

SHL1-07

Cult of Torment

**A one-Round D&D LIVING GREYHAWK®
Shield Lands Regional Adventure**

Version 1

Round 1

by Jon Cazares

Disappearing corpses, petrified victims, bloody wolf prints. The Raven of Desire watches, the Cult of Torment waits. An adventure for characters level 3-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly

recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Two important things are happening within Bright Sentry. First, Vanachek, son of Argot, son of Regent enters Bright Sentry seeking to vengeance for an insult given him by a member of the religious sect the Open Spirit. Vanachek is a powerful vampire and to repay the insult, he plans on killing every member of the sect currently in the city during a festival honoring Pholtus.

Second, Yorglith, a gray slaad, is preparing for his final transformation into a death slaad. His final task is to seek and capture, the only living Raven of Desire. His divining and arcane research has led him to Bright Sentry, as he is unsure what the Raven of Desire exactly is. The only reference he works off of is an ancient elven curse called,

the “curse of the Raven’s Desire”, which legend says is when a female elf is murdered and raised as a banshee. Unfortunately, his time is running out as he was given a year and a day to accomplish this task and he has only a few weeks left.

Yorglith enters Bright Sentry three nights before the festival. In the city he was able to get a clear reading of a diving spell and finds out that the Cult of Torment is close to his goal. He is not sure how. He has contacted several thieves and information mongers, to uncover more about the Cult of Torment. He has a meeting with two rogues on the third night of the festival. As of the beginning of the module he has uncovered nothing about the cult.

The Open Spirit gets tangled up in the middle. The top nine sect members are all important members of the Cult of Torment, including their leader, Markuth: The Raven of Desire.

As soon as Vanachek begins to slaughter Open Spirit members, Markuth heads out into the city to battle the vampire. When Markuth learns of the other figures that are warring in the Bright Sentry, he feels the pressure and flees the city, returning to Critwall.

As the adventure begins, there are four leaders of the Cult of Torment in the city with a handful of followers. They are planning to use the chaos of the celebration to enter into the city’s graveyards and steal several bodies. Markuth has specifically chosen all these bodies. All are killers or murderers or at the very least were accused of being so in life. The Cult plans on using these bodies in an attempt to raise them into the dreaded, undead filth known as mohrgs to be used for, no doubt, nefarious purpose.

The characters are in Bright Sentry for the celebration of Pholtus. They stumble across some unusual grave robbing where the bodies taken were all either murderers, killers or suspected of the like.

Their investigation into the matter uncovers several key figures in the city, all tangled in a bizarre chase throughout Bright Sentry. A mysterious cowed man, Yorglith, who hunts for the only living Raven of Desire, a brutal killer of the night, Vanachek, son of Argot, son of Regent, the Open Spirit and the Cult of Torment.

The characters eventually discover that the Raven of Desire is an ancient title and that it belongs to someone named Markuth. This Markuth, the leader of the Cult of Torment is nowhere to be found. That does not stop the Yorglith from waging war against the Cult and Vanachek from waging war against the Open Spirit.

Eventually the characters are led to a shrine for the Cult of Torment, which leads into an all out combat against all the antagonists.

The survivors return to Critwall only to discover the Raven of Desire is in fact the leader of the humanitarian religious sect, the Open Spirit. Although the characters believe this to be

the case, they have no proof and must themselves keep an eye on this new sect of worshippers who help the poor and heal the sick.

Lineene the Bear

A major source of information for this adventure is the bard, Lineene. The characters may have encountered her in the previous scenario, ‘Temple of the Burning Man’.

She is not in a specific encounter, but is available for the characters to visit throughout most of the adventure. If no player characters have the ally cert from ‘Temple of the Burning Man’, they can hear of her from almost anyone they encounter through their investigations. Her information is in the Appendix.

General Shield Lands information

Because of the desperate conditions in the Shield Lands, all that enter the lands must contribute to the welfare of the Shield Lands in some way. Those with the rather specialized abilities of the player characters are placed in what is basically a reserve unit of the Shield Lands army called the Pathfinders. The Pathfinders are used when the regular army is not equipped to deal with the problem or whenever the army needs help. Even foreigners are drafted into the Pathfinders.

Half-orcs are disliked immensely in the Shield Lands. Many businesses won’t serve them and many people won’t talk to them.

Introduction: The Celebration of Pholtus

A few days ago your commanders in the Critwall army told you about a festival in Bright Sentry. The Midsummer Festival celebrating Pholtus, some of you were aware of it. You were given leave to attend, all of you did.

Bright Sentry was cold, colder than usual. A strong wind came off the Nyr Dyv and sent a biting chill through out the narrow streets of the city. It doesn’t stop the first day of celebration from being a roaring feast of multi cultural delicacies; foods from all over Flaness are available from a multitude of street vendors. Bonfires blaze on every corner, musicians, puppet shows, and street performers entertain the folk, all the while everywhere you look are beaming members of the church of Pholtus, talking, dancing and mingling with all.

The players had a full day of mixing with folk, dancing, gambling, drinking and enjoying the company of members of the opposite sex. At this time allow the players to briefly describe what their characters would have done at the celebration. Anything out of the ordinary may garner a role or two. The number of things a player could come up with are too numerous to

name, feel free to use your best judgment in allowing things and any rewards. However, there should not be any significant value to the rewards.

For example: Any players who gamble can make a Profession (gambler) DC 20. A successful roll can cover a whole day or evening of gambling. Give the player a few gold coins (as most of the gambling is with common folk who bet with coppers and silvers) and perhaps a mundane (yet not very valuable) item or two to flesh out the encounter. Examples of mundane items are: a pamphlet on fishing or some lures for a pole, or perhaps a plant.

If characters are of the drinking sort give them a Fortitude Save DC 15 (remember the dwarven bonus against poison) to see if they become intoxicated for the evening. Allow them to roleplay this, but give them small penalties to any rolls they make. Perhaps the character gets into a pushing scuffle with another pathfinder while drunk, which results in a rousing (but generally non harmful) fight.

Characters with the Perform skill may try to entertain audiences, allow them to briefly describe their show (singing, storytelling, dancing Illusions for the children, etc.) and have them make a check DC10.

On a bad roll they are heckled and end up being consoled by a cleric of Pholtus who gives them a 'buck up camper' speech and assures them they have talent. The crowd was just too ignorant (or drunk) to notice. Then again, perhaps the player was a rousing success and catches the eye of a comely woman (or man) who buys them dinner and when the sun sets ... who knows?

