

# AEGIS OF EMPIRES

AE02

## THE EBON SOUL

BY JEFF SWANK



PATHFINDER  
COMPATIBLE





# THE EBON SOUL



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## WELCOME TO THE *AEGIS OF EMPIRES ADVENTURE PATH*

Welcome to the Lost Lands, the campaign setting of the adventures and books by Frog God Games and Necromancer Games before it! “But this is Legendary Games?” you say. Yes, yes it is, but as the principal developer of the Lost Lands setting — having the privilege and pleasure of combing through every single product, word-by-word, from those two companies’ considerable catalog of books to determine how it all fit together into a coherent whole — I had the opportunity to continue my work with the setting. By mutual agreement upon the end of my tenure with Frog God Games in 2018, I was able to provide them with the bible of Lost Lands material I had been collating since 2010 and was graciously allowed to retain the rights to continue to make my own contributions to the setting I had poured so much into in Lost Lands-compatible products. I also purchased the rights to the *Aegis of Empires Adventure Path* that had already been in the works for some time (though under the name *Ashes of Empires* at that time, and changed due to similarities in titles from other companies that were being released in a similar timeframe), so I could continue the development I had already started on it and nurture it through to the end. That Legendary Games was willing to adopt such a project, was icing on the cake and what has allowed me to put this product into your hands.

## SPECIAL ELECTRONIC FEATURES

We’ve hyperlinked this product internally from the Table of Contents and externally with links to online resources like the [Archives of Nethys](#) and [p2.d2opfsrd.com](#)! If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers 1st, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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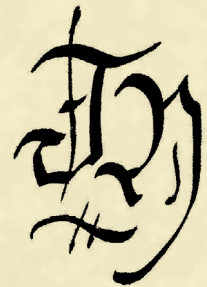
# WHAT YOU WILL FIND INSIDE THE THE EBON SOUL

The legendary *Crimson Shroud* is a wondrous relic with miraculous healing powers, able to undo the deadliest of curses, but when the heroes go in quest of it they find they are not alone in its seeking. Dark agents work against them at every turn to find the prized artifact first, their shadowy fingers reaching through the very fabric of the city of Tourse. Who is a conspirator and who can be trusted are the questions the adventurers must answer as they race against time and a fate worse than death. In the end, their greatest test may be in facing the darkness awakened within their very souls.

**The Ebon Soul** is a *Pathfinder Second Edition* adventure for 5th-level characters in the **Lost Lands Campaign Setting**. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with *The World of the Lost Lands* campaign guide! It is the first of six adventures in the **Aegis of Empires Adventure Path**, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries.

While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the *Aegis of Empires*.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Second Edition* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





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The following superscript notations are used to denote references to previous products set in the Lost Lands from Frog God Games and Necromancer Games. References followed by a dash and a number indicate the page number on which the specific reference can be found:

<sup>BM</sup> = *The Black Monastery* by Frog God Games

<sup>DM1</sup> = *DM1: The Book of Taverns* by Necromancer Games

<sup>FB</sup> = *Fields of Blood* by Frog God Games

<sup>FGG2</sup> = *FGG2: Strange Bedfellows* by Frog God Games

<sup>H1</sup> = *H1: The Bonegarden* by Necromancer Games

<sup>LL0</sup> = *LL0: The Lost Lands Campaign Setting* by Frog God Games

<sup>LL1</sup> = *LL1: Stoneheart Valley* by Frog God Games

<sup>LL3</sup> = *LL3: Sword of Air* by Frog God Games

<sup>LL5</sup> = *LL5: Borderland Provinces* by Frog God Games

<sup>LL8</sup> = *LL8: Bard's Gate* by Frog God Games

<sup>MoM</sup> = *Mountains of Madness* by Frog God Games

<sup>RA</sup> = *Rappan Athuk* by Frog God Games



# THE EBON SOUL

*“Life is more suffering than pleasure, more failure than success, and even the momentary relief of achievement is wiped away by one’s life ending in pain. Yet, in darkness the soul can be free to fly where it will; this is the dream of the ebon soul.”*

—Yorguio Aledruchia of Tourse

*The Ebon Soul* is a *Pathfinder Second Edition* adventure designed for a party of four 5th-level player characters. This adventure causes the PCs to become stricken with the curse of vampirism and uses the vampire template, and the hunger and corruption rules for the characters to take on the role of the undead. As they attempt to satiate their own hunger, the PCs become embroiled in a power struggle for the very life’s blood of the city.

*The Ebon Soul* can be placed in any campaign setting but, though it is not an official **Lost Lands** adventure, it is designed for and fully compatible with the **Lost Lands Campaign Setting** of **Frog God Games**. In the **Lost Lands** setting, the adventure takes place in the city of Tourse in the Duchy of Ysser (EE-sur), one of the remaining realms in the much-shrunken Kingdom of Foere that dominates the lands of central Akados in and around the Star Sea.

For longtime fans of **Frog God Games** and **Necromancer Games**, it is notable that the Duchy of Ysser is the site of such iconic locations as the hamlet of Hogshead Bend as mentioned on page 57 of *DM1: The Book of Taverns* by **Necromancer Games**. Southwest of Tourse lies the Barony of Vroulet just north of the Broken Mountains where the Senelast Clan of dwarves operates diamond mines for Baron Denar Craldan, while within Tourse itself lives the famed elven painter Corodolan Ielvian, both as described in *FGG2: Strange Bedfellows* by **Frog God Games**. At the duchy’s far western border, as the ancient highlands known as the Old Tors begin their slow climb, stands a fortress called Torwatch Keep that keeps a guarded eye over the mysterious Hill of Mornay not far south. For it was at Mornay where the Overking’s Army besieged the foul Black Monastery only to watch it disappear in a conflagration of green flame some two centuries gone, as related in *The Black Monastery* by **Frog God Games**.

Farther afield beyond the duchy’s borders where the neighboring County of Coutaine’s (ku-TANE) westernmost fringe the rolling plains of central Akados meet the

wooded slopes of the Broken Mountain’s southern slopes at the wine country that encompasses the vineyards of Le Chateau Gluant as featured in the adventure “The Noble Rot” in *Quests of Doom* by **Frog God Games**. And to the north of the Duchy of Ysser stretches the vast grasslands of the Waymarch, bisected by the legendary Tradeway upon which lies the elegant coaching inn called The Dagger & Rose, also described in *DM1: The Book of Taverns*, and the northeast border marks the beginning of the Stoneheart Valley made infamous in such works from its unnamed beginning in *D1: The Tomb of Abysthor* by **Necromancer Games** (and updated in *LL1: Stoneheart Valley* by **Frog God Games**) to its most recent incarnation in *LL8: Bard’s Gate* by **Frog God Games**.

Many other locations of **Lost Lands** lore can be found as one proceeds outward on the map from the city of Tourse, but none of these references are required to play this adventure. They are merely included to provide an idea of Tourse’s place in a larger, living, breathing world and give longtime fans of those titles the satisfaction of seeing old favorites revisited as part of the greater whole that is the **Lost Lands**.

## VAMPIRE CHARACTERS

*The Ebon Soul* is an adventure with some unique aspects that should be reviewed prior to running it. Player characters at some point succumb to a plot device and are transformed into vampires. This may pose a problem for players not wishing to see their characters fundamentally altered. As the Game Master you should encourage your players to push past this and embrace the opportunity to play something different. This adventure also uses the hunger rules. These additional rules can help players roleplay a vampire character meant to be tragic and dark, balancing the temptation for more power versus keeping one’s humanity.

In addition, becoming vampires gives the players access to abilities not initially intended for use in typical adventure encounters, which may affect the style of play. For example, a vampire’s Turn to Mist ability might allow the players to avoid some encounters or exploit certain situations. Playing a vampire character can also become problematic for players sensitive to graphic depictions.

While it is a good idea to obtain your players’ approval before running an adventure with such a stark change to the nature of their characters, you must also weigh it against the spoilers and potential meta-gaming that could ensue by giving your players this information ahead of time. If you feel like your players will misuse this information, then



try to make the questions more vague (change the word “vampire” to “monster”), or perhaps pose the question at the very beginning of the campaign while all characters are still first level. It will provide some foreshadowing as well as an escalation in tension as the players realize something bad is going to happen but will have no idea exactly when.

## ADVENTURE BACKGROUND

Cassandra Mulvaya was born in the city of Tourse to a distinguished noble family that included soldiers, priests, knights, and magistrates. Though she counted many luminaries among her relatives, her family tree also featured some very deranged and disturbed kin. One of her uncles instructed her in dark psychic powers, while her aunt secretly introduced her to sadomasochism. Upon reaching adulthood, Cassandra caught the eye of the city’s own Margrave Alhpert Vanderhaven, and the couple settled into Vanderhaven Manor. The margrave soon discovered the profound emotional and mental disturbances and consequent proclivities that his new wife had developed as a result of the years of abuse she was subjected to, but at a total loss as to how to deal with this hidden dark side the margrave chose to try and indulge her in hopes of it proving to be a passing phase that merely needed to be indulged until it was outgrown. To this end, in his misguided efforts to please and appease his wife, Margrave Vanderhaven even went so far as to construct a torture chamber to her specifications.

For these activities, Cassandra first snatched her own housekeepers, servants, and relatives. However, she soon found herself without workers, and realized she must rein in her acts of terror or risk being discovered. Through her husband’s arrangements, she contacted Yorguio, a member of the Underguild, a shadowy organization operating in the city’s criminal underworld. He agreed to supply her with “playthings” for exorbitant fees. She readily agreed, thinking her new amusements could placate her desires, but over the next few months Cassandra actually became enamored with Yorguio instead. When she finally gathered the nerve to proclaim her love for this mysterious individual, he revealed that he was no mortal man but a vampire. Cassandra somehow knew in her soul that she had finally found her true place in the world. She begged him for the kiss of undeath and, after submitting to his embrace, she stormed into her husband’s bedchamber and partook of her first meal as the living dead.

Cassandra cleverly orchestrated the “disappearance” of her husband and began the first years of exploring her new abilities. She reveled in her extraordinary abilities, the fear she caused, and the power of controlling those weaker than

herself. These newfound talents were all that she dreamed they’d be. This eventually waned, though, and she began to loathe her sire after realizing the control he was able to exercise over her. A building rage began to seethe within her until eventually she lured Yorguio into a trap and destroyed him and then smiled as she burned his coffin to cinders.

Since that time, Cassandra has managed to moderate her blood lust. She finds the company of sycophants entertaining and throws outlandish gatherings at the slightest excuse. At one such soiree she felt the presence of others like her. She approached them and found that they were none too pleased about the murder of her former sire, a vampire who had been a member of their organization. They threatened that they would soon make her life extremely difficult if she did not comply with their ever-increasing demands. The margravine again felt the cold grip of being subjected to the will of others, as she had experienced since her own childhood, and soon chafed under the subtle yoke of servitude they had placed upon her, so she began plotting the means to free herself of the lordship of others...again.

## ADVENTURE SUMMARY

The adventure begins with the PCs attending the party of the city’s ruler where they impress her and for their efforts are hired to find an ancient artifact to cure her of a mysterious hereditary condition that she claims afflicts her. However, when they stay the night in the manor, after a night of nightmares they awake to find they have all been turned into vampires and realize the margravine is the unholy creature who has afflicted them with their undead condition.

As they come to grip with their new undead existence, the party becomes aware that the margravine herself—their controlling vampire master—is nowhere to be found, having apparently abandoned her manor in some haste. They soon discover the reason as vampire hunters intent on destroying the undead they have tracked to the manor assault the house intent on destroying all of its undead occupants—including the PCs. Fighting off these holy foes and simultaneously searching the manor, the party comes to realize that there may be a cure for their vampiric condition and that it appears to be the very artifact the margravine intended for them to find and bring to her, the *Crimson Shroud*.

Fighting off their own instincts to feed on the blood of the living and racing against the coming dawn, the



The invitation was quite elaborate, silver ink scribed on fine vellum wrapped in velvet ribbon and sealed in wax bearing the dove emblem of the Margrave of Tourse himself...or in this case herself. The old Margrave Vanderhaven died some handful of years ago, childless, leaving rule of the city to his young wife, the margravine who now bears the Seal of House Vanderhaven and has used it to invite you to attend her party—though summon might be a better word.

The party is this very evening at Vanderhaven Manor and is to be attended by the usual local luminaries and social elite with the odd inclusion of yourselves. But it was no ordinary invitation because the margravine hinted that she had a special job offer for “heroes of your fine repute and unique skill set” that she wished to discuss with you. The invitation said it was a matter of some delicacy, so she is throwing the party as an excuse to invite a few folk to her manor whose arrival might otherwise raise eyebrows among her political rivals. The offer is described as “lucrative” and “well worth your while”, and you were asked to bring your “professional equipment” with you as well. It will be stored during the party, but she wishes for you to leave first thing in the morning from her house if you agree to undertake her proposed engagement.

Now you await her carriage at a fine inn, wearing your best apparel and what armaments and equipment you feel are suitable for such an occasion. Several heavy trunks with strong padlocks are stacked nearby holding the rest of your adventuring gear, the keys kept safely upon your persons. When the carriage arrives to transport you, the footmen are to load the trunks atop it so that it will be on hand at the manor should you choose to accept the margravine’s offer, and the carriage will await you there in case you should choose to depart instead. The margravine’s invitation went so far as to vouchsafe your equipment in case it should be harmed or stolen while you attend her ball, and with the seal it is clearly legally binding, but you assume it is more for your own peace of mind than any real need or risk. The cost of replacing or restoring your paltry gear to someone with the resources of the Margravine of Tourse would scarcely be noticeable in her monthly spending, so you have no fear of intent to divest you of your meager possessions.

The clatter of hooves on cobbles signals the approach of the finely liveried carriage. You make one final check to straighten cravats and brush lint from coats as you prepare to meet the ruler of the city and find out what she has in mind for you.

party follows the clues left by the margravine to the city’s oldest temple, where the shroud is known to be housed. However, they arrive only to learn that the Underguild in enacting their own vengeance upon the margravine has already taken the relic in order to lure her into a trap. With no choice but to either pursue the stolen relic or surrender to an eternity of tortured undeath, the party pursues the Underguild agents to their hideout in a seedy gambling den.

Battling their way through the Underguild’s trap, the PCs must make their way to the heart of the Underguild’s demesne and confront its remaining forces. During this foray, the party discovers that the margravine has been following them as she makes her move to abscond with the artifact while the PCs are busy fighting for their lives against the Underguild. The PCs must then race back to her manor as dawn arrives in order to stop her from performing a dark ritual with the *Crimson Shroud* that will grant her mastery over vampirism with none of its weaknesses at the cost of their very souls.

## STARTING THE ADVENTURE

The adventure begins with the PCs in the city of Tourse, capital of the Duchy Ysser, where they receive an invitation to Vanderhaven Manor for an important banquet hosted by Margravine Cassandra Vanderhaven herself. The PCs can be from Tourse or may be there for whatever reasons best suits your campaign. Whatever the reason, it is merely important that they are present and have not yet had opportunity to meet the ruling margravine, though they have been in town long enough for her to have learned of their presence. Details on the Duchy of Ysser and the city of Tourse are included below.

If the players are reluctant to bring all their gear with them but not be personally carrying it, remind them that it would be inappropriate to attend the margravine’s party outfitted for battle, yet she wants them to leave first thing in the morning if they accept her job offer so they can have their gear with them rather than traveling across the city to pick it up in the morning. A DC 15 Society check, or an appropriate Lore (such as Aristocracy Lore or Legal Lore), can confirm that the margravine’s guarantee in the invitation to protect their equipment while it is unattended is legitimate and binding. Likewise, a DC 10 Society or appropriate Lore check can confirm that the margravine would have no trouble replacing every single item they possess if something should happen to it, so any fears or misgivings are unfounded. If they simply cannot part from their equipment for the duration of a civilized



## Vanderhaven Manor



social occasion, then they may not be fit for this sort of job opportunity. Besides, their gear is perfectly safe and will be returned to them when needed. The far greater concern, they will find, is the danger to themselves.

After receiving the invitation, the PCs have had the opportunity to learn something about the Margravine of Tourse. Allow each PC a Diplomacy check to Gather Knowledge or an Occultism or Society check to Recall Knowledge (their choice of one). This represents their personal knowledge or attempts to find out what they can before the upcoming party. Characters who are natives of Tourse gain a +2 circumstance bonus on this check. Consult the table below to determine what each PC knows or has learned, based on the result they rolled. They obtain the information for the result they rolled as well as any results below their check.

| Result | Information   |
|--------|---|
| 0      | The aged Margrave of Tourse died some 7 years ago. His own children having died some years earlier, he left his young wife, Margravine Cassandra Vanderhaven, as ruler of the city.               |
| 5      | The Margraves of Tourse hold little real power. In truth the Dukes of Ysser exercise the most authority over the city and always have, leaving only the minor day-to-day issues to the margraves. |

|    |  |
|----|--|
| 10 | Aside from her local interests, Margravine Vanderhaven is known to be a generous sponsor of expeditions to search for lost artifacts.  |
| 15 | Vanderhaven Manor is haunted, and some servants spread tales of ghosts, spirits, and demons stalking the hallways at night.  |
| 20 | The margravine wishes to find a powerful ancient relic that cures any disease or condition. She fears the fate that befell her husband and her husband's children from a prior marriage and seeks to stave it off from herself with this artifact. |
| 25 | Margravine Cassandra was the prime suspect in the death of her husband because of her rumored involvement in an illicit affair. As is the custom of such things in Tourse, the whole matter was soon hushed up and forgotten.                      |
| 30 | In certain circles Cassandra Vanderhaven is known as the Blood Margravine. It is believed that she is nowhere near as young as she appears and that she has bathed in the blood of her servants for many years in an attempt to stay young.        |

When the PCs board the carriage for the manor, refer to **Event 1** in **Chapter 1** for the margravine's party.



