounter Table. The “GM” result is provided for those who wish to select an encounter instead of rolling; choose the **twisted treant** or any of the other options.

Random Encounter Table (roll every 30 minutes)

| 2d6 | Encounter |
|-----|--|
| 2 | 1d3+1 wasp swarms (319) |
| 3 | 1d2+1 ochre jellies (313) |
| 4 | 1d2+1 living whirlwinds (311) |
| 5 | 1d2 giant tarantulas |
| 6 | 1d2 shamblers (316) |
| 7 | 1d3+1 giant boars (daeodon, 298) |
| 8 | elite owlbear |
| 9 | 1d2+1 winter wolves |
| 10 | 1d2+1 redcaps |
| 11 | elanax |
| 12 | frost drake (304) |
| GM | twisted treant (arboreal regent, 297) |

2. Clearing

A herd of fey elk grazes in a clearing. One of the elk has a tiny pouch tangled in its antlers. A PC who approaches the herd respectfully and succeeds at a **DC 20 Nature check** to

Command an Animal can untangle the pouch. Inside the pouch is one use of salve of slipperiness.

3. Campsite

This clearing is a safe place for the party to camp in the otherwise dangerous forest—except for some fey pranksters who steal from the PCs in the middle of the night.

4. Bladebark Trail

Severe 6

Bladebark leaves (277) fall from the trees in this area. The number of leaves that fall depends on the season. Falling leaves target PCs in the area at random.

Bladebark Leaves

| Season | # of Leaves |
|--------|-------------|
| Spring | 1d3 |
| Summer | 1d4-1 |
| Fall | 1d4+2 |
| Winter | 1d2 |

5. Cave Entrance

An abandoned candle rests on the ground just inside the mouth of this cave. The candle is three colors: the top third is yellow, the middle third is orange, and the base is red. When lit, the candle has an effect that depends on the section of candle being burned. Each section burns for 1 hour.

- **Yellow—Meditative Effect:** A calming effect washes over all humanoid creatures within a 100-foot radius. While the candle burns, affected creatures automatically succeed on saving throws against emotion effects.

- **Orange—Challenge Effect:** An invigorating effect washes over all humanoid creatures within a 50-foot radius. Affected creatures gain a +1 status bonus to Fortitude saving throws and are overcome with a strong urge to challenge others to feats of physical strength.

- **Red—Blood-Offering Effect:** All humanoid creatures within a 25-foot radius become ravenously hungry. Only raw animal flesh sates the hunger. Affected creatures become quickened 1 and stupefied 1, even if they leave the candle's radius. The effect lasts for 24 hours or until the creature consumes at least a mouthful of fresh, raw meat.

