

# THE HAUNT OF ERMINSK

## PATHFINDER 1E CONVERSION GUIDE

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Contained within are the necessary updates to the adventure *The Haunt of Erminsk* to support the Pathfinder 1E Role Playing Game.



## PAGE 12

### BLACRIDGE INN

#### 01 - STOREROOM

**Locked Door (DC 15)**

#### Treasure

**Locked Wine Cabinet (DC 20):** Inside is a single bottle of elven Esandoral wine. The wine is poisoned.

#### 03 - LORRAINE'S ROOM

**Locked Door (DC 15 Dexterity):** Key can be provided by Boris.

**DC 10 Intelligence (investigation)** - The dresses are out of fashion by a few seasons, but decent quality.

#### Treasure

**Locked bedside table (DC 15 Dexterity):** a leather pouch (14gp, 20sp, 12cp), and a small lock box

**Lock box (DC 20 Dexterity):** vial of Sliver – an illicit substance (drugs).

**Makeup kit (false bottom DC 20 Perception):** Inside are two more vials of sliver and 30 gp.

## PAGE 15

### ANDRES LAZAREV

- **(DC 10 Sense Motive)** - He is fidgety, and anxious, but just with concern.

### PATRIA LAZAREV

- **(DC 10 Sense Motive)** - She has a knowing smile and is not concerned.
- **(DC 15 Diplomacy)** - Patria will reveal that she believes Madeline is safe with a boy (Malikai). She knows that Madeline was going to see a boy in secret.

## PAGE 16

### CROWSFALL ORPHANAGE

**(DC 15 Perception)** -There is a journal hidden inside of the desk. Inside there are strange, almost disturbing drawings done by Orn.

**(DC 10 Perception)** - There is a location marked on one of the maps. Additionally, there are a few sketches of the same map on some parchment under the books.

### LOKEN DUTCH

- **(DC 10 Sense Motive)** - He has nothing to hide, and will co-operate fully.

## PAGE 17

### ALFREN SATYEV'S HOUSE

**(DC 10 Perception)** - There are full jars of moonshine mixed with the empty ones in the shack.

### ALFREN SATYEV

- **(DC 10 Sense Motive)** - He is a drunkard and is feeling sorry for himself.

## PAGE 18

### ENWEN SEVRUK'S HOUSE

**Locked Door (DC 10)**

**Things inside the house:**

- **(DC 20 Perception)** - The largest knife is missing from a set of knives.
- A nearly empty barrel of wine
- **(DC 15 Perception)** - An old letter from Boris thanking Enwen for joining him on a trip to a nearby city.

### RY TOPOLEV

- **(DC 10 Sense Motive)** - She is scared because she is alone worried about her safety

## PAGE 19

### KOZLOV THEATER

**(DC 15 Diplomacy)** - The housekeeper will try to keep the party out of the Theater, as they are not invited and it is currently closed.

A donation to the theater (not a bribe, he is altruistic in his support of the theater) will reduce the DC to 10.

**(DC 10 Diplomacy)** - If they are able to gain access, they may even be able to convince Varan to sell them some of the older costumes and items that the theater has.

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Disguise kit	50 gp	1
Noble's Outfit	75 gp	1d6
Peasant's Outfit	1 sp	1d6
Courtier's Outfit	30 gp	1d6
Traveler's Outfit	1 gp	1d6

### VARAN ABELEV

- **(DC 10 Sense Motive)** - He is proud of the theater and his position.

## PAGE 20-21

### DOSTOEVSKY FAMILY MANSION

**(DC 15 Diplomacy)** - If they manage to convince the Seneschal, she will absolutely not allow them to enter carrying any weapons. This will be a deal breaker for admittance.

### MAXIM DOSTOEVSKY

- **(DC 15 Sense Motive)** - He is trying to be courteous, but is not worried.

### YANA DOSTOEVSKY

- **(DC 10 Sense Motive)** - She looks to Maxim, waiting for his lead.

## PAGE 22

### BORIS LUKIN'S HOUSE

**Locked Door (DC 20 Dexterity)**

**Things inside the house:**

- **(DC 20 Perception)** - The knife has been thoroughly cleaned recently.
- Bottles of various hard liquor.
- **(DC 15 Perception)** Letters/notes addressed to a "Alory Lukin"

## PAGE 23

### WAYWARD LANTERN BOOKSTORE

**(DC 20 Diplomacy)**- Toria is a descendant of the elves that originally lived within the Blackridge. She will not likely reveal this unless she is persuaded, and likely only to another elf.