# CHAPTER ONE: THE MARGRAVINE VANDERHAVEN

The first part of the adventure takes place at Vanderhaven Manor as the party attends the margravine's gala and in the hours that follow. As such this initial portion consists of a series of events that occur during and after the festivities. These are detailed under **Events at the Manor** below. In addition, a description of Vanderhaven Manor's rooms is provided as well. Refer to the map of Vanderhaven Manor and the room descriptions below as the PCs arrive at the manor and participate in the party.

## A. VANDERHAVEN MANOR

Vanderhaven Manor was built on Paldiur Hill three generations ago, replacing a smaller, more defensively constructed keep at the edge of the upper city. Nevertheless, the manor is still a well-secured home, with a formidable quantity of antiques, art, and treasures on display or squirreled away here and there. The image of a dove is found throughout the manor. A PC who succeeds at a DC 17 Society check to Recall Knowledge recognizes that the dove has been the crest of House Vanderhaven since the earliest days of the duchy.

Vanderhaven Manor has exterior walls of mortared stone and interior walls of plaster and lathe over heavy oak. Doors are of sturdy wood and most can be secured with average locks, though only a few generally are. Keys are held by the margravine, Forsythee, and any house occupants that would require access to a room. Only the margravine holds keys for rooms **A6**, **A19**, and **A25**. Ceilings in rooms are 15 feet high, and rooms are lit by a combination of glass-paned windows, oil lamps, and chandeliers unless otherwise noted. All windows are closed and locked with inside latches unless a room description says otherwise. Rooms have parquet wood floors, those these are often covered by carpets.

**Exterior Masonry Wall:** 1 ft. thick; **Hardness 14; HP 56** (BT 28); Athletics DC 20 to climb.

**Interior Wooden Wall:** 6 in. thick; **Hardness 10; HP 40** (BT 20); Athletics DC 25 to climb.

**Strong Wooden Door:** 2 in. thick; **Hardness 15; HP 60** (BT 30); Force Open DC 30 (if locked); Thievery DC 25, four successes to Pick a Lock.

**Leaded Glass Window:** 1 in. thick; **Hardness 1; HP 4; Force Open DC 30; Thievery DC 25**, four successes to Pick a Lock.

### A1. FOYER

Massive double doors of polished dark oak bound in brass open into a wide foyer. A high-domed ceiling with a crystalline chandelier dangles in this entryway. To each side of large, elaborate archways is a grand double staircase with a series of doves intricately carved along each railing that sweeps upward to a carpeted balcony.

### A2. GREAT ROOM

This is a massive room with multiple columns of wood carved into slender spirals that ascend to the coffered ceiling above. Many doors open off to the sides as well as a pair of large double doors that opens out onto a terrace overlooking the grounds behind the manor. A grand balcony runs along the south side of the room 15 feet above.

### A3. GALLERY

This room is filled with rare artwork collected by the Vanderhaven Margraves for generations. There are several thousand gold pieces worth of art in here, though it is bulky in the form of large painting, statuary, etc. If the PCs elected to steal it, they would not only find themselves at odds with the margravine but with the city itself, as much of it is technically city property.

### A4. MUSIC BOX CHAMBER

This high-domed room has a large music box set in the center of its floor. This ingenious mechanism has a cylinder crank that can be wound up and released to play a movement from a well-known Foerdewaith opera in tinkling tones and ringing bells. Around the edges of the chamber are simple wooden automata in the form of shepherds, flocks, huntsmen, and satyrs who dance in time with the music. The entire clockwork contraption is built into the floor and walls of the chamber and is worth many thousands of gold pieces, but it is intrinsically a part of the room. It is also extremely delicate and prone to breaking down. Arrayed around the edges of the room with a good view of the display are a number of elegant chairs with white-cushioned seats.

The mechanism of the clockworks buried under the floor hide another secret that is unlikely to be found unless the entire contraption is disassembled and closely examined. Small

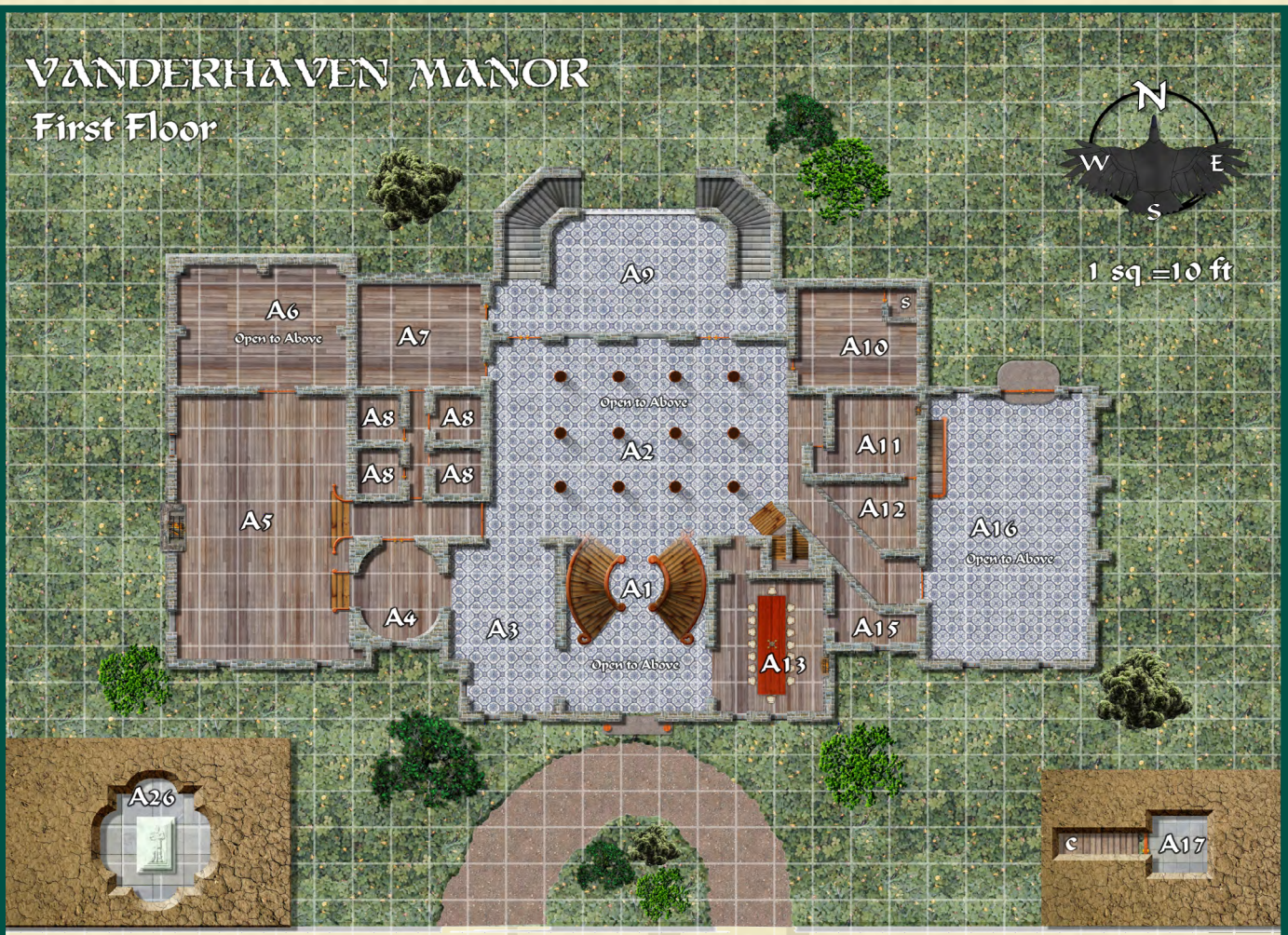


# VANDERHAVEN MANOR

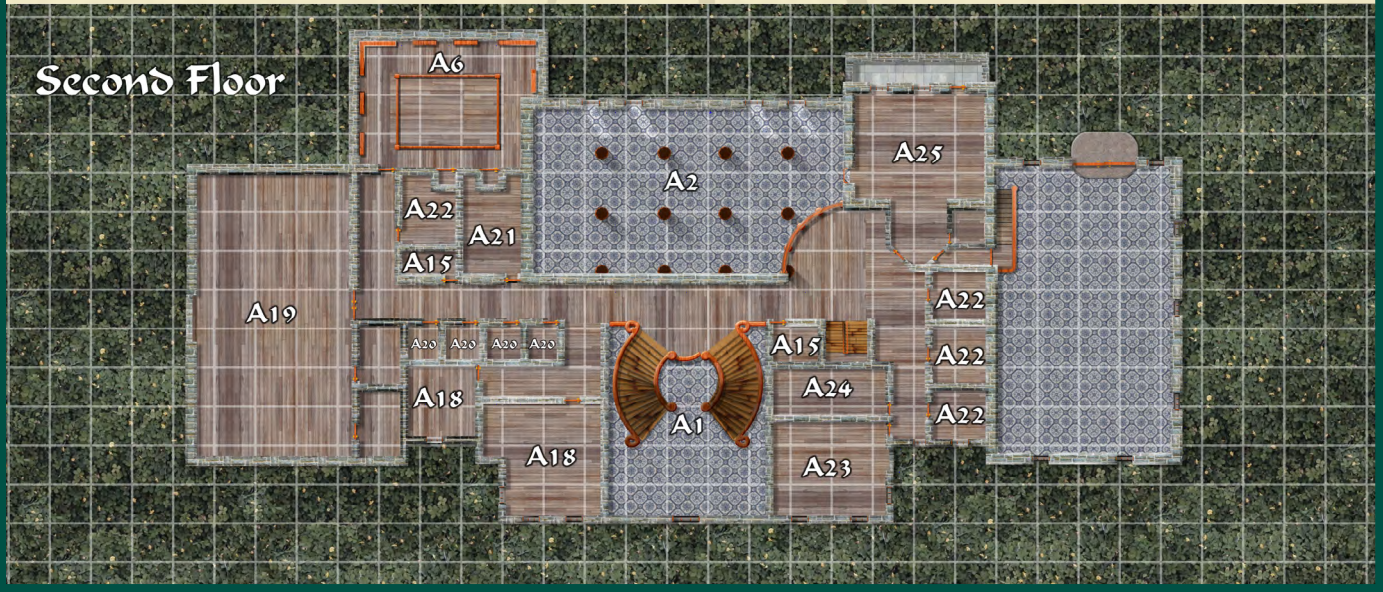
## First Floor



1 sq = 10 ft



## Second Floor





vents exist at the bottom of the hollows where the clockwork mechanisms lie. These lead down through the earth 10 feet and open into the ceiling of area **A26**. The vents can only be discovered if the clockwork mechanism is removed and the subfloor cavities closely examined with a DC 20 Perception check. Other than that, likely the only way to locate them is to witness someone in gaseous form using them to gain access to the crypt below (see **Event 10** in **Chapter 3**).

### **A5. LIBRARY**

Four large windows let the outside light fill this chamber. A long table surrounded by leather-cushioned chairs sits in front of a great fireplace on the room's west wall, and massive shelves with thousands of books line the room's remaining wall-space. A pair of openings to the east are accessed by small marble stairs whose oak finials are in the grinning likeness of the mischievous god Pan.

### **A6. CONSERVATORY**

Though the doors to this chamber bear a veneer of fine wood, they are actually made of iron and secured by an average lock. They are also airtight, preventing even a creature in gaseous form from bypassing them.

**Locked Iron Doors:** 2 in. thick; **Hardness** 18; **HP** 72 (BT 36); Force Open DC 30; Thievery DC 25, four successes to Pick a Lock.

*Beautiful and intricate stained glass windows create the ceiling of this two-story room. The glass depicts a dove flying triumphantly through a rain of blood, as a symbol of victory in battle. The tiny panes of colored glass cast myriad beams of tinted light about the room. At regular intervals along the second-floor balcony, alcoves line the walls bearing displays of treasures and objets d'art. In the center of the chamber's floor is a raised circular dais with a pedestal bearing a delicately crafted, life-sized silver dove.*

**Treasure:** The silver dove on the pedestal is a *wondrous figurine* (see **Appendix D**). It is a household relic and is recognizable anywhere in the city as belonging to the Vanderhavens. Within each of the second-floor alcoves are the treasures of the Vanderhaven family. The margravine has sold off many of the original treasures since the death of her husband, but has been quite successful in business and investment as well (both legal and shady) so that one of the alcoves holds only a locked iron chest containing 240 gp, 96 sp, and 4 pp. The other treasures on display include a *+1 striking shifting bastard sword* with the image of a dove set in enamel in its hilt, a suit of *+1 full plate*, a *wand of acid arrow* in an intricate wand case made of leather with platinum filigree (worth 20 gp), and a finely crafted virtuoso lute.

**Locked Iron Chest:** **Hardness** 9; **HP** 36 (BT 18); Force Open DC 30; Thievery DC 25, four successes to Pick a Lock.

### **A7. LIVING ROOM**

Sculptures and paintings decorate this area, their subjects ranging from the grisly to the erotic. Cushioned chairs and short tables holding small crates of smoking pipes line each wall.

### **A8. GUEST ROOM**

Each of these rooms is identical. A large four-poster bed sits atop a plush area rug. Next to a broad armoire, a bookcase holds a few leather-bound books and small curios. A dresser and tall mirror occupy the opposite corner, and several paintings of serene landscapes hang from the walls. Each room sleeps two comfortably and can manage three or four with some crowding.

### **A9. TERRACE**

This balcony provides a phenomenal view of the city below. The balcony's ornate balustrade is carved with doves in flight, and its tiled floor is highly polished and well cared for.

### **A10. STUDY**

This chamber is lined with tall bookshelves. At a glance, the subjects of the books lining its shelves seem to be mainly art, history, and popular works of horror fiction. A mahogany writing desk sits along the wall, its surface covered in maps of the duchy and surrounding regions with notes scrawled on them, though none of these are of any particular interest. One older volume entitled *A Treatise on Talismans and Charms of the Second Century*<sup>FG2-70</sup> (worth 105 gp) lies among these. A secret drawer in the desk (Perception DC 22) contains a map of the City of Tourse with the local cathedral of Archeillus, the Bastion of Righteous Decree, circled in reddish ink (human blood!) and a note scrawled in black ink (regular ink) at the bottom that reads:

*"The tales of the shroud are real! The Groxites hold it within the temple vault. It holds the key to overcoming the curse of vampirism."*

At the back of the study is a closet containing writing supplies as well as the apparatus for amateur bookbinding (not used in some time). Hidden beneath this bookbinding apparatus is a secret door in the floor that can be found with a DC 25 Perception check. It accesses area **A17**.



### **A11. KITCHEN**

This large kitchen is immaculately clean and fastidiously ordered. Pots arranged in perfect rows by size hang from a rack suspended from the ceiling over a large preparation table. A large oven stands in the room's northeast corner.

### **A12. LARDER**

Enormous boxes of foodstuffs, wine casks, barrels of salted meats, jars of spices, and other supplies are stored here. Stacked in one corner are 10 small wine crates, each holding 4 bottles of a Coutaine merlot. Each of these wine bottles are laced with Cassandra's vampiric blood (Forsythe used a needle to inject her blood through each cork, noticeable to anyone examining the bottles with a DC 30 Perception check). This quantity in each is sufficient to be noticed with *detect poison*. Drinking any of this wine causes the imbiber to suffer a -4 status penalty to Will saves against the margravine's Dominate ability.

### **A13. DINING ROOM**

A long, polished mahogany table dominates the center of the room. Ten high-backed chairs surround the table, each one bearing a carving of a dove resting its head within its feathers. The table and chairs sit upon a thick rug with a spiral pattern in shades of white, silver, and bronze.

### **A14. CLOAKROOM**

This inconspicuous tunnel-like chamber lies beyond arches that extend between the dining room (A13) and the great room (A2). The walls on either side bear hooks for hats, cloaks, and coats, and there are two cane stands for canes and walking sticks. In one corner a small wooden shelf provides space for muddy boots and shoes.

### **A15. POWDER ROOM**

This is a privy complete with wooden seat and porcelain basin as well as a mirror above a washstand and cupboard holding fine soaps, expensive powders, cosmetics, and flowery perfume. Bundles of sweet-smelling dried herbs hang from the back of the door.

### **A16. GRAND BALLROOM**

*This long, vaulted room is exquisitely furnished with beautiful oaken side tables, fine tapestries, and rows of tall, slender candelabras that bathe the room in a rich warm glow. Numerous windows, each rising nearly twenty feet high, line the walls. The upper halves—stained glass with scenes of doves and birds of prey—contrast with the polished wooden louvers of the lower halves, which are currently open to allow cool air into the room.*

*A recessed alcove at the north end bears a small dais where musicians can perform. A narrow stair climbs to a balcony high on the west wall.*

This hall is quite crowded when the PCs first arrive at the manor (see **Event 2** below).