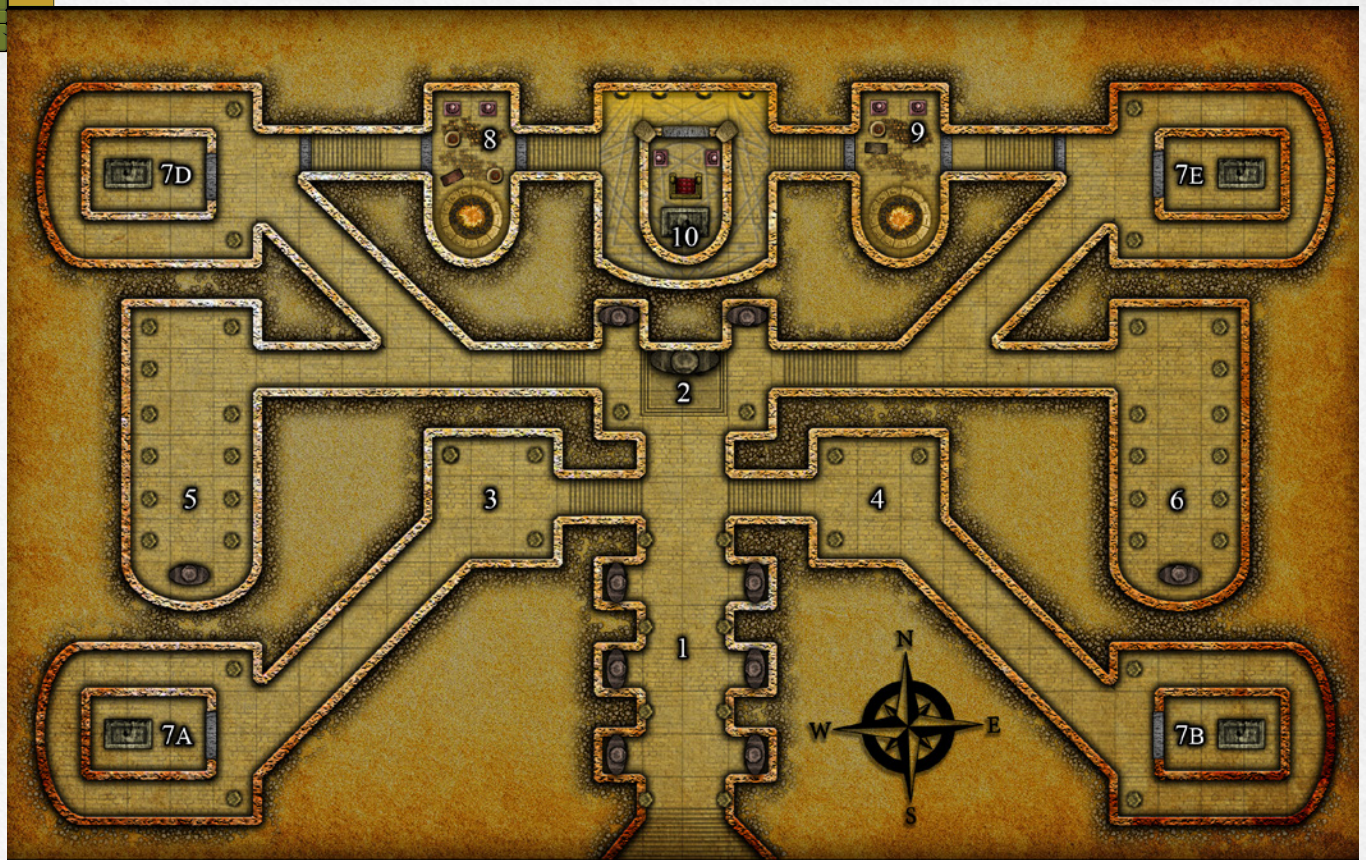
Once the red portion of the candle has burned for 1 hour, it melts into a mound of wax. At the bottom of the candle is a single coin made from a mysterious metal. The coin is warm to the touch and remains so for years after it is removed from the candle.

The coin is radioactive. A creature that carries the coin must attempt a **DC 22 Fortitude saving throw** every 24 hours.

- **Critical Success** No effect.
- **Success** The target takes 2d8 poison damage and becomes fatigued.
- **Failure** The target takes 4d8 poison damage and becomes fatigued. While fatigued, they are also enfeebled 1.
- **Critical Failure** The target takes 8d8 poison damage and becomes fatigued. While fatigued, they are also enfeebled 2.

Note: The magical nature of the candle wax counteracts the coin's radioactive effect. The coin is harmful only after it is removed from the wax.





UNJUST DESERTS

STEPHEN YEARDLEY

While visiting a city on the edge of a vast desert, the PCs hear tales of an archaeological dig taking place at the ruins of an ancient tomb. The local wazir asks the party to travel to site and keep an eye on his daughter, a budding archeologist. Upon reaching the ruins, the PCs are directed to a smaller, recently uncovered tomb some distance from the main site. The wazir's daughter and her retinue left to explore the tomb several days ago, but they haven't been heard from since.

1. Main Entrance

Low 9

The stone slab that once sealed the tomb's main entrance has been broken open recently with hammers and chisels. At the bottom of a flight of narrowing steps, six **lightning blast statues** (280) stand in alcoves. Once triggered, the statues automatically reset after 1d4 rounds.

At the north end of the hall, steps descend to **Area 3** and **Area 4**. Beyond the steps, the hall widens into an atrium (**Area 2**).

2. Atrium

Moderate 9

Statues of three towering humanoids fill this atrium. PCs who succeed at a **DC 28 Arcana check** recognize the largest statue as an efreeti and the statues that flank it as shaitans.

The two shaitan "statues" are real **shaitans** (307) using *veil* spells to conceal their true forms. An **efreeti** (306) under the effects of an *invisibility* spell stands beside his statue. The genies long to leave the tomb but are bound to protect it from intruders for centuries to come. All three reveal themselves and attack as soon as the party enters the atrium, but they do not pursue characters who flee the area.

3. West Pillar Foyer

Trivial 9

A flagstone in the center of the chamber triggers a **poisoned dart gallery** (281). The darts fire from the three pillars, and the trap's control panel is hidden behind a loose brick in the middle of the southwest corridor. Lying on the floor, his body riddled with darts, is an unconscious **tiefling adept** (314). An **elite ochre jelly** (313) oozes across the ceiling,

preparing to drop onto the tiefling. If the PCs rescue the tiefling, he explains he serves the wazir's daughter and offers to join the party's search.