Feel free to make up your own tiny encounters for each player individually, the day should be fun and the encounters can be used for humor (especially if it embarrasses the characters, always a good time!).

Each encounter should be unique to the player and shouldn't take up more than a few minutes each.

If any player insists on scouring the crowd for information or clues or anything about evil in the land or troop movements or whatnot, explain to them that the citizens seem mostly concerned about the festival, and there is nothing out of the ordinary, but there are a few things of interest in the city in general. Allow an Information Gathering check to get the following information:

- DC 10: People are talking about a storm that is brewing; it's a popular topic of conversation. Then the conversation usually winds around to the blockade of Admundfort. Everyone seems to think the blockade will get rid of Wayne soon.
- DC 20+: People are talking about a storm that is brewing; it's a popular topic of conversation. Occasionally the conversation drifts to the Rhenee. It's rumored that the mad wizard who rules

out of Axeport (no one really knows his name, everyone knows him as, the mad wizard) has a brother who is a Rhenee captain.

Once everyone is done with their mini encounter read the following:

The day of merriment and revelry goes on well into the fall of night. Illusionists and alchemists dazzle crowds with enchantments and fireworks. The drinking begins at sundown and continues all evening long. Eventually crowds break off for home, couples wander away and the festival dies down for evening.

Most stumble off into the night, searching for a roof to sleep under, gleefully remembering the day, eagerly awaiting the next three.

You all stumble back to the barracks where you are allowed to sleep for free for the celebration. Tired from the long day of the festival, you fall fast asleep.

The characters are supposed to report in toward the late morning to the duty officer, 'Just in case'. The characters are waking up (or returning to the barracks from whatever morning activities would have kept them away, training, praying, whatever) at the same time. They are the only Pathfinders talking to the duty officer right now. All the others have already checked in and have headed out into the city to party.

Read the following:

As you step into the single office in the weather beaten barracks, the duty officer, a thin, older white haired man, is reading over some sort of report. He motions you to come in.

You all move into the tiny office and wait for a few moments while he finishes his reading.

He looks up, "Sorry about this lads (immediately corrects himself if any ladies are present, he's a very polite man) just got this here report. Looks like there was a mite bit o' trouble last eve. As luck would 'ave it, you get to miss some o the party today and check it out. Looks like we had us a bit o robbin' and snatchin' last eve down at the Red Wave Grave. Kind of a nasty business ain't it?"

Well, be so kind as to look-see into the matter and let us know what you spot. Once again, sorry bout this, know you came here for the celebration. Course, could be worse, you could be stuck in this here office all day."

With that he expects the characters to look into the matter.

Creatures: Jessip Thron: NG Male human Ftr4. An older man of 55 years is no longer in active service, but still lives to serve the Shield Lands however he can. He also enjoys fishing.

Encounter 1: The Red Wave Grave

The Graveyard is in the southwestern part of Bright Sentry, the Old Quarter. This section of the city used to be nearly abandoned and housed only undesirable and vagabonds. Not anymore. The structures and streets are in desperate need of repair but each building is still filled to capacity, painfully reminding you of the population difficulties in the Shield Lands.

The streets smells of garbage and refuse are being blown around in the strong wind. Your cloaks whip about you, occasionally obscuring your vision.

The graveyard is at the edge of the city, surrounded by three-foot high iron fence. Although there are several sections missing, it is still quite large.

There are no crypts and most of the tombstones are wooden. The only building in the graveyard is rickety and wobbles in the wind. Dirt and dust blow across the graveyard like stinging little flies. Tracking anything will be impossible.

Allow a Track or Search check, but the high wind and large amount of visitors make straight tracking impossible.

The graveyard is large but not very ominous, at least not in the way of graveyards. Most of the graves are mass graves dug for dozens of people, so there are few markers. There are no statues, no gargoyles, and no crypts. At any time during the day there are a number of visitors from all over Bright Sentry. During the night, everything is quiet and still, occasionally there will be a visitor or two. The graveyard can't really lock up or close down as large sections of the fence are missing. Anyone can just walk in at all hours. The real name of the graveyard is, The Blinding Light Cemetery. About two dozen years ago a brutal storm swept across the island and the graveyard was swamped. Red mud turned the water a bloody red and the entire cemetery was submerged under what looked like, bloody water. The affect was eerie enough and someone somewhere nicknamed it, The Red Wave Grave. The name stuck, most people, unless they are highly educated, call it the Red Wave Grave or usually just the Red Wave.

The caretaker, Barnicus is usually around 6-8 hours a day at different hours. When players arrive he is expecting them. He is not a very talkative man but does cooperate.

Barnicus knows the following that can be gained through roleplaying, he does not offer any information that is not asked about:

- He reported the dug up graves and the missing corpses the moment he arrived. He had to walk a good ten minutes before he found a soldier to report it too.

- Three graves had been dug up. At least three bodies had been taken. One was a mass grave that had maybe a dozen corpses (he didn't stop to count). He is not sure how many were taken from there as there could have been anywhere from 10-20 bodies in it.
- He recognizes two of the graves dug up (nothing from the mass grave). Jargos, a human and Lethian Gor, another human.
- Barnibus only reveals the following if asked about a connection or what these men did. "Jargos was a killer . . . a child killer, killed 13 children before they caught him and hung him." "Lethian Gor was a woman murderer. Killed at least a dozen women, carved them up and then . . . ate them. Then he killed his mother and killed himself." (Note: Depending on the composition of the players at the table, the judge may want to withhold the gory details and describe the two missing bodies simply as "murderers".)
- If asked why these murderers have grave markers, Barnicus doesn't know, but someone somewhere must have paid to have them buried here.

Beside the obvious reasons (that they were killers) there is no real connection between the men. Characters can attempt a variety of ways to gather information on these men but town records are thin as Iuz occupied the town for several years. Most of the records have been long since destroyed. Any character that attempts an Information Gathering check DC 10 (this will take about 2 hours time) finds out that the records simply do not exist any longer. Anyone they talk to, who actually lived in the city when the killers were alive and doing their work (about 12 years ago) does not remember any other connection besides them being evil.

Allow the characters to attend the celebration of Pholtus for the remainder of the evening after they have reported their findings to the duty officer at the barracks.