### **A17. TORTURE CHAMBER**

Accessed through the floor of the study closet (A10), a subterranean stair descends 20 feet into a hidden, brick-lined cellar. The walls are lined with rows of sadistic implements and tools. Every sort of torture device imaginable is present in this room. The floor and walls are stained black from years of work performed in the room. Aside from the torture implements, there is a wardrobe here that holds a few of the margravine's most prized dresses. These are white dresses she wore when she worked her torturer's arts. The margravine sees the spattered stains as works of art in their own right.

### **A18. LUXURY GUEST ROOM**

Each of these rooms is identical in furnishings though of different size and shape. They are all lavishly furnished with a large, goose-down canopy bed, stylish recamier couches, plush chairs, a round marble-topped table with four high-backed chairs and a full silver tea set, two spacious cedar wardrobes and various art objects hanging from the walls and upon small tables and pedestals. All sit upon thick carpets of the finest qualities. The contents of these rooms are worth 1d6 x 500 sp apiece, though they are bulky and difficult to steal. The margravine opens these rooms to only the most distinguished guests. Each is designed for two or three guests but can easily accommodate a half dozen in comfort.

### **A19. NEW SERVANTS' CRYPT**

The doors to this room are identical to those in area A6, though they are not airtight (i.e. creatures in gaseous form can pass through the narrow crack beneath them). Beyond are a large windowless, unlit chamber and two smaller storage rooms that once served as a gaming room in the original days of the manor. Now the billiard and card tables have been haphazardly stacked in the storage rooms and left to collect dust. The chamber's high ceiling is decorated with a massive painting of the night sky with a large moon at its center. A long-cold fireplace stands across from the door, and the chamber is otherwise bare except for eight ornate black coffins, lined in crimson velvet, arrayed before the fireplace. A small amount of grave dirt has been placed in the lining of each coffin but is not noticeable unless the velvet interior is torn open to reveal its presence. A PC who



succeeds at a DC 18 Perception check or who has the scent ability detects a faint charnel odor from the coffins, even if they're unaware of the dirt.

These coffins have not yet been used and are intended for the margravine's newest vampire servitors, e.g. the PCs (see **Events 6** and **7** for more information).

### A20. SERVANTS' QUARTERS

Each of these rooms is sparsely furnished with a bed, small dresser, and nightstand as befits the room of a **household servant**. There is a 20% chance (80% at night) of encountering a house servant (N male or female human) if this room is explored before **The Afterlife** below. If encountered, the servant immediately asks if he or she can help the PC and makes every attempt to accommodate a PC's wishes. All house servants have been Dominated by the margravine and reveal no secrets of the lady, preferring death over disloyalty.

### A21. BUTLER'S QUARTERS

The door to this chamber is locked, and Forsythe and the margravine hold the only keys. Within, the room is sparsely furnished yet still feels dingy and small. A simple bed and mattress are along one wall, and a wardrobe contains the clean and immaculately pressed uniforms of the butler. Everything is grimy and stained, including the walls and floors. The whole chamber has an odor reminiscent of decomposition and stale sweat. Anyone who succeeds at a DC 22 Perception check discovers a secret compartment in the wardrobe holding the partially eaten corpses of two rats that Forsythe left after trying to replicate the sensation of when the margravine allows him to drink of her blood. Forsythe is rarely found in this chamber in the time before **Event 7** and has abandoned the house with his mistress by the time of **The Afterlife**.

### A22. EMPTY BEDROOM

These dusty rooms hold nothing more than sheet-draped furnishings of high quality but outdated styles. They once served as bedrooms for family members for margraves past, though all have been disused since the deaths of Margrave Alhpert's children in a small outbreak of the Red Plague in Tourse several decades ago.

### A23. LAUNDRY

A fireplace on the east wall heats water for two large copper wash tubs. Tables surround this, holding scouring stones, wash boards, buckets of lye soap, buckets of urine for bleaching, folding tables, and drying racks.

### A24. SEWING ROOM AND LINEN STORAGE

The house linens are stored in this chamber after laundering as well as any out-of-season clothing, neatly folded in large cedar chests. A table in the corner has an oil lamp and implements for sewing and seaming.

### A25. MASTER SUITE MODERATE 5 OR LOW 6

*The walls of this comfortable bedroom glitter with mosaic inlays. On either side of the door are elaborate bas-reliefs rendered in marble, depicting doves and sunrises. A bed frame of white marble veined with red and adorned with a plushly appointed bed occupies the center of the room.*

Locked doors lead from this room into the upper hallway and onto the balcony overlooking A16. Another door leads to a massive closet filled with elegant clothing of aristocratic quality. These are the equivalent of 12 sets of fine clothing. In addition, a jewelry box holds 100 gp worth of assorted jewelry.

This room is immaculately kept, with the exception of a large blood stain on the mattress underneath the bed sheets, which can be discovered with a successful DC 20 Perception check or anyone stating that they strip the bed sheets off. The stain serves as the only remnant of Cassandra's violent attack on her husband the former Margrave of Tourse. Since that time, her husband's spirit has lingered here. Cassandra rarely spends time in this chamber except to keep up appearances with guests, as it serves as a reminder of her once weak, mortal self. Anyone coming close to the bed triggers the Margrave's ghost to appear in his hateful rage. He does not manifest when the margravine is present, as he still fears her even in death.

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GHOST OF MARGRAVE ALHPERT

CREATURE 7

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UNIQUE CE MEDIUM GHOST  
INCORPOREAL SPIRIT UNDEAD

**Perception** +14; darkvision

**Languages** Common, Elven

**Skills** Intimidation +17, Stealth +17, Tourse Lore +17

**Str** -5, **Dex** +4, **Con** +0, **Int** +1, **Wis** +4, **Cha** +6

**Site Bound**

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**AC** 23; **Fort** +12, **Ref** +15, **Will** +18

**HP** 90, negative healing, rejuvenation; **Immunities**

death effects, disease, paralyzed, poison,

precision, unconscious; **Resistances** all damage 7



(except force, *ghost touch*, or positive)  
**Rejuvenation** (divine, necromancy) Destroying the margravine puts the margrave's ghost to rest.

**Speed** fly 25 feet

**Melee** ♦ ghostly hand +16 (agile, finesse, magical), Damage 2d8+9 negative

**Divine Innate Spells** DC 29; **4th** *retributive pain*, **1st** *command*, *forced quiet*

**Frightful Moan** ♦ (auditory, divine, emotion, enchantment, fear, mental) DC 25

**Telekinetic Assault** ♦♦ (divine, evocation) 4d6 bludgeoning, DC 25



## A26. SECRET CRYPT MODERATE 5 OR LOW 6

It is unlikely that this chamber will be discovered prior to **Event 10** in **Chapter 3**.

*This underground chamber has walls of fine masonry bearing beautifully carved and painted bas-reliefs of ranks of angels locked in battle with hordes of devils. At the center of this carved throng is a pure white dove with blood upon its beak. In the center of the chamber on a raised stone dais is a large, elaborate iron coffin. Behind the coffin lie scattered coins of gold and silver, jewelry, and books.*

This room can only be accessed through tiny vents in the ceiling that lead to the music room above (area A4). The iron coffin is the daily resting place of the margravine and is locked from within, but two tiny openings can be discovered at the foot of the coffin with a DC 25 Perception that allow her to enter in gaseous form when needed. In addition, the coffin's lid is hollow and bears a trap. If anyone tries to force the lid of the coffin open, they merely pull away this initial false top to reveal a black pudding trapped within that immediately attacks. Only after the false lid has been removed can a second attempt be made to force open the true lid underneath.

**Locked Iron Coffin:** 2 in. thick; **Hardness** 9; **HP** 36 (BT 18); Force Open DC 30; Thievery DC 25, four successes to Pick a Lock.

**BLACK PUDDING**

**CREATURE 7**

*Pathfinder Bestiary (Second Edition)*

**Initiative** Perception +9

**Treasure:** Within this crypt chamber lie some of the margravine's most prized possessions. Piled on the floor are 205 gp, 350 sp, and 440 cp. Scattered among the coins are various gemstones worth a total of 250 gp, and a few pieces of her late husband's gear including a +1 *greatsword* and the margrave's +1 *resilient breastplate*. Within the coffin are a few books on torture, the history of the Vanderhaven family, and the layout of the Tourse sewer system. In addition, there is a deed to the manor and a marriage license (signed by the Margravine, but unsigned by a groom). This license was Cassandra's marriage proposal to her progenitor, before she became angered and destroyed him.

## EVENTS AT THE MANOR

The following events occur at specific times or when triggered by specific activities of the PCs in Vanderhaven Manor.

### EVENT 1: ARRIVAL

**MODERATE 5**

*The plush seats absorb the minor bumps of the road as the luxurious carriage speeds along. The city's sprawl thins out ahead as the road climbs towards the posh homes of Paldiur Hill, revealing a wide avenue. The street passes through a gate of coiled wrought iron into which depictions of doves have been elaborately cast. The roadway turns and runs along a gravel turnabout in front of a large mansion. The manor is one of the more impressive buildings within Tourse. The large two-story structure has an exterior wall consisting of courses of irregular ragstone, while its corners and window arches are made from finely shaped granite. Compared to the lower windows, the windows at higher levels are larger and more elaborate, bearing*



*distinctive chevron carvings around their arches. Central to the manor is the massive stained-glass window depicting a large dove in flight looking down from above the main doors.*

A PC can attempt a DC 17 Society or relevant Lore check to Recall Knowledge to recognize that the dove has been the crest of House Vanderhaven since the earliest days of the duchy.

The carriage approaches Vanderhaven Manor and drops off the PCs at the front door. A group of 2 *footmen* (N male human) and 4 *house servants* (N male or female human) gather near the carriage by the manor's front entrance. As a valet opens the door to the carriage, *Forsythe*, the house steward, welcomes the PCs.

*"Welcome honored guests, I am the steward of House Vanderhaven. My mistress, the Margravine Cassandra Vanderhaven, bids you greetings. You may ask for me by my name, Forsythe, and I will be at your service."*

With that, Forsythe dips into a low bow and begins walking them to the door, as another servant opens the main doors to the mansion. The footmen remain with the carriage and the PCs' trunks of equipment, pending their acceptance or rejection of the margravine's offer. Forsythe appears to be, and is, by all abilities to detect, a human. Unknown to all but the margravine, Forsythe is her **sycophant** (see **Appendix A**). He appears as a human male of average height in his mid-thirties, with dull brown eyes, a thick nose, stubby hands and narrow shoulders. He is richly dressed and wears a powdered wig. Forsythe shows the PCs through the foyer (A1) and past the great room (A2), into the grand ballroom (A16) where other guests already mingle. He leaves them there and returns to his duties. Though the PCs can briefly glimpse the rooms as they pass through, they will not have time for a closer inspection until later. Proceed with Event 2 when the PCs arrive in the ballroom.

#### FORSYTHE

#### CREATURE 7

UNIQUE CE MEDIUM HUMAN HUMANOID SYCOPHANT

Male human sycophant of Margravine Cassandra Vanderhaven

**Perception** +18, darkvision, scent (imprecise) 30 feet

**Languages** Common

**Skills** Athletics +15, Deception +17, Occultism +15,

Stealth +17, Thievery +15

**Str** +2, **Dex** +4, **Con** +2, **Int** +2, **Wis** +6, **Cha** +4

**Items** fine clothing

**Blood Mask** Forsythe's alignment is concealed, as *undetectable alignment*, from all forms of divination.  
**Sense Progenitor** Forsythe knows the direction and distance to the margravine; this can be blocked by any effect that prevents detection or divination. He also has a permanent mental link to her that lets her impart mental information, like *mindlink*, at any time as long as they are on the same plane.

**AC** 25; **Fort** +13, **Ref** +14, **Will** +18

**HP** 145; **Weaknesses** sycophant weaknesses (see **Appendix A**)

**Blood Rejuvenation** (necromancy) For 10 rounds after Forsythe drinks of the margravine's blood, he gains fast healing 5.

**Progenitor's Possession** Forsythe's degree of success increases by one step for any saving throw vs. an enchantment effect cast by anyone but the margravine. His degree of success is one step worse for enchantment effects cast by the margravine.

**Speed** 25 feet

**Melee** ✦ fist +17 (agile, finesse, unarmed), **Damage** 2d8+5 bludgeoning

**Offer Victim** ✦ Forsythe Grapples an opponent. If he succeeds, he also Strides up to 10 feet, dragging the target along.

**Beck and Call** Forsythe is always ready to leap to his mistress' aid. He is permanently quickened 1, but can only use the extra action to prepare to use the Aid reaction to help the margravine.

**Sneak Attack** Forsythe deals 1d6 extra precision damage to flat-footed creatures.

## EVENT 2: THE PARTY

*The festivities seem concentrated here at the moment, the room crowded shoulder-to-shoulder with party guests sipping wine from tall glasses and laughing. The chamber is filled with men and women dressed in expensive outfits. Some are dressed in regal armor and the accoutrement of knights, while others seem to be competing at how little they can wear, walking a fine line between fashion and indecency. Music from a group of minstrels on the northern dais competes with the raucous noise of merrymaking. The woman you assume to be your host, a slender middle-aged woman with high cheekbones, patrician nose, arched brows, and a head of luxuriant, stark-white hair, stands at the far end of the room surrounded by a small group of guests laughing at her every joke.*





At this point the PCs find themselves among roughly 100 guests in the grand ballroom, many already intoxicated. This can be used as a roleplaying encounter, and the PCs can mingle with other party attendees or even get to know one another if they only recently met. They have only a short time before the beginning of **Event 3**. In that time, they can attempt to make their way to the margravine or interact with a few nearby NPC guests of note.

**Development:** If the PCs try to reach Margravine Vanderhaven immediately, they only make it roughly halfway to her position before **Event 3** occurs. PCs that instead choose to socialize can talk to one of the following three guests who are close at hand. Details of these guests and what they know are given below, but more importantly, each PC engaged in socializing may attempt a DC 15 Perception check to notice the Underguild agents in Event 3 enter the ballroom behind them. A PC who notices them and succeeds at a Perception check to Sense Motive against the Underguild agents' Deception DC realizes they are trying to reach the margravine and appear to have malicious intent.

**Social Encounters:** Choose one of these three guests for PCs that seek to socialize or roll 1d3 to randomly determine which is encountered.

**Corodolan Ielvian**<sup>FG2-51</sup> (CN male elf) is a painter and artist of some renown who resides in Tourse. His works are well known in neighboring Coutaine and can even be found as far afield as Courghais. Corodolan is an indolent and laconic artist who, with a centuries-long lifespan before him, gives off an air of eternal boredom. He sighs heavily in conversations and makes frequent comments about the “pointlessness of it all” interrupted by occasional dropped references to his own works. He is generally unpleasant to talk to for more than a few minutes, but the PCs may attempt a DC 20 Diplomacy check to Make an Impression on the ephemeral artist. A PC can use Society or a skill related to Corodolan's life (such as Art Lore, Crafting, Elf Lore, or Painting Lore) to Aid this check.

**Claudius Camrid** (LN male human), a short, stout man with a large white beard, wears elegantly tailored clothes and a silver hawk pendant. He is a wealthy banker always willing to give financial advice but is somewhat out of his depth among the cutthroat elite of Tourse. The PCs can Make an Impression and earn his favor with a DC 18 Diplomacy check; PCs can use Society or Perception (to Sense Motive, DC 18) to Aid this check.

**Lady Raneë Galatry** (CG female human) is a tall, willowy woman who wears intricate gold jewelry and a red velvet gown. One of the duchy's premier operatic singers, she speaks in a sonorous voice that belies her slender frame and



holds forth at great length about the secretly satirical quality of sculptures by the unappreciated sculptor Ansiphian<sup>H1-37</sup> and their value to modern-day literary criticism. PCs can Make an Impression with a DC 20 Diplomacy check. A PC can use Crafting, Performance, or a relevant Lore check to Aid in Making an Impression on this diva.

The results of making a favorable impression on one or more of these individuals is discussed in **Concluding the Adventure**.

### EVENT 3: PARTY CRASHERS **LOW 5**

A pair of Underguild agents have infiltrated the party. They are casing the manor, checking its security to see if they can get close enough to the margravine to assassinate her. When they spot the margravine in the open, they rashly decide to go ahead and make an assassination attempt and then slip away in the ensuing chaos and panic. The PCs enter the grand ballroom just ahead of the agents. See Event 2 for the chances of the party spotting the agents before they make their attack. Because of the crowded conditions, the area is considered difficult terrain and anyone not in an adjacent square has lesser cover — standard cover if they are Small or Take Cover to crouch down among the people. In any case no one can get closer to the margravine than 5 feet because of the mass of guests defending her (see “Development” below).

If PCs didn't notice the Underguild agents enter the party, the agents use Stealth to roll initiative and may roll twice, taking the higher result. If the PCs noticed the agents enter but didn't realize their malicious intent, the agents use Deception to roll initiative; they may roll twice, taking the higher result. If the PCs noticed the agents, their initiative is based on the PCs' actions (they roll Deception if the PCs approach and try to stop them through social skills, or Perception if the PCs try to Sneak toward them).