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Parchment	2 sp	1d8
Paper	2 sp	∞
Ink pot (1 ounce)	8 gp	1d6
Ink pen	1 sp	1d6
Sealing wax	1 gp	1d6
<u>Books</u>		
The Haunt of Blackridge	50 gp	1
Daemons of the Night: Spirits, Ghosts and Fae	50 gp	1
Survey Maps of Blackridge forest	50 gp	1

### TORIA SESARIAL

- **(DC 10 Sense Motive)** - She is cautious who she shares the history with.

## PAGE 24

### BLACKRIDGE SMITHY

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u>% Avail.</u>
Simple Weapons	+10%	1d4
Martial Weapons	+10%	50%
Silversheen Greataxe	800 gp	1
Masterwork Hand Axe	300 gp	1

### DANIL PALEY

- **(DC 10 Sense Motive)** - He is no-nonsense and has nothing to hide.

## PAGE 25

### RIXEN'S OILS AND ALCHEMY

#### READILY AVAILABLE ITEMS

<u>Items</u>	<u>Cost</u>	<u># Avail.</u>
Potion of Cure light wounds	55 gp	1d4
Alchemical Grease	5 gp	1d6
Alchemical Glue	20 gp	1d4
Alchemist's Fire	20 gp	1d4
Oil Flask	1 sp	∞
Healer's Kit	50 gp	1
Alchemist's crafting kit	25 gp	1

### KAYLEE RIXEN

- **(DC 10 Sense Motive)** - She is a gossip and loves to talk.

## PAGE 26

### ORN'S MAP AND GRAVES

**(DC 15 Survival)** - They can find three sets of footprints left behind by Boris, Madeline, and Orn.

**DC 15 Perception)** -There is some blood on the forest floor near the path that descends below. If they venture down the path into the area below they will find evidence of recent digging which has been obscured by piles of dead leaves.

### THE BODIES

**(DC 20 Heal)** - Boris's knife matches the stab wounds.

## SCENE 3 - CATCHING BOTH KILLERS

**(DC 15 Perception)** - If the party had visited Boris's house before, they may notice that Boris's knife and a shovel are missing.

## BESTIARY

BORIS LUKIN**BORIS LUKIN** CR 3

XP 800

Male human expert 5

LE Medium humanoid (human)

Init +2; Senses Perception +8

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 44 (5d8+10)

Fort +3, Ref +3, Will +4

OFFENSE

Speed 30 ft.

**Melee:** boris' hunting knife +6 (1d4+3/19-20)

or

unarmed strike +5 (1d3+2)

STATISTICS

Str 15, Dex 14, Con 14, Int 16, Wis 11, Cha 16

Base Atk +3; CMB +5; CMD 17

**Feats:** Catch Off-guard, Enforcer[APG],

Improved Unarmed Strike, Throw Anything

**Skills:** Acrobatics +4, Appraise +11, Bluff +11, Climb +5, Craft (woodworking) +6, Diplomacy +11, Handle Animal +7, Intimidate +11, Perception +8, Profession (barkeep) +8, Ride +6, Sense Motive +8, Stealth +5, Survival +8, Swim +4

**Languages:** Common, Elven

**Other Gear:** boris' hunting knife, hip flask, shovel, Ring of Fog Calling

SPECIAL ABILITIES

**Catch Off-Guard:** Proficient with improvised melee weapons. Unarmed foe is flat-footed against your improvised weapons.

**Enforcer:** If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

**Improved Unarmed Strike:** Unarmed strikes don't cause attacks of opportunity, and can be lethal.

**Throw Anything:** Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

TACTICS

Boris does not want a fight, at least not a fair one. If confronted by an armed group he will surrender and confess.

He carries his Hunting knife with him whenever he enters the forest.

THE HAUNT OF ERMINSK

Its appearance is that of a shriveled dry corpse in a long raggedy cloak. It levitates above the ground and has control of powerful illusion magic.

**HAUNT** CR 7

XP 3,200

NE Medium undead

Init +7; Senses darkvision 60 ft.; Perception +13

Aura frightful presence (30 ft., DC 15), obscuring fog (10 ft.)