Creatures: Barnicus: N Male human Com3. Barnicus is a funny looking, old man (mid 60s? No one is sure and he doesn't tell anyone). He is very cautious and superstitious and he wears no less than six religious symbols and charms. Any time someone says anything remotely blasphemous from a variety of religions he makes a ward of protection in the air. Although he himself does not know much about religion, he knows a lot about the strange (i.e., really bizarre) things that turn up in graveyards, especially graveyards near the Nyr Dyv. He is a simple man, with simple pleasures but he is not stupid. If at all possible he answers questions with, "Yep" and "Nope". He figures the less he says, the better, who knows who you can trust these days?

Encounter 2: The Massacre

The next day:

Bright the next morning you gather together and report to the duty officer to follow up from the previous day. Nothing new has been uncovered.

You are given leave to attend the festival. As you move through the barracks you overhear a brief conversation between two other pathfinders. One a human male with pale skin odd violet eyes and light hair, is explaining to an elven female in chainmail about . . . a tavern brawl? Maybe something about a death? You didn't really catch most of it.

As you approach they turn and greet you.

If characters take the time to talk to the two the man will explain the following:

Very late last night, or early this morning, depending on how you look at it. There was a bloody brawl over at Old Man Gradie's Tavern. "Guess it got kind of bloody. People drew swords, a few locals got killed. Just surprising I guess, with all the Pathfinders and Pholtus priests patrolling the city. We were gonna go check it out but then we pulled guard duty all afternoon."

They don't know anything about the grave robbing or what is happening in the city. They were simply here for the festival.

If characters head to the Old Man Gradie's Tavern continue reading, if they skip the tavern and choose to follow their own investigation or return to the festival, go to encounter 3.

Creatures: Theon "the Piercer" of Axeport: NG Male human Wiz5. Theon, despite his odd looking eyes is very friendly. A few other pathfinders have nicknamed him, the Piercer because of his strange violet eyes. He has a fondness for the Nyr Dyv and it's secrets. Guard duty bores him silly.

Ariana Lithel: LG Female elf Ftr3. Ariana is quiet and somewhat mysterious. She does not talk about her past or her family saying only, "The future is a much better place than the past." She wears a simple pendant of a wooden cat on a silver twine necklace.

The Tavern

They can get directions to the tavern from just about any local in the city. Once they arrive read the following:

The tavern is a simple wooden building, weather beaten and rickety. Only about five blocks from the dockyards, the cold wind from the Nyr Dyv whips through the area.

Two pathfinders, neither of whom you recognize, are guarding the front door of the tavern.

As soon as the characters identify themselves as pathfinders the two guards let them in, assuming they have been sent to investigate.

The following should shock the characters, even those used to war and horrors; this is unexpected and gruesome beyond belief.

The word on the street was somewhat suppressed by the church of Pholtus. When the massacre was uncovered they did their best to cover it up as to not incite a panic. Right now the church of Pholtus is busy spreading the word that it was a just a tavern brawl and a few deaths were involved. The characters will have about ten minutes to investigate the tavern before three clerics of Pholtus, one Knight of Holy Shielding and one investigator show up and take over. They are not forceful, they listen to what the characters have uncovered, thank them and excuse them.

Inside the Tavern:

As you step inside, you smell the sour scent of blood and hear the flies. The wooden floor is sticky and the room beyond is wrecked. The sunlight that leaks into the room from closed shutters shows a scene of carnage.

Not from a mere tavern brawl with a few deaths. This was slaughter. There are bodies . . . no, parts of bodies everywhere. Blood covers the floor and splatters the walls. Innards and wet, gnawed bones litter the floor, bloody dog prints crisscross the room.

The twin stairs that led to the second floor have been shattered into fragments, piled around the room. From where you are you see a few more bodies up in the balcony.

Behind the bar, there is a stack of bodies, perhaps ten high. Whatever killed them, took the time to neatly stack them upon each other before leaving. Despite this there is very little blood near or behind the bar.

On the opposite end of the tavern, on the wall the words, "The Raven" are scrawled in blood. Whatever wrote them is unknown; there are no bodies near the words.

Allow the characters to react to the scene; probably they have never seen anything so gruesome. Do not let them roleplay this scene as if this is simply another adventure! Remind them of the carnage, the horror; tell them they find women parts, children, whatever it takes. Whatever did this is vile and pure evil.

There are several skills that could gather the following information; Tracking or Search checks can reveal the following:

- DC 10: The bloody dog prints are actually wolf prints. Very, very large wolf prints. A druid or ranger can automatically determine they are dire wolf prints. Anyone one else can just surmise or guess or roll a Wilderness Lore check (DC15). They don't really go anywhere in

particular, just back and forth across the room.

- DC 15: Above +: The writing on the wall, "The Raven" is indeed in blood. It also looks as if whoever wrote it had intended to continue the message but never had a chance. There is the slightest beginning of another letter.
- DC 20: Above +: Even though dozens of corpses are in here, there is not enough blood. Following up on this can find that the bodies behind the counter all have several puncture marks on their bodies in various places (a double tooth mark puncture). Something fed on each of the bodies, probably several somethings at a time.

Characters really don't have time to investigate all the bodies and they are just making quick assumptions when:

The front door opens again and three men in full plate enter the room. They are all bearing the sigils and marks of the Pholtus. All remove their helmets when they see no danger. Upon doing so you can see that they are horrified at the massacre. Quickly two more men enter, one a Knight of Holy Shielding, the other a thin, bald, plain clothed man.

This is the team that has been assigned to investigate. The clerics of Pholtus enter into the room, making no heed of damaging evidence or anything like that. They begin casting *bleed* and *speak with dead* spells.

The knight *detects evil* on the characters and simply asks them a few questions like, "Are you pathfinders?" and "What do you think happened?"

The thin, bald man does not speak to the characters unless they question him. He simply walks around the room; his hands are raised slightly to his side, palms down. His eyes are closed but he walks through the room as if he can see.

If questioned, he explains that he is here to find those responsible for this slaughter. He is the only person who does not seem bothered by the gruesome sight.

Creatures: Illuminated Heris, Lurgen and Polnar: NG Male human Clr7 Pholtus. They are here to bash in any sort of undead left in the area. When they don't find any, they start divining.

Sir Illian Garvinton: LG Male human Pal7/KoHS3. Illian is an excellent knight, soldier and gentleman. He is the standard for Knights of the Holy Shielding.