#### UNDERGUILD AGENTS (2)

CREATURE 4

CE MEDIUM DHAMPIR HUMAN HUMANOID

**Perception** +11; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +11, Athletics +11, Deception +11, Stealth +13

**Lost in the Crowd** The Underguild agent may use lesser cover because of a crowd to Hide.

**Str** +3, **Dex** +5, **Con** +3, **Int** +1, **Wis** +1, **Cha** +2

**Items** kukri, wooden stake, *pin of shared pain* (see Appendix D)

**AC** 21; **Fort** +11, **Ref** +14, **Will** +8; +2 circumstance bonus on all saves vs. disease

**HP** 70, negative healing

**Attack of Opportunity** ↻

**Blood of the Night** The Underguild agent's penalty and Hit Point reduction from the drained condition are reduced as though the condition value were 1 lower.

**Speed** 25 feet

**Melee** ✦ kukri +14 (agile, finesse, trip), **Damage** 1d6+7 slashing

**Melee** ✦ wooden stake +14 (fatal d6), **Damage** 1d4+7 piercing

**Sneak Attack** The Underguild agent deals 2d6 extra precision damage to flat-footed creatures

**Tactics:** The Underguild agents have fought and trained together for many years. They flank a single target and take it down before moving on to a new target. They are not used to noblemen giving any sort of resistance, but if the PCs join in, they fight to the death to complete their mission.

**Development:** If the PCs do not attempt to help the margravine when the agents draw their weapons, other partygoers leap in front of her. She has either Dominated those guests closest to her or has cast charm on them at some previous point. In addition, 2d4 of her servants led by Forsythe rush to her aid in the third round of combat and throw themselves in front of her to block the attackers from reaching her. The margravine is able to entirely avoid the reach of the assassins with these distractions and quickly makes her way through the crowd (which easily parts for her, causing no penalty to her movement), ascends the stair, and passes through the locked door into area A25 while the party and other partygoers take care of the problem. If the PCs get involved in the battle, Forsythe and the other servants step back and just try to contain the fight, only joining in again if things start to turn against the PCs.

Shortly after the battle is concluded, city watchmen arrive (having been summoned the moment the attack began) and take any surviving attackers into custody. They ask a few questions of witnesses, but mainly deal with Forsythe, as the margravine does not emerge from her sequester, and they are extremely conscious of the powerful individuals at the soiree. As such, they keep their questions short and polite, mainly taking names of those present for future inquiry and praising the quick thinking and heroic actions of any PCs or others who assisted in thwarting the



assassination. In less than a half hour, they depart with the bodies in tow and promises to investigate the matter with the full resources of the city watch.

## EVENT 4: MEETING THE MARGRAVINE EXTREME 5

After the occurrences of **Event 3**, the PCs have certainly drawn the attention of their host. **Margravine Cassandra Vanderhaven** emerges from her rooms shortly after the watchmen leave and urges the partygoers to continue to make merry and enjoy the festivities. The attendees are only too happy to do so, though with a somewhat subdued air. As the party regains its momentum, the margravine makes her way over to the PCs to thank them for their valiant bravery and for saving her life.

*The margravine is a tall, slender woman dressed in a gown of purest white with a luxuriant powdered wig. Her lips are a bright cherry red in contrast to her pallor. A smattering of tasteful jewelry of obviously fine make completes her ensemble. If her cheeks appear a bit hollow and her eyes perhaps slightly sunken with fatigue or illness, it is more than compensated for by her radiant smile upon approaching you.*

*“My dears, I cannot thank you enough!” the margravine declares. “I simply do not know what I would have done if it weren’t for the bravery you’ve shown. I apologize for the need for such secrecy, but with the skills I had suspected and you have now amply demonstrated, I implore you to stay with me after the party and enjoy my hospitality here at Vanderhaven Manor. We have matters of great import to discuss.”*

To all appearances, **Margravine Cassandra Vanderhaven** is a middle-aged human woman. That she is secretly a vampire is kept hidden through disguise and her natural charisma and long experience of playing the part of the mortal aristocrat. To detect the margravine’s ruse requires either magic or a Sense Motive check against her Deception DC (32). Since her disguise is not of a physical nature, a PC cannot Seek to attempt to detect the falsehood in the current setting. In addition, Forsythe remains silently and unobtrusively present while the margravine talks to the PCs and is on alert for any hostile actions taken against her. Any attempts at spellcasting or use of magical abilities on the margravine will be immediately noticed and intercepted or interrupted. A DC 10 Society or related Lore check is sufficient to realize that such an action is highly irregular and offensive in polite society. In addition, the margravine benefits from *nondetection* and *undetected alignment* while she mingles with mortals.

If the PCs appear injured, the margravine quickly requests one of the guests, a local clergyman named **Reider Asteri** (LG charmed male human cleric of Mitra), to attend to them with all of the healing abilities at his disposal. He has access to four 2nd-level heal spells (though the margravine conveniently excuses herself to make sure her other guests are OK if it appears he will use the burst form of the spell to heal multiple PCs at once).

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### FORSYTHE

CREATURE 7

See **Event 1** (page 11)

**Initiative** Perception +18

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### MARGRAVINE CASSANDRA VANDERHAVEN

CREATURE 9

UNIQUE CE MEDIUM UNDEAD VAMPIRE

**Perception** +18, darkvision

**Languages** Common, Necril

**Skills** Acrobatics +18, Athletics +16, Deception +22, Diplomacy +20, Intimidation +18, Occultism +19, Society +20, Stealth +20, Torture Lore +20

**Str** +3, **Dex** +6, **Con** +1, **Int** +4, **Wis** +3, **Cha** +6

**Items** white gold necklace (worth 100 gp), diamond bracelet (60 gp)

**Blood Mask Concealment** For the duration of this adventure, the margravine’s alignment is concealed, as *undetected alignment*, because of Forsythe’s Blood Mask ability.

**Children of the Night** (divine, enchantment, mental).

**AC** 27; **Fort** +15, **Ref** +18, **Will** +20

**HP** 125, coffin restoration, fast healing 10, negative healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** vampire weaknesses; **Resistances** physical 10 (except magical silver)

**Mist Escape** ◆

**Embrace Pain** ↻ **Frequency** three times per day.

**Trigger** The margravine takes mental damage.

**Effect** The margravine’s dark proclivities make her accustomed, even accepting, of mental harm. The value of any condition inflicted along with the triggering mental damage is reduced by 1; if the imposed condition does not have a value, its duration is reduced



by 1 round (minimum until the start of the margravine's next turn). If no condition is inflicted with the mental damage, the margravine is quickened 1 for 1 round.

**Speed** 25 feet, climb 25 feet

**Melee** ♦ claw +18 (agile), **Damage** 2d8+9 slashing plus Grab

**Occult Spontaneous Spells** DC 29, attack +21; **5th** (2 slots) *hallucination, shadow siphon*; **4th** (3 slots) *confusion, glibness, globe of invulnerability*; **3rd** (3 slots) *enthrall, nondetection, paralyze*; **2nd** (3 slots) *restoration, see invisibility, touch of idiocy*; **1st** (3 slots) *charm, fear, phantom pain*; **Cantrips** (4th) *detect magic, message, read aura, telekinetic projectile*

**Divine Rituals** ritual of the Corrupted Shroud

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation) bat swarm with Blood Feast that does 2d8+9 piercing damage (DC 24 basic Reflex save; plus 1 persistent bleed damage on a failed save).

**Create Spawn** (divine, downtime, necromancy)

**Dominate** ♦♦ (divine, enchantment, incapacitation, mental, visual) DC 26

**Drink Blood** ♦ (divine, necromancy) When Drinking Blood, the margravine regains 12 HP.

**Turn to Mist** ♦ (concentrate, divine, transmutation)

**Baleful Stare** ♦ (curse, mental, visual) **Frequency** once per round. **Trigger** The margravine's turn begins. **Effect** The margravine casts her gaze on an enemy

within 30 feet. The enemy suffers a -1 status penalty to attack rolls and Will saves for 1 round. The target doesn't realize it was affected.

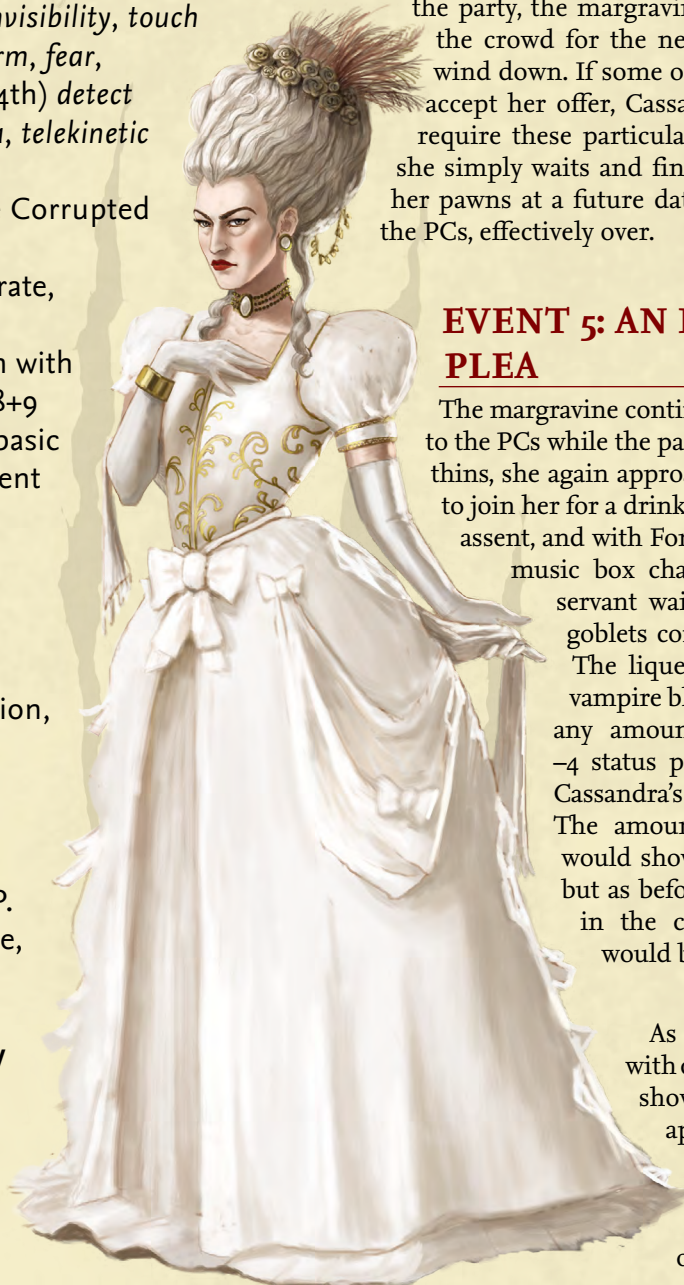
**Spectral Smoke** ♦ (illusion) **Effect** The margravine summons a thick black smoke in the square she's in. For one round, any creature in the square becomes concealed, and all creatures outside the smoke become concealed to creatures within it.

**Development:** Assuming the PCs agree to linger after the party, the margravine goes back to mingling in the crowd for the next hour or two until things wind down. If some or all of the PCs decide not to accept her offer, Cassandra is patient. She doesn't require these particular adventurers for her plans; she simply waits and finds some other rubes to play her pawns at a future date, and this adventure is, for the PCs, effectively over.

## EVENT 5: AN IMPASSIONED PLEA

The margravine continues mingling but stays close to the PCs while the party winds down. As the crowd thins, she again approaches the PCs and asks them to join her for a drink in private. She assumes their assent, and with Forsythe in tow, walks off to her music box chamber (A4). There, a second servant waits with a tray of tall crystal goblets containing a fruity red liqueur. The liqueur is laced with Cassandra's vampire blood, and each PC that ingests any amount of the beverage takes a -4 status penalty on Will saves against Cassandra's Dominate ability for 1 week. The amount of blood in each goblet would show if a PC uses detect poison, but as before, casting spells of this type in the company of the margravine would be a horrible faux pas.

As everyone takes their seats with drink in hand, the margravine shows off the room's ingenious apparatus as she activates the clockwork mechanism for the party's entertainment. She opens a large box made of polished oak, reaches to its





side and turns a large crank, which causes a grooved, metal cylinder to begin spinning. When she releases the handle a moment later, delicate metal bars extend and gently come to rest upon the cylinder, their vibrations against the cylinder's grooves producing a deep and resounding melody while the clockworks around the room begin their pantomime dance. The entire show takes approximately 5 minutes giving everyone plenty of time to get comfortable and sip the drinks they have been provided. It is assumed all the PCs drink of their beverages unless the player specifically states otherwise. The margravine does not make use of her Dominate ability in this encounter, though, so the PCs should not yet be tipped off that anything is amiss with the drinks.

At the end of the clockwork display, the margravine addresses the party. During this monologue, the margravine is attempting to deceive the PCs. However, because of her careful wording, her deception is very difficult to detect short of using magic. Even her characterization of her condition as a "hereditary blood disease" bears a core of truth considering the nature of its transmission between master vampire to vampire spawn creating a "family tree" of vampirism. She also casts glibness on herself before beginning her plea. Because of the well-rehearsed story, she does not need to make a Deception check to Lie; if a PC specifically attempts to Sense Motive to see through her ruse, her Deception DC is 36.

*"Friends, I would again like to thank you for intervening in the unpleasantness earlier this evening. The city watch is looking into the affair, but currently it appears that some of this city's sordid underworld simply saw the party as an excellent opportunity to sneak assassins in to eliminate me for some of the inconvenient stands I have made for law and order in this city. I'm afraid the criminal world's bottom line has no room for civic duty.*

*"In any case, though your presence was certainly beneficial, that was not the reason you were invited to the gala to begin with. Instead I had selected your group for the opportunity to help me in an adventurous quest of some import. The compensation is extraordinary, as I do not settle for anything but the best. But before you accept, I would like to share some additional details."*

*At this point, the Margravine's face becomes stern and her gaze falls. "I have to admit I was born with a...hereditary condition. This condition is a blood disease, usually fatal, but which I have managed to stave off for many years thanks to the wealth and resources afforded by my position. However, even with my exceptional resources, I failed to find a cure, and the disease advances to the point where even my resources will no longer be able to avoid its most terminal effects. I have met with every faith within the city and beyond, and none of the clergy had answers or the ability to treat my symptoms. Because of the condition's*

*hereditary nature, it is a 'natural' condition within my body and does not respond to the standard magical cures for ailments. At best, such treatments grant me a temporary reprieve from the worst of its ravages. But even now these are becoming less effective, and I can feel my body...failing.*

*"Please understand, I am no coward. I fear death no more than the next man or woman, but having lost my beloved husband so early and seeing so much still left for me to do for the benefit of this glorious city, I find that I am simply not ready to depart this world."*

*She looks up and smiles and quickly turns in a graceful movement, billowing her dress.*

*"I am happy to announce, however, that I have finally discovered some promising news. Through extensive research and the dedication of a considerable portion of my fortune, I finally found a possible answer to my prayers. It is called the Crimson Shroud, an artifact of considerable healing power. It was held for many years within the cathedral of Archeillus as a boon for all people — noble or common alike — to benefit from its healing magic. That was before a change came over the clergy of that venerable church and it was locked away and allocated for use by those of the nobility of sufficient wealth to bribe the priesthood and then later reserved even further for only those of the highest ranks within the cathedral itself. I'm afraid a dark shroud has come over what was once a bastion of goodness and law within the duchy and kingdoms of old. So, you see, my purpose is not for my personal interests alone, but also for the good of my entire community. Since it involves the corruption of such a venerable institution, you can no doubt likewise see the need for the absolute discretion that I require.*

*"My agents were nonetheless able to discover not only the old legends of this artifact but also confirmation of its presence still hidden away within the Bastion of Righteous Decree here in Tourse. I have a message from my agents in my study that..." here she grows ashen, paler than even her normal pallor and falters as she grasps the back of a chair to steady herself.*

*"It is late, or rather early, and my daily invigorating philters grow weak. I'm afraid I must retire lest I embarrass myself before you with some palsy or fit of discomfiture. Besides with strenuous nature of what lies before you, I believe we can all use the rest. We can continue this discussion and address your compensation tomorrow over breakfast. I've taken the liberty to arrange for your lodging here in Vanderhaven Manor for the duration of this mission to provide you with some protection against the nefarious forces at work within the city that would seek to undo me."*

*She rubs the bridge of her nose with her thumb and forefinger, and her form visibly slumps. "Forsythe, if you could show them to their rooms, please."*



Forsythe pauses and watches his mistress for a moment with clear concern on his face as she gracefully departs the chamber for her upstairs apartment and then motions for you to follow with a low bow. "This way, please," Forsythe says. "Your rooms are next to one another on the second floor."

As you follow the margravine's manservant up the sweeping stairs he takes up the narrative where his mistress left off. "The fact of the matter, as the margravine was about to explain, is that the clergy of Archeillus in Tourse were infiltrated years ago by followers of GroxMoM-go, the Deep Father. Their infiltration is complete and undetected save for the recent investigations of my mistress, and the entire cathedral is now staffed by their foul ilk. It is they who hold the shroud hostage from the people to whom it rightfully belongs, and it is they who should be exposed to the light of day and the judgment they deserve."