4. East Pillar Foyer Trivial 9

Three pillars form a trio of **scythe blades traps** (295). Another member of the wazir's daughter's retinue, a **duskwalker ghost hunter** (314) avoided two of the traps but fell prey to the third. He lies on the floor near the northeast pillar. If the PCs heal him, he joins the party's search for the wazir's daughter.

5. West Pillar Room Low 9

The statue of a demonic hound stands at the far end of the hall, its eyes glowing like embers in the dark. The "statue" is actually a **Nessian warhound** (313) held in a magical stasis. Around its feet is a pile of glittering treasure and the burnt, mangled, and dart-ridden corpse of a human cleric.

The pillars comprise a **poisoned dart gallery** (281) which activates if a creature moves within 5 feet of the statue. The gallery's control panel is hidden behind the statue. As soon as the trap is triggered, the Nessian warhound animates and leaps at the nearest creature.

Treasure: The treasure at the base of the statue consists of 1,400 sp, a pair of platinum rings (worth 25 gp each), a *+1 resilient breastplate*, *+1 bolts* (3), *+1 holy bolts* (3), a *+1 spear*, a *greater pendant of the occult*, and two vials of greater antiplague.

6. East Pillar Room Trivial 9

Another of the wazir's daughter's allies, an **aasimar redeemer** (314) fights a pair of **salamanders** (316). If the PCs help the aasimar defeat the salamanders, she asks them to help locate her friend. The statue at the south end of the chamber lies shattered around its plinth. Shoving the plinth to one side reveals a crevice that descends 200 feet into the underworld.

7A-D. The Sarcophagi Gates Moderate 9

The door to each of these chambers is inscribed with a **pharaoh's ward** (294). Opening the door without speaking its long-forgotten password triggers the ward.

The previous occupants of the temple believed these sarcophagi transported the bodies of their dead to a heavenly afterlife. In truth, the sarcophagi function as gates to the Shadow Plane. The lids of the sarcophagi are magically sealed; nothing but a long-lost ritual can open them. A rune representing a specific attribute and its corresponding magical tradition is engraved into each lid.

- A. Acumen (Arcana), representing the mind.
- B. Body (Nature), representing life force.
- C. Divinity (Religion), representing the soul.
- D. Mystery (Occultism), representing intuition.

If the PCs break open a sarcophagus (Hardness 18, HP 56, BT 30), they reveal the swirling portal inside. Each round, the portal disgorges 1d4+1 **greater shadows** (316) until the PCs close the portal by succeeding at a **DC 26 check** using the sarcophagus's associated skill.

8-9. False Treasure Chambers Moderate 9

The doors of these chambers open outward into the stairwells and automatically swing shut unless held open. Beyond the doors, narrow vaults contain what appears to be a priceless treasure horde, but which is comprised of gems made of glass, low-grade items painted gold, and so on. Fire pits filled with embers light the rooms.

If a PC touches any of the treasure, the stairwells begin to fill with sand. A character who succeeds at a **DC 26 Perception check** hears the sand begin to fall. One round after the sand starts falling, the stairwells become difficult terrain. The following round, the sand blocks the doors to the chamber, forcing the PCs to succeed at a **DC 26 Athletics check** to Force Open a door. By the third round, the sand fills the stairs completely. Digging a way out of the chamber once the stairwells fill with sand requires 10 minutes of work, minus 1 minute per character assisting with the task. Pressing one of the ruby-glass domes on the pedestals in **Area 10** causes the sand to drain from the nearest stairwell.

Once the stairwells fill with sand, the embers burst into flame, turning the rooms into ovens. After 1 minute, the heat inside the chamber becomes severe. After 2 minutes, the heat increases to extreme. After 3 minutes, the heat increases to incredible. Characters trapped in the incredible heat take 2d6 fire damage every minute. The embers can't be doused by any means, but they lose their magic if removed from the room.

10. The Shadow Sarcophagus Severe 9

The 10-foot-long sarcophagus behind the throne contains a portal to the Shadow Plane. If the PCs enter the portal, they arrive on the Shadow Plane to find the wazir's daughter lying on the ground a short distance away. Four **elite greater shadows** (316) feast upon her life force.

The mummified remains of a human pharaoh sit upon the throne. Any valuables the pharaoh might have possessed were looted long ago. Domes of ruby-glass rest on pedestals behind the pharaoh's throne. Pressing the domes drains the sand from the stairwells in **Area 8** and **Area 9**.

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