Note: Assume Illian is a 7th level paladin until the Knight of Holy Shielding prestige class becomes available.

Thyte Blackford: LN Male human Exp6. Thyte is a local of Bright Sentry and is not an adventurer of any type. He has a brilliant mind for deduction and crime solving. He has seen an enormous number of atrocities and buries them deep inside, never showing anyone his true grief. He comes

off as very cold and uncaring. He is fairly well known to any local of Bright Sentry.

They will thank the characters and take over the investigation after hearing anything they characters wish to tell them.

Encounter 3: The Shining Port Cemetery

Characters can receive the following information from a variety of sources, depending on who they have talked to and how they have attempted to get information thus far.

For example: If the players have only been talking to the duty officer, then the duty officer comes up with this information, etc. Or perhaps a street contact or whoever the players have been dealing with.

Roleplay the scenario as needed but the information is basically the same. They are approached (or the next time they talk to) by their contact. He/she has the following information:

- There is another cemetery in Bright Sentry that has killers buried in it. The Shinning Port Cemetery, the largest on the Island. Three more names were uncovered. Melar the hand (called this because he cut off all of his victims right hands before killing them), Starlin Grazz (murderer) and Viz Moored the Ill Grace of Illusion (who lured people into his house with Illusions and then killed them). No information is uncovered as to why these men were given proper burials or who paid to have them buried.

Development: At this point the characters can stake out the cemetery as soon as night falls. Allow them time to prepare or spend a few more hours at the festival if need be. When night falls read the following:

As the sun sets the last of the warmth hanging in the air dissipates. Cold drizzle pours down in nearly horizontal sheets of rain, blown by the wind.

You head to the Shining Port Cemetery. It's much larger and much better kept than the Red Wave Grave.

Several crypts are spread across the grounds, most of the markers are stone and two buildings are all inside the fenced iron gate.

Allow characters a chance to form their own plan. Just about anything works. At midnight, six men in dark clothing climb the fence. They toss a few bags of supplies over and soon head to the first grave (Melar the hand). They are not expecting trouble (although they do have one man keep watch). Allow the characters to make Move

Silently and Hide checks to sneak up on the grave robbers. Unfortunately for the characters a freak blast of lightning illuminates the graveyard for a flash and the watchman shouts out, "Rally!"

As soon as that happens all the grave robbers turn on one of their own. They all draw daggers and attack their leader, hacking into him and in seconds he is dead (poisoned as well as stabbed).

Then the grave robbers surrender. They are quite passive and go with the characters freely.

They can tell the characters the following information if asked:

- "We are just laborers, hired by this guy to go dig up graves. It's kind of sick but times are harsh, I'm sure you know. We needed the silver."
- "Don't know what they need the bodies for. I think it was some kind of cult thing, zombies I guess." (Then same as above, sure it's sick but we needed the silver).
- "The only time I heard the guy that hired us . . . he never even told us his name . . . mention any other name was Markuth. I think that was a name, maybe a city. I'm not sure."

The laborers were each paid 200 silver to dig up the graves, then hypnotized by someone to, "Kill your leader should ANY trouble arise, and then surrender."

They do not remember that they killed their leader, should that be brought up, they seriously have no memory of it. They do have a faint enchantment on them from the hypnotism. None of them are evil.

The leader was the only one who knew anything of value. Even if the laborers are charmed their story does not change. They happily go to jail if the characters escort them.

If a speak with dead is cast on the leader, the characters can get the following information from him:

- Markuth is the leader of his cult, the Cult of Torment.
- The cult is going to use the dead bodies of killers to attempt to raise the undead creatures known as a Mohrg.
- The cult of Torment owns a warehouse at the docks where the summoning is taking place. He is not sure exactly which warehouse.

Creatures: Laborers (5): LN Male Humans Com1.

Encounter 4: Sargnosa

After characters have brought the laborers to jail, it is late. They are cold, soaking and tired. When they are heading back to the barracks, read the following:

Treading through the mud, keeping your head low so the stinging rain doesn't hit your face you see several people standing outside a small tavern. They are obviously excited about something.

One of them is telling the others to head back home, let the city watch come and handle this.

When characters approach then the people all turn their attention to the pathfinders. All at once they start telling about the stranger in the cloak and the dead men and the blood and the flashing lights and the – as soon as characters cut them off then one of the crowd steps forward to tell the story.

We were all just having a late drink when these three men come in from the rain. Two of them were friends and the other, he never removed his cowl was alone.

They have this quick meeting and then the two men draw their weapons and attack the other guy.

This guy steps back and pulls out this wicked looking curved saber and a quick melee ensues. Everyone else was running out but I stayed behind to make sure everyone was safe. So I seen the rest.

A few people were not so quick to get out of the way.

Anyway, this lone guy kills the other two men. Killed one with his blade and the other with some magic flashing lights that shot out of his hands. That's when this drunk guy stumbles over and starts screaming to the lone man that he just murdered two men and now he has to go to jail.

So this drunk guy grabs the cowed man and pulls his cowl off trying to arrest him. The cowed man kind of said, "NO!" or something, I'm not sure. The next thing I know is that drunk guy and some poor bar maid were turned to stone, right in front of me.

I kind of ran out right after that. That was about five minutes before you arrived. A few people ran off to get the city watch. We all got belongings in there but none of us want to go back inside with that um . . . guy.

If players enter the small tavern read the following.

The room is lit by the flickering fireplace and several lanterns. Not much is happening when you enter. Everything is as was described to you by the people out front.

Two dead bodies, one slashed across the chest, one burned by magic. Both have unbloodied weapons drawn.

There is a large statue of a man in perfect detail caught in mid action of grabbing something about head level and another statue of a woman screaming and shielding her face from something.

All the shutters are closed on the windows; the only sound is the echo of the pounding rain.

There is no sign of the cowed man.

Characters can search for as long as they want. They don't really uncover anything.

When they exit and tell the waiting people it's ok they all go in and get their stuff. The people ask if the characters can stick around and wait for the city watch so they can go home.

As the characters wait someone calls to them. The figure is across the street, deep in shadows, cloaked and cowed. He says:

"I would have words with you if you desire. I defended myself against the thieves but the other two . . . it was an accident. I have a curse."

With that the characters can choose to talk to him or not. If they don't want to talk to him for various reasons he calls out:

"I do not think you could help me anyway. I seek the only living Raven of Desire. Perhaps once a banshee. I am unsure."