Forsythe leads the PCs up the grand stairs in area **A1** and guides them to the rooms labeled **A18**. He provides the PCs with a key to each room and informs them that fresh washbasins

### WHAT IF THE PCS DON'T PLAY ALONG?

It's possible that PCs may be particularly suspicious and/or obstinate and refuse to cooperate with the margravine's invitation to stay in the manor overnight. If this is the case, she will allow them to take their leave while informing them that they will be forfeiting their chance to undertake this lucrative task for her. She also warns them to keep what they have learned in strictest confidence or they will face the full legal repercussions that that City of Tourse and Duchy of Ysser can muster. If these veiled hints are not enough to keep the PCs on track, then she allows them to leave freely.

In this case, the raid on the house occurs as described in **The Afterlife** below, and falsified information left by the margravine implicates the PCs in her plotting putting the inquisitors on the trail of the PCs anyway. In this case their attack occurs at the PCs current accommodations and/or residences. Information on these inquisitors should reveal the margravine's libelous machinations against them and put them on the trail of her quest anyway to try and clear their name. With a little tweaking you should be able to run the adventure largely as written with the PCs pursuing the margravine's movements but without the benefit of newly gained vampiric powers to help them.

and a light snack have been left in each room to satisfy their needs for the night. He informs them that breakfast is served at sunrise in the manor's dining room, as the mistress is an early riser, and to look for him at in his quarters next to the balcony (**A21**) if they need anything else. He then retires to his own room and allows the PCs to organize themselves in the two guest chambers however they see fit. They can even all choose to stay in a single room if they so choose.

A PC who succeeds at a DC 15 Religion check to Recall Knowledge recognizes Grox the Deep Father, God of Artifice and Darkness, as a subterranean god primarily revered by duergar, the evil gray dwarves. However, a cult of this chthonian god is known to have sprung up among the Foerdewaith as a secret cult who venerate his mastery of darkness and law in order to pervert the rule of the land in order to manipulate governments and courts to enrich themselves and pursue their own vile agendas beneath the very noses of the authorities they seek to suborn. When cultists of Grox are discovered they are inevitably rooted out and destroyed, but they are difficult to detect and destroy. If the church of Archeillus in Tourse has been corrupted, then this would be a discovery of major importance to the faith and to the Duchy of Ysser as a whole.

## EVENT 6: NOCTURNAL VISITATION **EXTREME 5**

The margravine waits until the small hours for all the PCs to be sound asleep before using her ability to Turn to Mist to slip beneath their doors to sneak into their rooms. In gaseous form she is utterly silent and will not awaken any sleepers. Unless the PCs set up defenses to warn or protect themselves while they sleep, she is able to fall upon them with ease. If she detects wakeful guards with her keen senses or magical wards (with detect magic), she passes by that room, assuming that once their friends are under her thumb, they will be more likely to succumb to her as well. For those PCs that do not or cannot sleep, the margravine attempts to Dominate them or charm them with spells into docility if necessary after she has dealt with other PCs. Familiars and animal companions will likewise be subdued or, if necessary, killed once the vulnerable PCs have been dealt with. With some or most PCs likely incapacitated, holdouts may play out the encounter as indicated, albeit one heavily weighted in her favor as she is a 9th-level creature. Ideally all of the PCs should succumb to her ministrations, but if this is not possible, see the **What If the PCs Don't Play Along?** sidebox for suggestions on how to deal with disruptions to the intended course of play.

For those PCs that are asleep or Dominated by the margravine, provide the following description to each player individually.



*A deep sleep has washed over you in the luxuriant surroundings of the margravine's manor. Sometime during the night, a disturbing image begins to haunt your dreams. Smoke fills the room like roiling fog. Through the haze, a fiendish creature appears, its burning evil eyes piercing the smoke before its fangs rip into your flesh, splattering your blood across the chamber's walls.*

This nightmare creature is, of course, is the **Margravine Cassandra Vanderhaven** in her fully revealed vampiric guise. With a successful DC 20 Perception check, the PC recognizes the feral nightmare as none other than Margravine Cassandra herself. Except for any PCs that are able to resist as described above, there is no reason to fully play out this encounter as the vulnerable PCs find themselves helpless against her ministrations. Once the PCs are incapacitated, the margravine fully drains each one of blood and uses her Create Spawn ability to raise them as enslaved vampire servitors as described under **Event 7** below.

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**MARGRAVINE CASSANDRA VANDERHAVEN** **CREATURE 9**

See **Event 4** (page 15)  
Initiative Perception +18

### **EVENT 7: DARK AWAKENINGS**

This event occurs for each PC that was successfully drained by the margravine in **Event 6**.

*Hunger. Your eyes spring open as you are filled with a desperate hunger, and an insatiable thirst grips your dry throat. Grogginess fades as the night's dreams echo in your mind, a chilling reminder and comforting realization that the nightmare is over. Time seems to linger before you regain your composure, the darkness in the room creating an ominous, hollow, and fragmented feeling in your soul. You sense an odor of decay and a stale atmosphere in this seemingly normal and otherwise spacious room. You assume it must be morning, but time has somehow distorted, and no daylight spills into the room. Impenetrable darkness surrounds you. You tentatively reach out into this pressing darkness only for your hand to be abruptly stopped by a soft, cushioned wall. You quickly ascertain that you are no longer in your bed, but rather in a cramped enclosure with plush ruffles of velvet caressing your body from head to toe. As you regain your senses, a sudden realization washes over you; you are in a coffin!*

The PCs have awakened in **A19** 3 days later, at nightfall after their mortal bodies died and have assumed their undead forms. Though they are technically dead, they retain all of their abilities and knowledge that they had in life plus gain vampire abilities from the *Pathfinder Bestiary* (Second Edition). See **Appendix B** for details of this

transformation. As the PCs open their coffins, describe their newly advanced senses—darkvision, acute hearing, and increased perception. They can also feel a deep longing and loyalty — almost repulsive in its intensity — towards the Margravine Cassandra Vanderhaven whom they realize is both their hated creator and their master (see **Afterlife** below and “Enslavement” under **Appendix B** for more details regarding the margravine's control of the PCs).

The most immediate change that they notice, however, is the sudden and almost overwhelming hunger to feed upon the blood of a living, sentient creature. They likewise immediately understand that to do so is an act of possibly irredeemable evil that will likely banish any hope of ever being rescued from their current undead existence. This pang constantly gnaws at them throughout the adventure until they feed, and requires a saving throw to avoid instantly attempting to feed any time they are exposed to the presence of a bleeding sentient creature — even during the midst of battle (see **Appendix C** for further details of this hunger).

The coffins are fanned out around the fireplace, with one for each of the PCs who were transformed by the margravine. They likewise find that all of their equipment is stacked nearby. Though the PCs lack a key for the locked doors in this chamber, they can quickly discover that by Turning to Mist it becomes a simple matter to pass beneath them and escape the room.

Give the PCs a few moments to get oriented with their new existence and abilities before proceeding with **The Afterlife** below.

### **THE AFTERLIFE**

As the PCs begin to explore the world around them with their new senses, they notice an unusual silence over the manor. They can easily move from room to room (except area **A6**), and it quickly becomes obvious that neither the house servants nor the margravine are in the manor. A successful DC 15 Perception check made during this exploration reveals that the margravine and her staff must have left only moments prior to the PCs' awakening, and in great haste, as the contents of rooms tend to be in some disarray. The reason for her flight is suddenly made known to the players as a group of vampire hunters bursts through the front doors and rear windows simultaneously as described under **Event 8**.

Of particular note is that the margravine's enslavement of the PCs is incomplete. Perhaps because of her gluttony in draining and creating so many spawn at one time or because of being forced to abandon them before they



completed their transformation and rose from their coffins, her enslavement of them is imperfect. All of the PCs begin as enslaved vampires under the margravine's control (though she is not currently present to exercise that control so they are essentially free to do what they will for the time being), but immediately upon waking each vampire PC gets a DC 30 Will save to try and break the margravine's hold over them and become a free-willed vampire. PCs that fail the initial save can make a new save each hour (with a cumulative +1 circumstance bonus to the saving throw for each one after the first) to try and throw off the slowly unraveling compulsion. If they regain their free will, the Margravine can attempt to Dominate them again, as usual.

Though the passage of time in this adventure is somewhat arbitrary and subject to the plans of the PCs, it would be suitable to assume that 1d3 hours had passed by the time the PCs finished **Chapter 2** of the adventure and that another 1d3 had occurred by the time they try to infiltrate The Lich's Laboratory in **Chapter 3**. By the time they return to Vanderhaven Manor at the end of Chapter 3, a full 8 hours has passed since they awoke, so ideally few if any of the PCs should still be enslaved by the margravine by the time they are ready to confront her as she uses the *Crimson Shroud*.

Be aware that encounters for the rest of the adventure are built as if the PCs were 6th level due to the extra abilities they have as vampires.

## EVENT 8: THE HUNTERS BECOME THE HUNTED (MODERATE 6)

This event is triggered as the PCs explore the manor and realize that the margravine and her servants have fled. Tipped off to the coming hunters by her agents, the margravine had hoped to flee with her new vampire adventuring group. But she realized she would be unable to fully awaken the fledgling vampires before the hunters battered down her doors, and was forced to abandon the PCs to their fate.

Ideally the event should occur when the PCs are on the second-floor balcony between areas **A1** and **A2**. It begins with the following description.

*Bursting through one of the large back windows of the great room, a pair of heavily armed individuals leaps into the room. The first is a hulking human clad in silver armor polished to a mirror shine and bearing a silver longsword. Directly behind him is a short, thin dwarf with fire flickering over his entire body. Simultaneously the great front doors blow inward from a powerful magical charge revealing a woman with curly, chestnut-brown hair that spills*

*down over her mail hauberk. Her piercing gray eyes burn with a holy intensity and she hold up a wooden image of a sunburst surrounded by a wreath of leaves. Her other gauntleted hand holds a well-used mace. Moving with the grace of a feline and wielding a longbow, a slender elven woman enters behind her.*

These vampire hunters are led by **Sareez of Mitra**, a fanatical follower of the Sun Father<sup>LL5-241</sup> in her lifelong hunt of the undead. She is joined by her colleagues **Ulaven**, an inquisitor of Darach-Albith<sup>RA-589</sup>, **Vonzizer**, a paladin of Mitra<sup>LL5-241</sup>, and **Iegen**, a dwarven firecaster. This group operates as a group of undead hunters-at-large for the Church of Mitra and have worked most recently among the wilds of the Buntseveldt<sup>LL0</sup> city-states. They recently arrived in Tourse after the desperate summons by High Faithful Thesius Blathe of the local Temple of Mitra, who had become aware of the corruption of vampirism at the highest levels of the city. The hunters have staked out Vanderhaven Manor for the last two weeks watching Cassandra's patterns and decided that the day after her large party was the best time to launch their raid. The margravine only became aware of the pending attack in the nick of time through her own informants and chose to go into hiding to avoid the attack and rally her own forces in response.

### SAREEZ OF MITRA

CREATURE 4

UNIQUE LG MEDIUM HUMANOID HUMAN

Female human cleric of Mitra

**Perception** +14

**Languages** Common

**Skills** Medicine +10, Religion +12

**Str** +1, **Dex** +2, **Con** +3, **Int** +1, **Wis** +5, **Cha** +3

**Items** mace, chain shirt, wooden religious symbol of Mitra

**AC** 21; **Fort** +8, **Ref** +11, **Will** +14

**HP** 55

**Speed** 25 feet

**Melee** ✦ mace +9 (shove), **Damage** 1d6+3 bludgeoning

**Melee** ✦ wooden stake +9 (1d6 fatal), **Damage** 1d4+3 piercing

**Divine** Prepared Spells DC 23, attack +14; **2nd** *dispel magic*, *heal* (x4), *faerie fire*, *sound burst*; **1st** *bles*, *disrupting weapons*, *protection*; **Cantrips** *disrupt undead*, *divine lance*, *light*, *shield*, *stabilize*

**Cleric** Domain Spells 1 Focus Point, DC 23; 3rd *dazzling flash*



### Command Undead

**Healing Hands** When Sareez casts heal, she rolls d10s instead of d8s.

### Turn Undead

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#### ULAVEN

CREATURE 4

UNIQUE LG MEDIUM ELF HUMANOID

Female elf vampire hunter of Darach-Albith

**Perception** +11; darkvision

**Languages** Common, Elven

**Skills** Acrobatics +12, Intimidation +12, Religion +10

**Str** +1, **Dex** +5, **Con** +2, **Int** +2, **Wis** +3, **Cha** +3

**Items** wooden stake, +1 shortbow (20 arrows), wooden religious symbol of Darach-Albith

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**AC** 21; **Fort** +8, **Ref** +14, **Will** +11

**HP** 60

**Speed** 30 feet

**Melee** shortbow +10 (magical), **Damage** 1d6+2 bludgeoning

**Melee** wooden stake +10 (fatal d6), **Damage** 1d4+2 piercing

**Ranged** shortbow +14 (deadly d10, magical, range increment 60 ft., reload 0), **Damage** 1d6+5 piercing

**Undead Bane** (divine) Frequency three times per day; Effect Ulaven's Strikes deal an extra 1d4 positive damage to undead for 1 round.

**Cast Judgment** (divine) Ulaven calls down her god's judgment on a target within 30 feet. She gains a +1 status bonus to attack rolls, damage rolls and saves against the target for 1 round.

**Executioner's Shots** Frequency once per round; Effect Ulaven makes two shortbow Strikes against the target of Cast Judgment. If both hit, she combines their damage for the purpose of resistances and weaknesses. She applies her multiple attack penalty to each strike normally.

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#### VONZIZER

CREATURE 4

UNIQUE LG MEDIUM HUMANOID HUMAN

Male human champion of Mitra

**Perception** +8

**Languages** Common

**Skills** Athletics +12, Religion +10

**Str** +5, **Dex** +2, **Con** +2, **Int** +0, **Wis** +0, **Cha** +3

**Items** half plate, steel shield (Hardness 5, HP 20, BT 10), +1 longsword, wooden stake, flasks of holy water (3), wooden religious symbol of Mitra, silversheen

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**AC** 24; **Fort** +14, **Ref** +8, **Will** +11

**HP** 70

**Shield Block**

**Retributive Strike**

**Shield Block**

**Speed** 25 feet

**Melee** longsword +12 (magical, versatile P), **Damage** 1d8+7 slashing

**Melee** wooden stake +12 (fatal d6), **Damage** 1d4+7 piercing

**Paladin Devotion Spell** 1 Focus Point, DC 18; 4th *lay on hands*

**Blade Ally** In Vonzizer's hands, his longsword gains the effects of the *disrupting weapon* rune. In addition, he gains its critical specialization effect.

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#### LEGEN

CREATURE 4

UNIQUE NG MEDIUM DWARF HUMANOID

Male dwarven firecaster

**Perception** +10; ignore concealed from smoke

**Languages** Common, Dwarven

**Skills** Acrobatics +10, Occultism +10

**Str** +2, **Dex** +3, **Con** +5, **Int** +1, **Wis** +1, **Cha** +3

**Items** leather armor, *invisibility potion*, *minor healing potion*

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**AC** 18; **Fort** +14, **Ref** +11, **Will** +8

**HP** 60; **Resistances** fire 7

**Divert Flames** Trigger An effect would deal fire damage to an ally within 30 feet. Effect legen causes the flames to leap to him. He takes the fire damage instead of the ally (if the triggering effect does multiple types of damage, any non-fire damage is still done to the original target). If the triggering effect allows a saving throw, legen attempts the save, but treats a critical success as a success.

**Searing Flesh** Flames flicker on legen's flesh.

Adjacent creatures that hit legen with a melee



attack and creatures that touch him or hit him with an unarmed attack take 2d6 fire each time they do. Iegen can suppress or resume his searing flesh as a free action.

**Speed** 20 feet, fly 20 feet

**Melee** ♦ flaming fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+2 bludgeoning plus 1d6 fire

**Occult Innate Spells** DC 21, attack +14; **4th** *wall of fire*; **3rd** *fireball*; **1st** *burning hands* (at will), *fire ray* (at will)

**Gather Power** ♦ (concentrate, manipulate, metamagic) Roaring flames swirl around Iegen as he gathers power between his hands. If his next

action is to cast *burning hands* or *fire ray*, the spell is heightened to 2nd level.

**Tactics:** The vampire hunters assume the PCs are agents of the margravine and attack them on sight. You should familiarize yourself with Sareez and her companions' abilities before the battle begins. They have worked together for many years and know how to use their various specialties in combination to great effect. They typically attempt to neutralize a single target before moving onto the next. Vonzizer acts as a shield for Iegen, while the dwarf blasts away with his fire spells. Sazeer casts spells, though she prefers to wait to use three-action *heal* spells to affect both allies and enemies while Ulaven launches ranged attacks from the cover she provides. The hunters are not foolish enough to split further in pursuit of





individual PCs and try to keep each other in sight as much as possible in battle.

Prior to battle, Vonzizer applies silversheen to his sword. Sareez casts *disrupting weapons* on her mace and Ulaven's shortbow.

With the PCs exposed on the balcony between **A1** and **A2**, Iegen and Ulaven attempt to pin them in place with ranged attacks while Sareez and Vonzizer stand guard to protect them.

Remember to apply the Hunger rules in Appendix C if the PCs injure any of these opponents in battle or get close enough to Ulaven to smell her blood (see below).