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 79 (7d8+14)

Fort +4, Ref +7, Will +8

DR 10/magic, 10/silver; Immune undead traits

**Weaknesses:** sunlight powerlessnessOFFENSE**Speed:** 30 ft.**Melee:** 2 claws +7 (1d4+2 plus energy drain)

Special Attacks , DC 15)

Sorcerer Spells Known (CL 7th; concentration +9)

3rd (4/day)—displacement, major image (DC 16)

2nd (7/day)—blur, hypnotic pattern (DC 15), mirror image

1st (7/day)—color spray (DC 14), magic aura, silent image (DC 14), vanish[APG] (DC 14), ventriloquism (DC 14)

0 (at will)—ghost sound (DC 13)

STATISTICS

Str 14, Dex 16, Con —, Int 14, Wis 16, Cha 15  
Base Atk +5; CMB +7; CMD 20  
(can't be tripped)

**Feats:** Improved Initiative, Lightning Reflexes, Silent Spell, Spell Focus (illusion)

**Skills:** Bluff +9, Fly +13, Intimidate +12, Perception +13, Sense Motive +13, Spellcraft +12

SPECIAL ABILITIES

**Damage Reduction (10/magic)** You have Damage Reduction against all except Magic attacks.

**Damage Reduction (10/silver)** You have Damage Reduction against all except Silver attacks.

**Darkvision (60 feet):** You can see in the dark (black and white only).

**Energy Drain:** Claw x2, Claw, DC 15) (Su) Foes hit by the listed attack take neg levels, gain 5 temp hp for each drained.

**Frightful Presence:** (30 ft., 5d6 rounds, DC 15) Those in area of effect become frightened or shaken (Will neg.)

**Undead Immunities** (see core rulebook)

**Obscuring Fog (Sp)** Constantly surrounded by colored fog that provides concealment.

**Silent Spell:** Cast a spell with no verbal components. +1 Level.

**Spell Focus (Illusion)** +1 to their save DC.

**Sunlight Powerlessness (Ex)** In natural sunlight can't attack and are staggered.

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### TACTICS

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The haunt will attempt to confuse its victim with its obscuring fog and illusion spells.

It uses ghost sound, ventriloquism and silent image to herd its prey.

Using invisibility it moves through the fog unseen until within striking distance.

It feasts on the life-force of one creature before attacking any others.

It will use defensive spells to protect itself while it feeds.

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## WOLF

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### WOLF CR 1

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XP 400

Male wolf (Pathfinder RPG Bestiary 278)

N Medium animal

Init +2; Senses low-light vision, scent;

Perception +8

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### DEFENSE

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AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

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### OFFENSE

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**Speed:** 50 ft.

**Melee:** bite +2 (1d6+1 plus trip)

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### STATISTICS

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Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

**Feats:** Skill Focus (Perception)

**Skills:** Acrobatics +2 (+10 to jump), Perception +8, Stealth +6, Survival +1 (+5 when tracking by scent); Racial Modifiers +4 Survival when tracking by scent

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### SPECIAL ABILITIES

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**Low-Light Vision:** See twice as far as a human in dim light, distinguishing color and detail.

**Scent (Ex):** Detect opponents within 15+ ft. by sense of smell.

**Trip:** Bite (Ex) You can make a trip attempt on a successful attack.

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### TACTICS

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As pack hunters, they are clever enough to flank their opponents.

The wolves will disengage if half or more of their starting numbers are killed or incapacitated.

# MAGIC ITEMS

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### BORIS' HUNTING KNIFE

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**Aura:** Faint Transmutation **CL:** 3 ;

**Price:** 2,300gp

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### DESCRIPTION

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Boris has a high quality hunting knife. It is treated as a +1 Dagger in all respects.

**Feats:** Craft Magic Arms & Armor **Cost:** 300gp

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### HAUNT SCRAP

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**Aura:** Faint Abjuration **CL:** 3 **Category:**

Wondrous Item; **Slot:** Chest; **Price:** 2000 gp

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### DESCRIPTION

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A ragged piece of heavy, dark-green, woolen cloth with a blacksmith's nail pushed through it like a pin. While worn the wearer the wearer benefits from the effect of *Hide from Undead*. If they take any actions that would cancel the spell *Hide from Undead*, then the item loses its powers until the next day.

**Feat:** Craft Wondrous Item; **Cost:** 1000 gp

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### RING OF FOG CALLING

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**Aura:** Faint Conjuration; **CL:** 3; **Category:** Ring;

**Slot:** Ring; **Price:** 2160 gp

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### DESCRIPTION

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This wooden band has an intricate scene of rolling clouds carved on it.

Once per day the wearer can use an action to speak the command word to cast *Fog Cloud* centered on themselves.

**Feats:** Forge Ring; **Spell:** Fog Cloud; **Price:** 1080gp