I will leave you now."

With that he turns to depart but before he does pale humanoid figures leap down from the rooftops to attack him and the characters. Unless the characters have been particularly alert or watching the rooftops, the vampire spawn surprise them.

Keep in mind that if the characters choose not to talk to him he disappears without a word immediately after the battle and they will not get any further information from him at all.

If the characters decide to speak to him, read the following:

When you cross the street he steps out of the shadows. He is dressed in a simple dark robe tied with a rope belt, a curved sword hangs at his side. His cowl is up, and something underneath it seems to shift and writhe."

"I am searching for the only living Raven of Desire. Perhaps once a banshee, I am not sure. My divining has led me to this city, to seek a cult known as Torment. It seems as if the Raven of Desire leads the cult."

There appears to be a war in the city, a war at night. A vampire is hunting members of the Open Spirit for reasons unknown. He and his prodigy slaughtered several members last night as well as dozens of other patrons."

They are making my divining difficult, there are so many paths that could happen. My search may be in vain and I am running out of time. I believe my curse will destroy me soon."

That is why I called to you; I seek aid in my search. I believe they are summoning something tonight, perhaps near the water, the docks? I am unsure. I need to find this cult."

Allow the characters to react and speak to him (for more information on Sargnosa see Appendix.). He won't reveal any more information to the characters. He just listens to

what they tell him and starts putting together some missing pieces.

If characters start questioning him he won't respond, he has a feeling that something is about to happen.

He suddenly tells the characters as he draws his curved silver blade,

"Have any of you fought vampires before? Prepare yourself, they come."

Allow the characters a moment to react and then the vampire spawn drop down from the rooftops to attack.

The characters are not surprised. However many the characters face, an equal amount of spawn attack the lone figure, after the combat read the following:

As you dispatch the last creature it explodes into a gaseous form, fading from view almost instantly. The cowed man is still fighting a vampire although his back is turned and his cowl is down. After a few quick slashes from his silver blade the creature is beheaded and the body splashes into the mud. He pulls up his cowl.

"I am unsure why the spawn attacked us. Perhaps they were following you . . . oh, of course. It's all so simple, they are the same."

With that his entire body seems to shift into several places at once, he blurs and then is gone."

A Spellcraft check DC 19 identifies the magic as similar to a dimension door. He does not explain anything to them, let alone his last cryptic thoughts.

Creatures:

Tier 2 (EL 6)

Vampire Spawn (2): CR 4; Medium Undead; HD 4d12; hp 26; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +5 melee (1d6+4 and energy drain, slam); SA Charm, energy drain, blood drain; SQ Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14. Height 6 ft.

Skills and Feats: Bluff +8, Climb +8, Hide +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lighting Reflexes.

Combat Charm (Su): This is similar to the vampire's domination ability (see the Vampire entry in Appendix 3: Templates), but the save DC is 14, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative

level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): A vampire spawn can suck the blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Repelling and Slaying Vampire Spawn

Vampire spawn is equally vulnerable to attacks that slay vampires. For details see Vanachek entry in Appendix.

Tier 3 (EL6)

Same as 2 only Spawn have 36 hp and there are 3

Tier 4 (EL6)

Same as tier 3 only Spawn have 46 hp and there are 6.

Statistics for Sargnosa can be found in the Appendix.

Encounter 5: The Mohrg

There are several ways the players could end up near the docks of Bright Sentry. They could be patrolling as the cowed man told them that the cult is summoning something "tonight near the water, the docks?", they could have been sent here by the Lineene or perhaps they got the information from the dead cultist grave robber.

In any case, if the characters are not at the dockyards very late the night the storm begins (or early the third morning, depending on how you would like to read it), the adventure is over for them as things unfold without them and they can skip to the conclusion (which will have to be slightly modified for them). If they find themselves at the docks, exhausted from the long

day, soaking and miserably cold. Read the following:

The docks of Bright Sentry seem hollow and sad. Where once a small fleet of fishing boats docked, now only a handful are left.

More ships are being built as fast as possible but money is scarce.

One building looks much like the next, large warehouse, the occasional 'tough man' lurking about, guarding, or perhaps something worse.

They don't bother you and none seem to know anything when questioned about the goings on of the city.

The icy rain pours down and the lightening crashes across the Nyr Dyv, it's very, very late (or early).

Nothing is around.

Then you see the fire. You head toward the burning building but by the time you reach it, the flames are out, washed away by the rain.

It looks like a small fight took place in front of the warehouse. A few bodies are bleeding in the rain, obviously dead from the amount of blood that pools around them and washes away.

The doorway to the warehouse has been smashed open, inside you hear shouts of pain and surprise, and clashing weapons.

If characters race into the building they can easily follow a trail of smashed walls to the main battle. It looks as if the inside of the building was at one time created to be a maze but because of the smashed walls, characters have no problem getting to the final confrontation.

The final encounter is tiered but not in the normal way. The tier of the party determines where they enter the final confrontation. If they are tier 2 they enter near the cultists and battle them, if they are tier 3 they enter between the cultists and the Mohrg and battle them both, if they are tier 4 they enter between the Mohrg and the Vampire Spawn and battle them both.

Read the following as they enter the building:

You move through the smashed sections of the warehouse and follow the sounds of battle. A room opens up and you see a small war. There are men in black robes commanding several skeletons to fight several vampire spawn. Behind them you see a berserk vampire with a great axe fighting the cowed man you met earlier.

The room is already in shambles, there are bodies everywhere, something on the far side of the room is smoldering, what was once some sort of bone representation of a worship area is smashed into pieces. The room is slick from tracked in water and blood.

Creatures:

Tier 2 (EL7)

Cultists (4): CR3; Medium humanoid; HD 3d10+9; hp 27; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +4 melee (1d10+4 [19-20], bastard sword); SQ

Completely Silent; AL NE; SV Fort +3, Ref +1, Will +3; Str 16, Dex 14, Con 16, Int 11, Wis 12, Cha 10. Height 6 ft.

Skills and Feats: Listen +2, Spot +2, Search +2, Jump +3, Swim +2; Exotic weapon proficiency (bastard sword), Weapon focus (bastard sword), Improved initiative, Iron will.

Equipment: Bastard sword, black runic tattoo

Completely Silent (Su): The cultist is completely silent at all times, as if personally (ie radius only around subject) surrounded by a *silence* spell cast by a 10th level sorcerer. They are unable to speak.