**Development:** If the PCs attempt to parley before engaging in battle, Sareez listens briefly, ordering her companions to hold their attacks as she does so. She knows that the PCs were attendees of the gala earlier in the evening and had not expected for them to be present as vampires. A PC must Make an Impression with a successful Diplomacy check to change Sareez from hostile to indifferent to them to get her to hold the attack longer and talk. If dialogue ensues, she takes into account the PCs' plight and attempts to Sense Motive to discern the truth of their words. If they convince her of their innocence in their recent transformation, Sareez spares them for now, but also offers to "put them down" as an act of kindness. If they insist on existing as vampires for the time being, she allows them to leave only if they immediately surrender and place themselves in the custody of Sareez and the Temple of Mitra in Tourse where High Faithful Thesius Blathe will determine their fate. If the PCs agree to these terms, they are in for an unfortunate fate as the High Faithful knows of no means of removing their vampiric curse and will opt to put a wooden stake into each of them so that they can be destroyed by the light of the coming dawn. A PC who succeeds at a DC 20 Perception check to Sense Motive or a DC 15 Religion check to Recall Knowledge will strongly suspect this to be the likely outcome and should balk at such an offer.

Even if the PCs are willing to place themselves in the hands of the hunters without a fight, they are unlikely to make it to the temple with Sareez as Ulaven cut herself on a splinter of wood as she made her way through the shattered front door. The fresh wound on her arm is minor but bleeds freely and has not received healing from Sareez. As a result, the scent of blood is overpowering to the fledgling vampires and the Hunger rules apply (see **Appendix C**). If the PCs attack as a result, the hunters see them as unredeemable and give them no quarter.

## WHERE TO GO FROM HERE

After defeating (or escaping) the vampire hunters, the PCs have the opportunity to thoroughly search the manor house. One of the consequences of this is likely to be a better understanding into the dark nature of the margravine — provided the vampire-haunted dreams she spawned weren't enough already. Additionally, in the margravine's study (**A10**) there can be found a clue that points the party fairly directly towards the cathedral of Archeillus. However, even if that clue is entirely missed, the somewhat cryptic information provided in the short interview with the margravine (and Forsythe afterward) should be sufficient to point the PCs towards that church as their next priority, if for no other reason than the *Crimson Shroud* seems to offer a potential cure for their vampirism (the only other alternative being death followed by a *raise dead* spell or *resurrect* ritual, which is likely beyond the PCs' means at their current level).

With it being currently nighttime, and knowing that they are likely to be drawn back to their coffins in **A19** with the coming of dawn, the PCs should feel some urgency in getting to the bottom of their predicament and finding a cure before they find themselves at the hands of other vampire hunters or perhaps the margravine herself, since as their creator it seems likely she will be able exercise some level of control over them. Fortunately for the PCs, with their newfound abilities comes fast healing, so they should be in good shape to continue their quest in relatively short order. Exploration of the Bastion of Righteous Decree is detailed in **Chapter 2**.

## CHAPTER TWO: GOING TO THE CHAPEL

This chapter explores Tourse's cathedral of Archeillus<sup>LL5-236,241</sup>, the Bastion of Righteous Decree. This part of the adventure should occur on the same night as the attack of the vampire hunters on Vanderhaven Manor, and the PCs should be instilled with a sense of urgency to get across town and complete their task before the coming of dawn forces them into their coffins to rest or potentially catches them outside them and results in their destruction.



## B. THE BASTION OF RIGHTEOUS DECREE

This majestic building is located in the oldest part of the city. Its doors, which might typically be unlocked and open to the public, are not commonly found so. Dedicated to the God of Rightful Rule, the traditional Foerdewaith protector of the nobility, the cathedral is not much visited by the common folk. Rather its patrons are the various nobles and aristocrats of the city who, far from being devout followers of Archeillus themselves, nonetheless support the cathedral in recognition of how much its existence contributes to maintaining their own status and power within the duchy and throughout Foere as a whole.

The margravine and Forsythe did not lie about the church being a den of evil, as the clergy of this temple have a dark secret; they worship GroxMoM-90, the subterranean God of Artifice and Darkness. The false clergy followers of Grox began infiltrating the ranks of the cathedral years ago and fully completed their silent takeover five years ago. They have successfully maintained the ruse after removing the former true clergy through subtle manipulation, political maneuvering, and simple attrition. They maintain the appearance and forms of the cathedral's practices, and to date few have noticed anything amiss. If Archeillus himself is aware of the false clergy among the ranks of his faithful, he has not deigned to warn his followers.

As consummate profiteers, the clergy of Grox keep the artifact known as the *Crimson Shroud* in secret, hidden from all. The clergy of Archeillus long ago resorted to only offering its benefits to those of the nobility they deemed worthy, so the Groxites' own limitation to allowing only their own to use it has not been a truly significant difference from previous practices, such that most no longer remember the *Crimson Shroud* as anything but a legend and would be hard pressed to recall that it was once kept at the Bastion of Righteous Decree for all to use.

Despite the cathedral's long history as the caretaker of the shroud, the margravine's agents are not the only ones who were recently able to dig up the secret of its existence. And in fact, the margravine's own intention to take the artifact has been slower to develop than that of others, for the cathedral has just lost the *Crimson Shroud* this very night in a raid by agents of the Underguild. As a result, the cathedral's surviving guards and clergy are still on high alert when the PCs arrive. They assume the PCs are Underguild agents and are instantly hostile.

The stone walls are decorated with flying buttresses and the lion head and crown symbols of the god Archeillus carved into the stonework. This stonework is magically treated reinforced masonry walls that are infused with potent wards that render them resistant to earth and teleportation effects (such as dimension door and passwall). In order to successfully affect or bypass one of the cathedral walls with a spell of these types, the spellcaster must succeed at a DC 15 flat check. Interior walls are also of masonry but are not reinforced and lack the magical treatment of the exterior walls. The ceilings are 30 feet high in the nave, and just under 20 feet high in the surrounding rooms.

The doors throughout the temple are of strong wood and bear locks but no keyholes. Their locks are magical and require unconventional means to open—the touch of a religious symbol of Grox unlocks a door for 1 minute. Likewise, a successful *dispel magic* spell (counteract DC 22) unlocks a door for 1d4 rounds. In the case of the Bastion of Righteous Decree the clergy all bear the depiction of the typical lion head religious symbols of Archeillus, but they have subtly been altered to show a blindfold over the lion's eyes. This change can only be noticed without closely inspecting the religious symbol by succeeding at a DC 22 Perception check followed by a DC 18 Religion check.

Lighting within most areas of the cathedral is provided by large stained-glass windows with depictions of Archeillus blessing the rule of various historical Foerdewaith monarchs and nobles that bear the same warding enchantments as the magically treated walls. These bathe the interior in softly colored light during the day, and sconces enchanted with *continual flame* are set about at regular intervals to provide illumination at night or in cloudy weather. Unless otherwise noted, all areas of the cathedral have normal lighting.

**Exterior Magically Treated Reinforced Masonry Wall:** 5 ft. thick; **Hardness** 16; **HP** 64 (BT 32); Athletics DC 20 to climb.

**Interior Masonry Wall:** 5 ft. thick; **Hardness** 14; **HP** 56 (BT 28); Athletics DC 20 to climb.

**Locked Strong Wooden Door:** 2 in. thick; **Hardness** 15; **HP** 60 (BT 30); Force Open DC 30 (if locked); Thievery DC 25, three successes and Religion (trained) DC 25, three successes, to Pick a Lock.

**Stained Glass Window:** 1 in. thick; **Hardness** 2; **HP** 8 (BT 4)

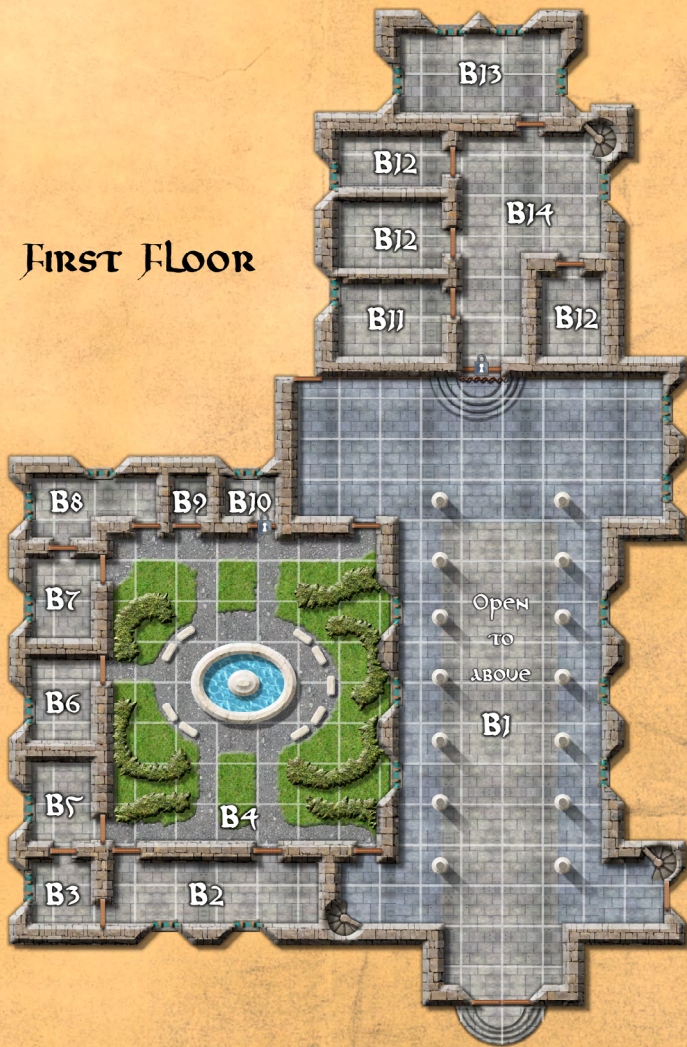


# B. BASTION OF RIGHTEOUS DECREE

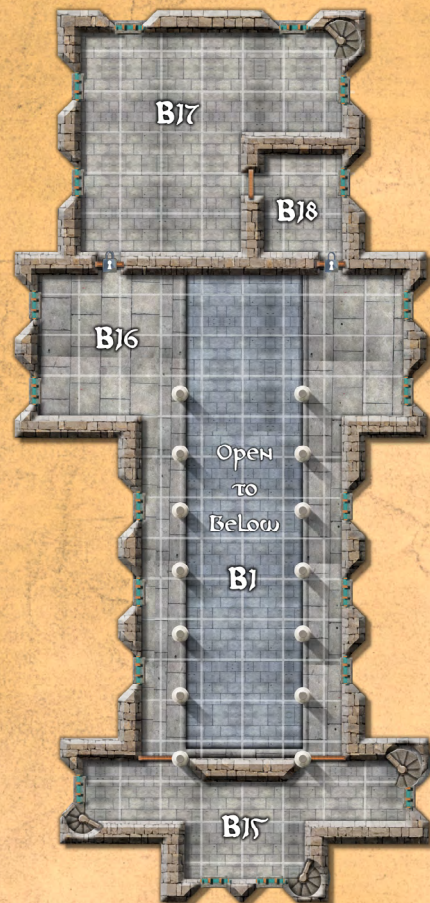


1 square = 10 ft.

## FIRST FLOOR



## SECOND FLOOR



## TOWER





## B1. GRAND NAVE MODERATE 6

*This chamber has multiple rows of marble pillars, skillfully carved to resemble a series of gavels and scales in interlocking columns. At the opposite end of the nave stand fifteen-foot high double doors of shining gold. Inscribed across the surface of both doors is the religious symbol of Archeillus. The scent of rusted iron wafts from within the temple's nave with the distinct sweet smell of fresh blood.*

Within the cathedral are **6 cathedral priests** that have just finished putting down the remaining Underguild agents. The recent attack on the temple by the Underguild happened primarily in this chamber. There are 4 Underguild agents and 5 temple guards lying dead on the floor in here. The priests herein are checking for survivors among the fallen and finishing off any Underguild agents that still live. They attack immediately upon seeing anyone enter the temple. The presence of the freshly spilled blood may cause one or more PCs to resort to feeding as described in **Appendix C**.

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### CATHEDRAL PRIESTS (6)

CREATURE 3

LE MEDIUM HUMANOID HUMAN

Male or female human cleric of Grox

**Perception** +9

**Languages** Common, Dwarven

**Skills** Crafting +9, Deception +10, Religion +9, Stealth +10

**Str** +4, **Dex** +1, **Con** +2, **Int** +1, **Wis** +3, **Cha** +3

**Items** light hammer, scale mail, steel shield (Hardness 5, HP 20, BT 10), wooden religious symbol of Grox (disguised as religious symbol of Archeillus)

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**AC** 19; **Fort** +9, **Ref** +6, **Will** +12

**HP** 50

**Shield Block** ↻

**Speed** 25 feet

**Melee** ♦ light hammer +12 (agile), **Damage** 1d6+5 bludgeoning

**Ranged** ♦ light hammer +10 (thrown 20 feet), **Damage** 1d6+5 bludgeoning

**Divine Prepared Spells** DC 20, attack +12; **2nd** *harm* (×4), *silence*, *spiritual weapon*; **1st** *bane*, *command*, *fear*; **Cantrips** *chill touch*, *daze*, *forbidding ward*, *guidance*, *shield*

**Cleric Domain Spells** 1 *Focus Point*; **1st** *cloak of shadow*

**Dark Forge's Fire** ♦ (divine, evil) Frequency once

per day; Requirements The cathedral priest has a weapon in hand. Effect The cathedral priest wreathes the weapon in black flames for 1 minute. The flames deal an additional 1d6 evil damage on a successful Strike on a good target. On a critical hit, the target catches fire, and takes 1d4 persistent evil damage and is dazzled until the flames are doused.

**Reach Spell** ♦ (concentrate, metamagic)

## B2. DINING HALL

An immense, obsidian-topped table fills the center of this room. The temple priests take their meals here.

## B3. KITCHEN

This chamber is a well-used kitchen with shelves holding foodstuffs lining the walls.

## B4. CLOISTER GARDEN

Used for quiet contemplation, this large open space has paths of white gravel that merge at a large marble fountain depicting a majestic, rearing lion. Marble benches are spaced around the fountain. The lawn alongside the paths is well tended, and flower beds of red and white roses have been planted to provide the air here with a sweet aroma.

## B5. STOREROOM TRIVIAL 4

Stacked grain, dried meats, and other food supplies are stored here. The back area of the storage room is used to hold gardening implements, seeds, and mulch for use in the garden. One of the temple's priests hides among the supplies. **Vorlawn Hodge** peaks out from behind a stack of grain sacks (PCs may attempt a Perception check vs. his Stealth DC to notice him). At the first sign of the Underguild's attack, he ducked into this room to wait out the battle and is not sure who won or who the PCs even are.

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### VORLAWN HODGE

CREATURE 2

LE MEDIUM HUMANOID HUMAN

Male human cleric of Grox

Weak cathedral priest (page XX)

**Initiative** Stealth +8

**Divine Rituals** *ritual of the Crimson Shroud*

**Development:** Vorlawn is a coward at heart and does not engage in combat if he thinks there is a way to



escape. If discovered, he is unfriendly to the PCs, but he does not attack and merely cowers if no opportunity to escape presents itself. If the PCs are able to change his attitude to friendly or helpful, Vorlawn tells what he knows about the church of Grox and how it took over the temple years ago. He knows the high priest of Grox exploits the artifact's healing magic to extort money from the sick. He also overheard a few of the Underguild agents discussing how they were going to use the *Crimson Shroud* to lure the "noble bitch to her destruction." Vorlawn knows the *ritual of the crimson shroud* (see **Appendix D**) and is willing to teach it to the PCs, or attempt to perform it for them, at the end of the adventure in exchange for his life.

### **B6. WORKSHOP**

This workshop seems to be focused on the creation of everything from clothing to forged-iron tools and weapons in support of the cathedral.

### **B7. GUEST QUARTERS**

Guests or those awaiting friends or family in the infirmary stay in these sparse quarters. The chamber holds four beds, each with a small desk, chair and footlocker.

### **B8. LIBRARY**

Floor-to-ceiling shelves filled with hundreds of books line the walls of this room. A long table with several chairs sits in the room's center. The books hold a myriad of texts covering the history of the religions of Foerdewaith and many prayer books and treatises on the worship of Archeillus. Interestingly there are a great number of texts on local law and jurisprudence.

### **B9. LAVATORY**

This room houses a simple stone bench with a hole cut in it leading to a deep pit. There is nothing of interest here.

### **B10. BISHOP'S OFFICE**

This small office contains a mahogany desk and leather chair. Three more chairs stand against the opposite wall. The office is strangely devoid of texts or records for the worship of Archeillus.

### **B11. SACRISTY**

This room features several towering mirrors. Lining the room's walls are cabinets containing supplies such as incense, robes, clerical vestments, and other mundane items necessary for conducting services as well as a drawer

holding an unusual collection of blindfolds (a PC who succeeds at a DC 20 Religion check to Recall Knowledge recognizes these as associated with the worship of Grox). The cathedral's priests prepare for both public services as well as for secret rituals here.

**Treasure:** A successful DC 20 Perception check reveals a hidden *lesser thurible of revelation*.

### **B12. PRIEST CELL**

Each of these rooms is similarly furnished with four wooden beds, four simple footlockers, and a table with four chairs.

**Treasure:** A successful DC 18 Perception check uncovers 3d6 x 10 sp in assorted coins and small knickknacks.

### **B13. LARGE PRIEST CELL**

This room holds beds and furnishings for eight but is otherwise identical to **B12**.

**Treasure:** A successful DC 18 Perception check reveals double the valuables to be found in **B12**.

### **B14. COMMON ROOM**

A long table runs down the center of this room, and its walls are decorated with tapestries dedicated to worship of Archeillus. A PC who succeeds at a DC 25 Perception check notices incongruous notes in the tapestries; a PC who succeeds at a DC 20 Religion check to Recall Knowledge recognizes they're subtle references to Grox<sup>MoM</sup>.

<sup>MoM</sup> See page 90 of *Mountains of Madness* by Frog God Games

### **B15. INFIRMARY LOW 6**

*Spiral staircases rise from the nave below to reach this area. A dozen beds in this room are separated by folding screens into semi-private areas. A third spiral stair rises into the cathedral's tower above. Next to this stair rests a wooden chair of enormous size.*

For the right price, the priests of Grox offer healing and convalescence services. If monetary payment can't be arranged, the clergy gladly accept other forms of payment such as quests, blackmail, or other tasks performed for the church. With the high priest in the Inner Sanctum above, the guard **Slavtin Gran** is still on duty and assumes anyone other than priests of Grox coming into this room are agents of the Underguild that must be destroyed.



Slavtin is a giant—8 feet tall, with long red hair and a bushy beard—who was saved by the bishop from being lynched by an angry mob years ago and stayed on to become a follower of Grox in gratitude.

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**SLAVTIN GRAN****CREATURE 7****UNIQUE LE LARGE GIANT HUMANOID**

Male giant devotee of Grox

**Perception** +15; low-light vision**Languages** Common, Jotun**Skills** Athletics +17, Intimidation +15, Religion +15**Str** +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +0, **Cha** +2**Items** +1 *maul*, hide armor, sack with 5 rocks, wooden religious symbol of Grox (disguised as religious symbol of Archeillus)**AC** 25; **Fort** +19, **Ref** +11, **Will** +15**HP** 148**Attack of Opportunity** ↻**Speed** 30 feet**Melee** ♦ *maul* +18 (reach 10 feet, shove), **Damage** 1d12+9 bludgeoning**Melee** ♦ fist +18 (reach 10 feet), **Damage** 2d6+9 bludgeoning**Ranged** ♦ rock +18 (brutal, range increment 60 feet), **Damage** 1d12+9 bludgeoning**Divine Prepared Spells** DC 22; 2nd *lay on hands* (×3, self only); 1st *magic weapon, protection*; **Cantrips** *shield***Primal Innate Spells** DC 22; 4th *confusion*; **At Will** *humanoid form*; **Cantrips** (4th) *detect magic, know direction***Brutal Blow** ♦ Slavtin Gran makes a melee Strike and increases the number of damage dice he uses by one. This counts as two attacks for Slavtin's multiple attack penalty.**Throw Rock** ♦**Wide Swing** ♦ Slavtin Gran makes a single *maul* Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for Slavtin's multiple attack penalty.

**Treasure:** A successful DC 25 Perception check reveals a hidden panel in the north wall containing five *scrolls of healing* (2nd level), a *scroll of remove curse*, and two *scrolls of remove disease*.

**B16. CHOIR**

This immense balcony overlooks the grand nave of the cathedral, and the ceiling above rises into a half-dome 50 feet overhead.

**B17. RELIQUARY LOW 6**

*This dusty chamber has a wide variety of items on display. Swords, shields, boots, belts, and framed parchments adorn the walls, and several mannequins stand in the corners, some of them clad in armor.*

This room holds a variety of prizes traded for the use of the *Crimson Shroud*. The walls are lined with hangers holding shields, swords, contracts of service, and a variety of gear. The invading Underguild agents never made it into this room due to the battle with the priests being more of a struggle than they planned for. Wooden mannequins stand in the room's corners to hold armor displays, but three of them are actually a type of wooden golems known as Grox guardians assigned to guard the chamber. If the PCs enter the room without fully presenting the religious symbol of Grox, the golems spring to life and attack.

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**GROX GUARDIANS (3)****CREATURE 4****RARE N MEDIUM CONSTRUCT GOLEM MINDLESS****Perception** +8; darkvision**Skills** Athletics +15**Str** +5, **Dex** +3, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5**AC** 20; **Fort** +14, **Ref** +10, **Will** +9**HP** 58; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;**Resistances** physical 5 (except adamantine)**Golem Antimagic** harmed by fire (2d8, 1d4 from areas or persistent damage); healed by water, plant, and *heal* cast by followers of Grox (area 1d6 HP); slowed by disease**Vulnerable to Shape Wood** A *shape wood* spell affects a Grox guardian as if it were the target of a *paralyze* spell.**Speed** 25 feet**Melee** ♦ fist +14 (magical), **Damage** 2d8+7 bludgeoning**Splinter Spray** ♦ (divine) The Grox guardian launches a spray of razor-sharp wooden splinters



from its body in a 15-foot cone or 30-foot line, dealing 3d12 slashing and piercing damage (DC 21 basic Reflex save). It can't Splinter Spray again for 1d4 rounds.

**Treasure:** There are many items in this room, and the GM is encouraged to add or alter the treasure to suit the PCs and their campaign. Hanging on the walls are 10 sets of fine silk garments equal to fine clothing but adorned with even greater than normal embellishment and accoutrements (worth 5 gp each), a small display case holds a set of *doubling rings*, a *ring of sustenance*, and a golden *persona mask*. In addition wall hangers hold two longswords with fine silken baldrics (worth 4 gp each), a +1 *ghost touch rapier*, a low-grade cold iron mace, a +1 *striking longbow*, a set of full plate bearing the arms of Ysser on the breastplate, a suit of +1 *chain mail*, a suit of +1 *leather armor*, and a suit of +1 *scale mail*. The *Crimson Shroud* is noticeably not on display in this chamber.

### B18. BISHOP'S CHAMBER

This well-appointed room serves as both a lavish bedchamber and a personal shrine for the bishop overseeing the cathedral. A canopied bed with fine silk sheets (worth 50 sp) stands in one corner, while a 4-foot-tall statue of what appears to be Archeillus stands in the opposite corner but has a blindfold tied around its eyes (recognizable as a representation of Grox<sup>MoM</sup> with a DC 20 Religion check to Recall Knowledge).

<sup>MoM</sup> See page 90–91 *Mountains of Madness* by Frog God Games

### B19. INNER SANCTUM (SEVERE 6)

Though the bishop is hurt because of his previous battle, this should still be a very difficult encounter for the PCs. Unless the battle was magically silenced somehow, the bishop will have heard combat in B15 below and will be ready for battle.

*In the center of this square room stands a pedestal of black painted stone carved to resemble lion-headed humanoid wearing a blindfold and with arms and hands extended as if holding some object above his head. Blood is spattered about the room from some recent conflict, and two human forms are slumped near the pedestal—a circular scorch mark in the floor outlines their charred remains. A large pile of ash in the shape of a humanoid body with a wooden stake protruding from the pile lies nearby.*

This is the room that held the *Crimson Shroud* and was only ever entered by the bishop until the Underguild

managed to breach it during their raid. **Bishop Voltix Calbrough** remains in here now, but he is badly wounded (which should prompt Will saves per the Hunger rules in Appendix C). He stands next to the charred remains of the vampire, clutching a wicked dagger in one hand, a female vampire's severed head in his other. He is horribly disfigured after having withstood a fierce assault, and his scorched facial skin is attached only by wisps of sinuous tissue. A number of Underguild agents perished at his hands, including the raid's commander, a vampire that went by the name of Eudoxia, but he was badly injured in the fight and was unable to prevent them from absconding with the *Crimson Shroud* (that once rested atop the pedestal). He has remained in this chamber since the battle and used his magic to recover somewhat. His currently diminished health and remaining spells are reflected in his stat block.

**Hazard:** The inner sanctum is under the effect of protective magic intended to prevent enemies of Grox into the room. The room is under the permanent effect of a *dimensional lock*, preventing any planar travel in or out. In addition, any creature that enters is subject to its forbiddance ward.

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#### FORBIDDANCE WARD

HAZARD 6

#### MAGICAL TRAP

**Stealth** DC 25 (trained) or *detect magic*

**Description** Protective wards are inscribed on the entrance to the inner sanctum.

**Disable Deception** DC 28 (trained) four times to trick the wards, or *dispel magic* (3rd level; counteract DC 23)

**Door Check** ♦ (traits); **Trigger** A creature that isn't lawful evil enters the room. **Effect** The creature takes 4d8+18 mental damage. The creature may attempt a basic Will save; if the creature is lawful or evil, treat its degree of success as one better.

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#### BISHOP VOLTIX CALBROUGH

CREATURE 9

#### UNIQUE LE MEDIUM HUMANOID HUMAN

Male human cleric of Grox

**Perception** +20; darkvision

**Languages** Common, Dwarven, Infernal

**Skills** Athletics +20, Crafting +20, Deception +18, Religion +20

**Str** +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +6, **Cha** +4

**Items** *atheist's dagger* (see Appendix D), +1



*energy-resistant (fire) breastplate, wand of ray of enfeeblement, silver religious symbol of Grox (disguised as religious symbol of Archeillus)*

**AC** 28; **Fort** +18, **Ref** +15, **Will** +21

**HP** 190; **Resistances** fire 5

**Attack of Opportunity** ⤴

**Spell Sanctuary** ⤴ **Frequency** Once per day. **Trigger**

Bishop Voltix is the target of a spell. Requirements

Bishop Voltix is in the Inner Sanctum. **Effect**

Bishop Voltix attempts a counteract check; if successful, the effect is turned back on the caster, with the effect of spell turning.

**Speed** 25 feet

**Melee** ⬠ dagger +20 (agile, finesse, versatile S),  
Damage 1d4+8 piercing

**Ranged** ⬠ dagger +18 (thrown 10 feet), **Damage**  
1d4+8 piercing

**Divine Prepared Spells** DC 28, attack +20; **5th** *spiritual guardian, harm (x3)*; **4th** *divine wrath, freedom of movement*; **3rd** *crisis of faith, searing light*; **2nd** *dispel magic, sound burst*; **1st** *bane, magic weapon*; **Cantrips** *daze, forbidding ward, guidance, light, shield*

**Divine Domain Spells** 2 Focus Points, DC 28, attack +20; **5th** *sudden shift, trickster's twin*

**Divine Rituals** *ritual of the Crimson Shroud*

**Bishop's Decree** ⬠ (divine) Bishop Voltix selects one foe he can see and brings the power of his faith to bear against it and chooses an alignment his deity has (lawful or evil). Until the start of his next turn, his Strikes deal an extra 9 damage of the chosen alignment type. If the foe attacks Bishop Voltix, Voltix may extend the duration to the end of that foe's next turn. If the foe continues to attack, Voltix may continue to extend the duration. Only one foe may be the target of Bishop's Decree at a time.

**Tactics:** Bishop Voltix is hurt, low on Hit Points and spells. The sight of additional vampires coming up the stairs bends his will to almost a breaking point. He goes on the attack with the remaining spells and fight he has left in him. Never a particularly brave or fanatical man, if the bishop is reduced to 40 or fewer Hit Points, he drops his weapon and shield and surrenders, begging for his life. He screams that they "already took the shroud" and "what more do you want."



**Note:** If Bishop Voltix survives and encounters the PCs later, he will be at full strength. Apply the elite adjustments (see Introduction, *Pathfinder Bestiary [Second Edition]*) to the above stat blocks to represent the uninjured cleric; add two uses of harm plus two 5th-level spells and one 1st-, 2nd-, 3rd-, and 4th-level spell to his divine prepared spells; and remove darkvision. If the PCs encounter him at full strength, he would be an Extreme 6 encounter.

**Development:** PCs can attempt Deception checks (with a +4 circumstance bonus) against the bishop's Perception DC to pretend to be agents of the Underguild and seek to squeeze the bishop for useful information, which the bishop will reluctantly give. However, if they reveal that they are not agents of the Underguild, he becomes even more cooperative, seeing an opportunity to strike back at those who dared invade his god's sanctuary.

From either direct questioning or by putting together bits of information that the bishop relays, the PCs can confirm that a score or more agents of the Underguild led by a vampire (the one whose head the bishop still possesses)



broke into the cathedral within the last hour. The priests put up a fight but were surprised and overmatched. Bishop Voltix fought them off (killing several singlehandedly) but was not able to stop them from stealing the *Crimson Shroud* during the battle. The last of the Underguild agents left only minutes before the PCs arrived. Slavtin Gran was not on duty this night and arrived only moments before the PCs, taking up guard over the bishop in his sanctuary. Bishop Voltix claims that he was able to thin the attackers' ranks some despite their successful theft of the shroud. He is unsure if the guild has more undead or vampires at their command but wouldn't be surprised.

Even if the PCs attempt to hide their undead nature, assume the bishop makes a successful Religion check to discern the truth. If the PCs have admitted to not being members of the Underguild, he quickly senses the recent nature of their conversion and the likely internal conflict that they face and offers them a deal. If they can recover the *Crimson Shroud* and return it, he can use its ritual to cure them of their vampirism. If the PCs haven't recognized the truth of the cathedral's devotion to Grox, he hopes this will be incentive enough. If he believes they have learned of the cathedral's true faith, he attempts to get an oath of secrecy from them as part of the bargaining. If unsuccessful, he will agree to any conditions that they require, including giving up the shroud and/or leaving town (he knows he is in no position to make demands and intends to double-cross them later), but he does hold the fact that they need him to conduct the ritual over their heads in order to spare his life and get as many concessions as possible (keeping the cathedral's secret safe, leaving it unlooted, etc.).

In any case, the bishop concludes any deal making with information on where to find the Underguild. Though the cathedral and the Underguild have never been openly opposed before, he has long known of the despicable guild's presence within Tourse (this House of Grox does to a great extent deal in secrets, after all). He can tell them that The Lich's Laboratory, a gambling hall near the riverfront has long served as a front for the organization's operations within the city. If the PCs go there and press their case, they will surely be able to find the miscreants they seek and the stolen shroud. He adds one extra bit of important information. While the *Crimson Shroud* can be used to heal conditions such as vampirism, it could also be used with only minor variations of the ritual to remove the weaknesses of a condition like vampirism. "Imagine a vampire able to withstand the holy rebuke of a churchman or with no fear of the sun's rays," he says. "I'd guess that's why those bloodsuckers from the Underguild came to steal it and why you have to find it before they become too powerful for you to stop."

Bishop Voltix doesn't know it, but he was left alive during the raid on purpose. While the Underguild is unaware of the shroud's ability to remove vampire weaknesses (or they would have taken it long ago), they know the margravine wants it and seek to set a trap for her to take vengeance for her past betrayals. They assume that her agents will be hot on the heels of the shroud's theft. They know the bishop knows of their safe house and hope to lure the margravine in while pursuing the stolen artifact. If the PCs kill the bishop without obtaining the information, assume that Vorlawn Hodge (**B5**) also knows the above information and of the safe house's whereabouts. If both are killed, you will need to arrange another clue to inform the party and lead them to The Lich's Laboratory (see **Chapter 3**) — perhaps a clue sent by the margravine or her other agents. In any event, after leaving the cathedral, the gambling hall should be the party's next target location with half the night already gone and a deadly sunrise looming.

**XP Award:** If the PCs allow Bishop Voltix to live and obtain the Underguild's information from him, award them XP as if they had defeated him.

## CHAPTER THREE: THE RIVALS AND THE RITUAL

After exploring the Bastion of Righteous Decree and discovering the theft of the *Crimson Shroud*, the PCs should be headed for the Underguild safe house hidden within the gambling hall known as The Lich's Laboratory. Locating The Lich's Laboratory is simple enough, requiring only a DC 20 Society check to Recall Knowledge or a DC 15 Diplomacy check to Gather Information. This check receives a +2 circumstance bonus if the PCs ask around among unsavory types along the riverfront and an additional +1 (to a maximum of +5) for every 1 gp that they spend in bribe money.

They sunrise is still some hours off, the PCs' hunger from their new forms and the danger of the sun's approaching rays should give this part of the adventure a sense of urgency. It is only a matter of time until the deadly sun's light traps them in whatever building they are lurking in until the next night or their own blood thirst causes them to lose control of themselves and fully abandon themselves to their curse of vampirism.



## THE LICH'S LABORATORY

The Lich's Laboratory is a gambling hall and tavern owned by the vampiress Eudoxia, leader of a local cell of Underguild agents. The operator of the hall is a man named Davius, a member of the Underguild who has been negotiating with another member of the Underguild, Valarit the vampiress, in an attempt to become a vampire himself. He secretly loathes Valarit and hopes that once he becomes a vampire, he will be powerful enough to destroy her and take over as leader of the local chapter. With the destruction of Eudoxia during the raid on the Bastion of Righteous Decree, Davius is hopeful that his time of ascension is near. However, Eudoxia's destruction at the hands of Bishop Voltix has also caused consternation and confusion among the Underguild cell here. They did not all know the extent of Eudoxia's plan — specifically, to lead the agents of the margravine into a trap — so while they are on alert after their raid, they are not truly expecting the arrival of the PCs this night and have not set up an ambush accordingly. A message has been sent to Valarit (who does not appear in this adventure) for instructions, and the Underguild survivors currently wait at their safe house to hear back from her.

When the PCs first arrive at The Lich's Laboratory, read the following.