Tier 3 (EL9)

Cultist (1): Same stats as above, but only a single cultist

Mohrg (1): CR8; Medium Undead; HD 14d12; hp 91; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; Atk +12 melee (1d6+5, 2 slams), +7 melee (paralysis, tongue); SA Improved Grab, paralyzing touch, create spawn; SQ Undead; AL CE; SV Fort +4, Ref +5, Will +9; Str 21, Dex 13, Con -, Int 11, Wis 10, Cha 10. Height 6 ft.

Skills and Feats: Climb +11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10; Alertness, Dodge, Improved Initiative, Mobility.

Improved Grab (Ex): To use this ability, the mohrg must hit with its slam attack.

Paralyzing Touch (Su): An opponent the tongue touches must succeed at a Fortitude save (DC 17) or become paralyzed for 1d4 minutes.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tier 4 (EL10)

Mohrg (1): Same as above

Vampire Spawn (2): CR 4; Medium Undead; HD 4d12; hp 26; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +5 melee (1d6+4 and energy drain, slam); SA Charm, energy drain, blood drain; SQ Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14. Height 6 ft.

Skills and Feats: Bluff +8, Climb +8, Hide +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lighting Reflexes.

Combat Charm (Su): This is similar to the vampire's domination ability (see the Vampire

entry in Appendix 3: Templates), but the save DC is 14, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Blood Drain (Ex): A vampire spawn can suck the blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Gaseous Form (Su): As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a spider climb spell.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Repelling and Slaying Vampire Spawn

Vampire spawn is equally vulnerable to attacks that slay vampires. For details see Vanachek entry in Appendix.

Tactics: The battle goes as follows. The characters engage their opponents, while Vanachek and Sargnosa battle each other. There are other cultists and mohrgs aiding Sargnosa in his fight with Vanachek and his vampire spawn. Sargnosa injures Vanachek but then realizes the Raven of Desire is not here. He will suddenly disappear as before. This occurs immediately after the characters have vanquished their opponents. If they battled the cultists then they see the mohrgs (the skeletons) finishing off the vampire spawn and when Sargnosa disappears the mohrg attack Vanachek (thus giving the characters a chance to escape or perhaps use the javelins of fire on him), if they fought the mohrg and the spawn, then the cultists were able to escape and the characters face Vanachek alone.

If characters end up fighting Vanachek and not fleeing then as long as they strike him with both javelins of fire and he takes at least 30 points of fire damage (he is currently at 29hps), he disincorporates into gas and float off, that should be enough of a victory for the characters.

If he takes less than that, he is still standing and starts fighting the mohrg.

The characters can once again flee if they decide to. If they enter the combat, Vanachek does not hesitate to kill them.

If the characters are ever in a situation where everything is dead except them and the mohrg, then the mohrg stand confused for a round and the following round suddenly shatter into fragments for reasons unknown. A dark unholy, wailing is heard from each mohrg that falls apart like this.

If at any time the characters flee to get help by the time they return with the cavalry everything is gone. There are bodies of cultists, vampire spawn and shattered Mohrg but both Vanachek and Sargnosa are gone.

If characters go get help BEFORE they enter the warehouse then it's pretty much the same. By the time they return to the warehouse with the cavalry, everything is over.

Treasure: A blackened gold ring on one of the dead cultists.

Conclusion

After the battle is over and the characters get some much-needed rest, the next morning they return to Critwall. Things return to normal, they report to their superiors everything that happened (Sgt. Duc would be their direct superior).

Sometime over the next few days they are wandering the city for various reasons (not together) and they begin to notice written signs posted on taverns and poles and tents. It proclaims that the Open Spirit will have its first large mass in tent town and that the high Utune (no one knows what that means, perhaps a title), The Raven of Desire, will deliver the prayer.

Most characters will make the obvious connection. If Markuth is the Raven of Desire and he was the head of the Cult of Torment, he must also be the head of the Open Spirit.

It really does not matter who the players tell, no one will believe them for two reasons. Every single day in the Shield lands (dozens of times a day) there are rumors and accusations of spies, treachery and assassination, most are obviously just paranoid. The second reason that they won't be believed is that the Open Spirit is the humanitarian sect that has spent every waking moment helping rebuild Critwall, helping the poor and healing the sick in tent town.

The Judge should mark down in the critical events summary exactly who the characters tell this information too. However after the first time they tell someone (no matter who it is) read the following:

As your story unfolds you see the spark of interest fade from <insert name> eyes. He

obviously does not believe you. Within moments you think you know why. This is the Open Spirit you are accusing, the humanitarian group that heals the sick and feeds the poor in tent town.

Also, there are always paranoids screaming in Critwall about spies and assassins and traitors. Here you are, claiming the leader of the Open Spirit is a traitor, and what do you have to prove it?

Read the next paragraph only if the party has talked to Lineene:

You have the word of an 80 year old woman who read it out of a book that, as she put it, "was so old the pages disintegrated in my hand."

Otherwise, continue reading here:

Although this person claims he'll, "Look into the matter." You doubt he will.

Do you tell anyone else?

From here on tell them the story is very, very similar but make sure you mark down who is told, what groups, what individuals.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Introduction

Participating in the festival 25 xp

Encounter 1:

Investigating the Red Wave Grave 25 xp

Uncovering all the names of the missing corpses 25 xp

Encounter 2:

Investigating the Massacre 25 xp

Concluding that vampires were involved 50 xp

Encounter 3:

Investigating the Shining Port Cemetery 50 xp

Capturing the laborers 50 xp

Getting information from the laborers about Markuth 50 xp

Encounter 4:

Investigating the Tavern 25 xp

Talking with Sargnasa 50 xp

Defeating the Spawn 75 xp

Encounter 5:

Battling the cultists/Mohrg/Spawn 150 xp
Defeating Vanachek 75 xp

Total experience for objectives 675 xp
Discretionary roleplaying award 0-75 xp

Total possible experience 750 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Available from Lineene the Bear

- *Javelin of Fire* (751 gp, 2 lbs., wood, common): This finely crafted wooden javelin turns into a bolt of fire when thrown. It has the sigil of Lineene the Bear engraved on it. It acts in all

ways as a *Javelin of Lightning* except it turns into a bolt of fire.

- *Javelin of Fire* (751 gp, 2 lbs., wood, common): This finely crafted wooden javelin turns into a bolt of fire when thrown. It has the sigil of Lineene the Bear engraved on it. It acts in all ways as a *Javelin of Lightning* except it turns into a bolt of fire.

Encounter 5

- *Lesser Draco Ring* (100 gp, gold, common): This blackened gold ring has an obsidian stone in the shape of a hand outstretched on the top. The wearer can be identified as a cultist while wearing the ring by fellow cult members.

Bright Sentry

Bright Sentry is a poor and dirty city. Most of the buildings are weather beaten and time worn. The architecture is simple in design; most houses have balconies with a variety of plants and flowers hanging from them. Herbs and spices are abundant here in Bright Sentry as a variety of rare flora can be found in the swamps, both medicinal and culinary can be purchased at good prices at several competing shops. The nearly unmanned remnants of the Shield Lands navy (the Shield Lands navy was never a significant force) are harbored here but mainly the docks are used for fisherman. There are a large amount of fishing boats docked and sailing, every day.

The entire city has the faint odor of water spray and fish but near the docks, where the fish are cleaned, the scent is nearly overwhelming. The shores, just outside of the city, have sandy beaches for nearly a mile in both directions.

There is constant trade going in and out of Bright Sentry from across the Nyr Dyv, mainly from the Rhennee so there is a great need for many inns and taverns for travelers. Of course the closer an inn or tavern gets to the docks, the seedier its reputation becomes (more often than not, the reputation is true). The people of Bright Sentry are a superstitious lot by nature, there are a lot of unexplained and phenomenal things that happen in port cities on large bodies of water. They know this and respect it, but obviously still fear it.

Lineene “The Bear”

At some point in the game (or often) the players may want to visit Lineene. Those that have a contact cert know of her, those that don't, can hear about the, “old bard that lives down on the shore”, and can go to her for help.

She does indeed live on the shore; about 10 minutes walk south of Bright Sentry. She lives in a white, stilted house, with spiral stairs leading up to her front porch. The outside is plain and weather beaten. Inside it is filled with glyphs of warding, runes of protection, charms, trophies, books, basically a lifetime of gathering for a bard. She is too old to travel any longer. She has an enormous variety of tea and shares it with the characters whenever they arrive. Although they will probably never notice, she never serves them the same tea twice.

She has a variety of information depending on when the characters visit her and what day it is. Listed below are all of the things she will be able to find out for the characters and when she uncovers them. The thing about her is that she will always need to look up the reference so she will always tell the characters to come back tonight or tomorrow morning.

The day of the grave robbing Lineene can share the following with the characters if she is asked about it:

- She is familiar of a type of undead that requires they body of a murderer, it's called a Mohrg. This takes her no time, it is something she knows.
- She does not remember any connection between any of the bodies taken other than they were evil. Any thing else and she says, “I'll have to look into it.”

The day after the grave robbing (or the day the characters find the massacre) she has the following information to share, should she be asked:

- There are several other bodies of killers buried in the Shinning Port Cemetery. For exact names see ENCOUNTER 3

If characters visit her after they see the massacre and ask about, the Raven:

- She says that could mean an enormous amount of things, she couldn't dare speculate unless it was narrowed down.
- If characters ask her about The Raven of Desire. She says that sound familiar but she'll have to look it up. Come back later tonight after you investigate the cemetery.

What she can find out if characters return after the cemetery visit.

- The curse of the Ravens Desire is what the old elven nations called a poor soul who became a banshee. She also finds a reference to it being given to certain male elves that have done some sort of atrocity and have been excommunicated from the nation.

The Vampire came to see her while the characters were at the Cemetery. It tried to charm her so she would invite it in, but it failed. It called out questions from the beach about, Markuth. She didn't really answer any questions and eventually cast a fireball that drove it away. She knows the vampire's name is Vanachek, son of Argot, son of Regent because he kept yelling it out. When she looked for the name Markuth she found one reference in an ancient book she forgot she had. It was so old the pages crumbled apart as she turned them to read. It said that Markuth was an evil elven agent of Iuz from before the Old One's banishment, and was unaccounted for, for a long time. He was a well-known warrior and mage who acted as an assassin for Iuz.

The last thing she will do before they leave is give the party 2 javelins of fire to fight the vampire.

Vanachek, son of Argot, son of Regent: CR 8; Medium Undead; HD 6d12; hp 62; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 21 (touch 14, flat-footed 21) [+4 Dex, +6 natural, +1 leather armor]; Atk +13 melee (1d6+7 and energy drain, slam), +14 melee (1d12+10, great axe); SA Domination, Energy Drain, Blood Drain, Children of the Night, Create Spawn; SQ Fast Movement, Rage (2/day), Uncanny Dodge (Dex Bonus to AC), Uncanny Dodge (Can't Be Flanked), Undead, Damage Reduction 15/+1, Cold and Electricity Resistance 20, Gaseous Form, Spider Climb, Alternate Form, Fast Healing 5, Vampire Weaknesses; AL CE; SV Fort +5, Ref +9, Will +2; Str 24, Dex 19, Con -, Int 12, Wis 11, Cha 13. Height 6 ft. 8 in.

Skills and Feats: Bluff +9, Climb +11, Handle Animal +3, Hide +12, Intimidate +10, Intuit Direction +3, Jump +12, Listen +17, Move Silently (dex) +11, Ride +8, Search +9, Sense Motive +8, Spot +11, Swim +9, Wilderness Lore +5; Alertness, Combat Reflexes, Cleave, Dodge, Great Cleave, Improved Initiative, Lightning Reflexes, Power Blow, Weapon Focus (Great Axe).

Domination (Su): A vampire can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 14) or fall instantly under the vampire's influence as though by a dominate person spell cast by a 12th-level sorcerer. This ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creature of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid of monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn (see the Vampire Spawn entry, Page 182 monster manual) 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Fast Movement: Barbarians has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor or medium armor.

Rage (2 time/Day): As a free action (not in response to damage) a barbarian can fly into a screaming blood frenzy. He gains +4 to strength, +4 to constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. Lasts for two rounds.

Uncanny Dodge: Retains Dex bonus even if caught flatfooted or struck by an invisible attacker. Cannot be flanked.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and the ignore mind influencing effects (charms, compulsions, phantasms, patters, and morale effects). Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

Damage Reduction (Su): A vampire's undead body is tough, giving the creature damage reduction 15/+1.

Turn Resistance (Ex): A vampire has +4 turn resistance (See Page 10 Monster Manual)

Resistance (Ex): A vampire has cold and electricity resistance 20.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph self spell cast by a 12th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

When Vanachek was young he ran with his tribe to the call of the Great God Vatun. He along with the rest of his tribe followed luz's ruse and swept south into Tehn, conquering. He did not survive the wars. A chance encounter with a Vampire in the mountains led to the death of his brothers and his return as a vampire. For the next few years Vanachek was used as porter and muscle for his vampire mistress. She and her prodigy were slain by a cleric of St. Cuthbert in 589 CY, Vanachek escaped. He usually rides across the night on a spawned horse, carrying with him sacks of small rocks and earth from his home plain. Several moons ago Vanachek entered the Shield lands. Despite his vampiric

condition he has always harbored a great hatred for Iuz, who duped him and his clan into following a non-existent God. He rode into the occupied territory of the Shield Lands and has been slaughtering orcs, hobgoblins and servants of Iuz wherever possible. Soon he grew bored with the blood of humanoids and vile Iuz prodigies and sought other victims. He feasted on three Pathfinders (natives of Bright Sentry) one who, before he died, cursed him in the name of the Open Spirit. Vanachek, in a cruel jest, thought to find some members of this Open Spirit and drink of them as well. He would not be cursed by some religious sect he was not even familiar with. Thus he dominated the minds of a few fishermen and slept as they crossed the waters of the Nyr Dyv, then drained the fishermen of blood and tossed their bodies into the swamps. He entered Bright Sentry 2 days before the festival began.

Yorglith Ip Sargnosa, Gray Slaad: CR 10; Medium Outsider (Chaotic); HD 12d8+30; hp 82; Init +1 (+1 Dex); Spd 30 ft.; AC 22 (touch 11, flat-footed 21) [+1 Dex, +11 natural]; Atk +14 melee (2d4+4, 2 claws), +12 melee (2d8+2, bite), +15 melee (1d6+7 [18-20], +3 *silver scimitar*); SA Gaze Attack, Spell-like abilities, summon slaad; SQ Multiattack, craft magic arms and armor, craft rod; AL CN; SV Fort +10, Ref +8, Will +9; Str 19, Dex 13, Con 17, Int 14, Wis 14, Cha 14. Height 6 ft. 1 in.

Skills and Feats: Climb +15, Hide +14, Jump +17, Knowledge (arcana) +13, Listen +15, Move Silently +14, Search +15, Spot +15; Alertness, Combat Reflexes, Cleave, Dodge, Great Cleave, Improved Initiative, Lightning Reflexes, Power Blow, Weapon Focus (Great Axe).

Equipment: +3 *Silver Scimitar*

Resistances (Ex): All slaadi have acid, cold, electricity, fire, and sonic resistance of 5.

Summon Slaad (Sp): Slaadi can summon other slaadi much as though casting a summon monster spell, but they have only a limited chance of success. Roll a %d: Gray Slaads can attempt to summon 1-2 red sladdi or 1 blue sladd with a 40% chance of success or 1 green slaad with a 20% chance of success. This ability can be attempted twice a day.

Spell-like Abilities: At will: animate objects, chaos hammer, deeper darkness, detect magic, dimension door, dispel law, fly, identify, invisibility, lightning bolt, magic circle against law, see invisibility, shatter, and power word blind. These abilities are as the spells cast by a 15th-level sorcerer (save DC12 + spell level). Sargnasa can also cast the following spells (as above) once per day magic missile, locate object, locate creature.

Alternate Form (Su): A gray slaad can shift between its natural and any humanoid form at will as a standard action. A gray slaad whose personal treasure includes useful equipment or magic items will use these when in humanoid form. A gray slaad can stay in humanoid form indefinitely. The ability is otherwise similar to polymorph Self cast by a 10th-level sorcerer.

Gaze Attack (Su): Turns to stone 30 ft as medusa. DC15.

Yorglith was born in the body of a human sorcerer as a Green Slaad, eating his way out of the poor victim, around 445 CY. He grew in power fast and eventually returned to the chaotic planes to further the goal of chaos and disharmony. For more than a century Yarglith ran amok through out the Prime Material and the Chaos realms, wrecking havoc. He eventually retreated to a secluded cave in the Crystalmist Mountains for a few years before he emerged as a smaller, leaner gray slaad. Yorglith spent the next few decades studying magic, gathering knowledge and crafting magic items to further his own power. Then something mysterious happened to him, he felt a calling, a pulling. He was not compelled to obey but was interested in this power that sought him. He followed the source to a lonely desert far away from his cave. The scorching desert twisted away into an underground citadel of immense proportions that was ruled by a Death Slaad, who's name Yorglith can not seem to remember. The Death Slaad told Yorglith that he was to begin the ritual, the final transformation into a Death Slaad. Yorglith was not sure he wanted to become one of the brutal killers but he had little choice in the matter. To disobey a Death Slaad was suicide. Yorglith agreed to the tests and therefore the tasks. The Death Slaad told him to return in 1 year and 1 day with the only living Raven of Desire. From there Yorglith scoured the lands, using all his arcane knowledge to track this, Raven of Desire. It took nearly a year but at last he found what he sought. His time grows short and there seems to be others in this city of Bright Sentry that seeks that same thing he does. Yorglith has little love for humans but tolerates them as much as the next Slaad. He despises dwarven kind for they were always disturbing his studies in the mountains. Yorglith is only half heatedly attempting to find this, Raven of Desire, he is somewhat curious to find out what happens should he fail. Although he is fairly certain that would mean the Death Slaad would kill him. As much as Yorglith loves chaos, his love for things of the arcane is greater and could he find a way to escape the watchful presence of the Death Slaad, he would gladly abandon this fools errand. He fully realizes he is running out of time and that haste may force him to play his hand too soon. To make matters worse, he is undergoing a startling transformation, his eyes burn a bright yellow now (before they were gray) and weak willed creatures are petrified with a mere glance. He has not been able to counter this, nor can he explain the change, so wears a large cowl when he needs to interact with humans and their ilk.

Critical Events Summary

Did the characters kill Vanachek? Y/N

Did the characters kill Sargnasa? Y/N

Did the characters ever attack Sargnasa? Y/N

Did the characters get help from another group for the last encounter? Y/N
If so, who?

Who did the characters tell about the Raven of Desire being a traitor?

Anything else of significance?