*Not far from the dank riverfront, this single-story building is a misshapen construction of stone, wood and plaster, with a wood-shingled roof, wreathed in the night fogs off the river. The image of a grinning skull with a set of dice for teeth is crudely painted above the door. Despite the lateness of the hour, the windows of the establishment blaze with light and the raucous sounds from within indicate that the night's festivities are far from over.*

The interior and exterior walls of the gambling hall are a crudely put together combination of wood, stone, and plaster and are the structural equivalent of wooden walls. Ceilings are low, only 7 feet high, crisscrossed by heavy support beams. The floors and ceiling are of wood, though the planks of the floor are obscured by a layer of old vomit-, urine-, and ale-oaked sawdust. Doors are made of wooden planks and do not have locks unless otherwise noted. Rooms contain cheap oil lamps for light, but these are only lit in rooms that are occupied. All other rooms are dark. Windows are made a parchment-thin horn that lets in little enough light during the day and none at night. They are opaque and do not allow a view of what is beyond.

The lower levels consists of sewer tunnels and chambers dug out of the earth. Walls that aren't earthen are crudely dressed stone and are slick with moisture and slime.

Ceiling heights are only 6 feet (except in area C5 where it is 10 feet). There are no light sources unless otherwise noted, and the air in these rooms is musty and foul.

**Wooden Wall:** 6 in. thick; **Hardness** 10; **HP** 40 (BT 20); Athletics DC 15 to climb.

**Dressed Stone Wall:** 1 ft. thick; **Hardness** 14; **HP** 56 (BT 28); Athletics DC 20 to climb.

**Simple Wooden Door:** 1 in. thick; **Hardness** 10; **HP** 40 (BT 20); Force Open DC 25 (if locked); Thievery DC 20, three successes to Pick a Lock.

**Horn Window:** 1/8 in. thick; **Hardness** 0; **HP** 1

### C1. TAPROOM

### MODERATE 6

*The massive heavy oak door opens into a tavern, complete with a bar and stools. Almost every table is filled by patrons swilling from leather jacks of ale and playing a variety of card and dice games. There is much shouting, swearing, and general revelry as many of the players are deep in their cups and seem to win or lose their entire stake on every hand. Oil lamps set in sconces on the walls illuminate the chamber.*

This tavern and gambling hall has served as a front of the Underguild for many years now. The Underguild used the sewer network accessible beneath the hall to move agents in and out of the establishment to avoid drawing too much attention to the gambling hall. On occasion, Eudoxia would entertain city officials and allow them to win some of the house's gold to keep the right hands greased. Others would disappear in the night and were never heard from.

The kitchen staff and serving girls are locals, hired to give a sense of legitimacy to the establishment, who know something of their employers' true operations but are well paid to ask no questions and mind their own business. They are aware there is a secret basement but do not know how to reach it. Rough-looking men standing in the corners of the room are **4 bouncers** who are actual members of the Underguild, all of whom know about the secret grate in the floor in the storage room (C4).

Many of the tavern's 26 patrons are engaged in games of cards and dice at various tables around the room. Overseeing the bar is the manager, **Davius**. The area behind the bar holds shelves and racks of ale barrels, wine bottles, and bottles of stronger liquors. Many of the bottles of

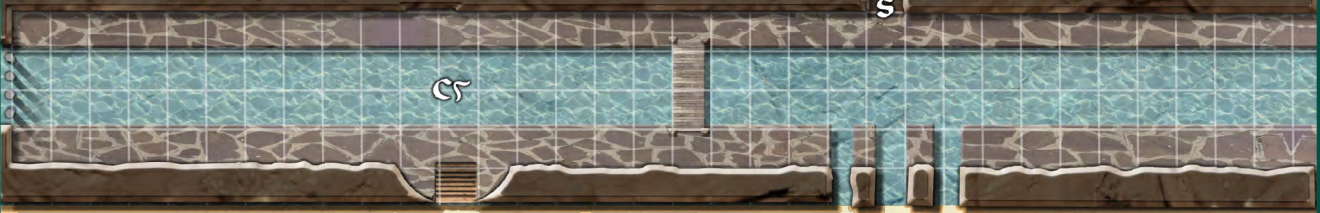


# C. THE LICH'S LABORATORY

Lower Level



1 square = 5 ft.



# C. THE LICH'S LABORATORY

Ground Level



1 square = 5 ft.





liquor are highly flammable. Four of them are particularly potent, and if combat breaks out or Davius suspects the PCs are vampires (he recognizes all the local vampires in the Underguild), he uses a small box of 20 tindertwigs to ignite the bottles before throwing them at targets.

Patrons and staff at the bar other than the bouncers and Davius do not become involved in any battles, preferring to grab what cash they can and attempting to escape through doors and windows.

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**DAVIUS****CREATURE 4**

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**UNIQUE NE MEDIUM HUMANOID HUMAN**

Male human bartender

**Perception** +11**Languages** Common**Skills** Acrobatics +12, Athletics +10, Intimidation +10, Underguild Lore +12**Str** +2, **Dex** +5, **Con** +2, **Int** +1, **Wis** +1, **Cha** +3**Items** bottles, bottles of potent liquor (4), tindertwigs (20)

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**AC** 21; **Fort** +10, **Ref** +14, **Will** +9**HP** 65**Speed** 25 feet**Melee** ♦ bottle +14, **Damage** 2d6+4 bludgeoning plus shattering**Melee** ♦ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 2d4+4 bludgeoning**Ranged** ♦ bottle +14 (thrown 10 feet), **Damage** 2d6+4 bludgeoning plus shattering**Fast Hands** ♦ Davius can use an Interact action to pick up a bottle, then Strike with that bottle. If Davius is holding a tindertwig in one hand, he can instead use an Interact action to pick up a bottle of potent liquor, ignite the tindertwig and touch it to the bottle to ignite the liquor.**Flaming Bottle** A bottle of potent liquor that's been ignited deals an additional 1d6 fire damage and 1 fire splash damage. On a critical hit, it deals 1 persistent fire damage.**Shattering** On a critical hit, the bottle shatters, dealing an additional 1d6 slashing damage. In addition, it coats the target in flammable liquor, adding a status bonus of 2 to any fire damage the target suffers until the start of Davius' next turn.

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**UNDERGUILD BOUNCERS (4)****CREATURE 3**

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**NE MEDIUM HUMANOID HUMAN**

Male human bouncers

**Perception** +9**Languages** Common**Skills** Athletics +12, Intimidation +10, Underguild Lore +8**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1**Items** leather armor

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**AC** 19; **Fort** +12, **Ref** +8, **Will** +6**HP** 55**Attack of Opportunity** ↻**Bravery** When an Underguild bouncer rolls a success at a Will save against a fear effect, he gets a critical success instead. In addition, anytime he gains the frightened condition, reduce its value by 1.**Speed** 25 feet**Melee** ♦ fist +12 (agile, finesse, unarmed), **Damage** 1d8+6 bludgeoning**Punishing Hold** ♦ The bouncer attempts to Grapple a creature. If he succeeds, he also deals fist damage to the creature.

**Development:** Despite the shady nature of the gambling hall, Davius and the bouncers aren't initially hostile to and don't attack the PCs unless the PCs come in with swords swinging. Upon entry, a bouncer near the entrance immediately requests a 2-gp cover charge from each party member to enter. He instructs the PCs that the floor tables are open to anyone with coin, but the high stakes tables require an "invitation" (hinting strongly that an invitation can be obtained with a proper bribe — at least 25 gp). Davius is aware of the Underguild raid on the cathedral tonight but has no idea that the PCs might be looking for the *Crimson Shroud* so soon. If the PCs hint at or mention the cathedral in anyway, he immediately attacks and yells an alarm. Likewise, if the PCs make no attempt to hide their vampirism, Davius will assume that they are agents of the margravine that he has been warned of and raise the alarm as well.

If the party refuses to pay the cover charge or picks a fight, all the bouncers immediately turn on them, but flee if near death. Otherwise, the party is free to interact with the patrons and even join in games of chance. Feel free to play out actual games of craps, poker, etc. or simply bet on high rolls or cutting the deck.



**Treasure:** The house's nightly bank and proceeds are held in an unlocked box behind the bar. The box contains various gems worth a total of 210 gp, and mixed coins worth a total of 2,505 sp.

### C2. KITCHEN

This kitchen has suffered from long neglect. Shelves covered in grease, old food, broken crockery, and other refuse line the walls, while across the room a burned, rusty cauldron hangs over the cold hearth.

**Treasure:** One of the shelves conceals two bottles of lesser cognitive mutagen that can be discovered with a DC 22 Perception check.

### C3. PRIVIES

Arranged out back behind the tavern, each of these thick-walled alcoves is concealed by a threadbare curtain and has only a hole cut in its earthen floor that drains directly into the sewers (area C5) below. The holes are too small for anything larger than a Tiny creature to navigate and descend a total of 15 feet before emptying into the sewage channel below.

### C4. STORAGE

*This room holds shelves and racks of spices, vegetables, grain, bottles of cooking wine, and bottles of stronger liquors. In the center of the floor sits a large, oddly placed decorative rug and a barrel of dried meat.*

PCs that succeed on a DC 20 Perception check hear sounds of rushing water emanating from below the rug. Looking under the rug, the PCs find a large iron grate (**Hardness** 9, **HP** 36 [BT 18]) that leads down to the sewers below. The grate is unlocked but **trapped**.

**Trap:** To alert them to any unwanted visitors popping up from the sewers, the Underguild trapped this grate with an alarm snare (see Chapter 11, *Pathfinder Core Rulebook [Second Edition]*) that triggers whenever anyone opens the gate, alerting anyone in area C3 and C11.

TRAP

HAZARD 6

**MECHANICAL SNARE TRAP**

**Stealth** DC 28 (expert); **Disable** Thievery DC 25 (trained)



### C5. SEWER

LOW 6

*A 5-foot-wide walkway hugs both sides of the walls of this sewer channel. The sewage rushes swiftly west, frothing and gurgling under a rudely built wooden bridge as it makes its way through a grate and towards the nearby river.*

The sewer system under Tourse was built with an incline toward the river to create good flow and reduce required maintenance. Certain areas level off as storage areas, and it is at this point the Underguild found an old maintenance outpost's bricked-up entrance. After knocking the wall in, they found multi-roomed access tunnels. These 20-foot wide tunnels are 10 feet high above the level of the walkways, though with recent rains the sewer channel is filled almost to the level of the walkway and only 1 foot below the bridge. An **undigested swarm**—a horrible conglomeration of partially eaten body parts held together by acidic bile and a spark of necromantic life—



has taken up residence in the sewage under the bridge. The swarm is encouraged by the Underguild, who see it as a silent guardian. They know to bring down a piece of dried meat (from the barrels in C4 or C6) to placate the guardian before crossing the bridge. The swarm attacks any creature that crosses the bridge without tossing a piece of food into the sewage.

A secret door on the opposite side of the bridge is almost seamless, so that if the sewer floods no water seeps in. This also conceals the door, making it more difficult to detect, though a PC who Seeks can find tracks in the muck between the bridge and the door with a successful DC 20 Perception check. If successful, these provide a +4 circumstance bonus on Perception checks to find the secret door.

**Secret Door:** 2 in. thick; **Hardness** 14; **HP** 56 (BT 28); Perception DC 26 (expert)

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**UNDIGESTED SWARM****CREATURE 7****NE LARGE SWARM UNDEAD****Perception** +15, darkvision**Languages** Necril (can't speak)**Skills** Acrobatics +15, Athletics +15, Stealth +17**Str** +4, **Dex** +2, **Con** +6, **Int** -4, **Wis** +0, **Cha** -4**AC** 24; **Fort** +18, **Ref** +15, **Will** +12**HP** 90, negative healing; **Immunities** death effects, disease, paralyze, poison, precision, sleep, swarm mind; **Weaknesses** area damage 5, positive 5, splash damage 5; **Resistances** acid 10, bludgeoning 10, piercing 10, slashing 5**Stench of Bile** (aura, olfactory) 30 feet. A creature entering the area or starting its turn in the area must succeed at a DC 23 Fortitude save or become sickened 1 until the end of its turn (plus slowed 1 on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.**Speed** 20 feet, climb 10 feet, swim 10 feet**Swarming Digestion** ♦ Each enemy in the swarm's space takes 2d10 acid damage (DC 25 basic Reflex save). Creatures that fail this save also take 1d6 persistent acid damage. On a critical failure, any items the creature has in hand or is wearing (such as weapons or armor) also take 2d10 acid damage.**C6. THIEVES' TUNNEL****LOW 6**

Past the secret door, a tight, earthen passage runs to a small gathering area. The rough-hewn tunnel widens into a chamber that holds a large table with multiple wooden chairs surrounding it. Three oil lanterns give off a soft glow, illuminating the four doors that exit the room. Large tapestries cover the majority of the room's walls, and bloodstains cover a disturbingly large area of the floor. Next to the southern passage is a barrel half-full of dried meat.

A single lookout named Jamus Hyne stands guard here at all times. Currently, the lookout is wearing a unique werewolf skin cloak that he stole from a priest during the raid on the Bastion of Righteous Decree. He paces back and forth in excitement, as he just recently learned of its hidden abilities and highly anticipates using it again soon. If battle is joined, Jamus activates the cloak before going on the attack.

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**JAMUS HYNE CREATURE 7****UNIQUE NE MEDIUM HUMANOID HUMAN**

Male human Underguild enforcer

**Perception** +18**Languages** Common**Skills** Athletics +17, Deception +17, Stealth +17**Str** +2, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6**Items** *werewolf skin* (see Appendix D), sickle, composite shortbow (10 arrows), leather armor**AC** 25; **Fort** +14, **Ref** +15, **Will** +16**HP** 120**Speed** 25 feet**Melee** ♦ foot +16, **Damage** 2d8+5 bludgeoning**Melee** ♦ sickle +16 (agile, finesse, trip), **Damage** 1d4+5 slashing**Ranged** ♦ shortbow +18 (deadly d10, propulsive), **Damage** 1d6+5 piercing**Knee Breaker** ♦♦ Jamus attempts to Trip a foe. If he succeeds, he makes a foot Strike against the prone creature. If he deals damage, the creature also takes a -10-foot status penalty to its Speed until someone successfully restores Hit Points to the creature with Treat Wounds, or it is restored to full Hit Points and rests for 10 minutes. On a critical success, the creature cannot Stand for 1 minute. Both attacks count toward Jamus' multiple attack penalty, but the penalty doesn't increase until after it makes both attacks.



## C7. MERTIFRAX'S CHAMBER (TRIVIAL 6)

The door to this room has been rigged with an acid fog trap that goes off if the door is opened without first activating a small switch at the bottom of the jamb. A PC who Seeks can find the switch with a successful DC 26 Perception check and automatically deactivate the trap.

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ACID FOG

HAZARD 6

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### MECHANICAL TRAP

**Stealth** DC 26 (trained)

**Description** A caustic powder in the door explodes outward into a fine mist.

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**Disable** Thievery DC 24 (trained) to block the powder vents

**AC** 24; **Fort** +0, **Ref** +0

**Hardness** 10, **HP** 54 (BT 26); **Immunities** critical hits, object immunities, precision damage

**Powder Spray** ↻ (acid); **Trigger** The door is opened.

**Effect** The powder sprays in a fine mist that fills the four squares in front of the door for 1 minute, as *obscuring mist*. Any creature that starts its turn in the mist takes 2d8+6 acid damage.

*The pungent odor of strange chemicals and reagents hangs in the air of this chamber. The tables that fill the room are covered with glass bottles and flasks, some placed upon small burners, and some connected to each other with elaborate glass tubing. Among the bottles and liquids, a small bed with a nest of blankets lies on the floor.*

This is the room of the Underguild's alchemist and sergeant-at-arms, Mertifrax the barghest. There is little of note here other than the complete set of expanded alchemist's tools that can be found upon the tables. A search of the rumpled bedding reveals a number of canine-like hairs left by the bed's recent occupant, which might lead the PCs to believe that the room belongs to some kind of lycanthrope (perhaps even the guard in C6). There is nothing else here to indicate the identity of the room's occupant.

**Treasure:** Five bottles on one table hold a recently concocted *antimordetis potion* (see **Appendix D**). In addition, a DC 14 Perception check reveals a book hidden in brackets attached to the bottom of one table. This book is written in Infernal and includes the alchemical formulas as well as helpful hints for the distillation of all the common alchemical poisons listed in the *Pathfinder Core Rulebook (Second Edition)*. The use of this book to create these poisons

provides a +1 circumstance bonus on the Crafting check and reduces the cost of creation by 20%. In addition, if you have access to **LL7: Richard Pett's Crooked City: The Blight** by **Frog God Games**, this book includes the secret recipes of making *fortified distilled* and *doubly distilled* potions (see page 513 of that book) or any other alchemical secret that you wish to insert into your campaign.

## C8. BANDESTEI'S ROOM

A massive canopy bed dominates this chamber. A large dresser stands at the bed's side, and cheap paintings of the Ysser countryside hang on the wall. The bedding and frame of the otherwise grand bed is soiled and ruined by mildew and stains, and the dresser only holds the nondescript clothes many different trades and occupations found in the city — obviously for use as disguises. However, nothing is of any intrinsic value.

## C9. EUDOXIA'S ROOM

LOW 6

*The scent of wax faintly permeates this chamber. At the eastern end of the chamber rests an elegant coffin of bronze and polished wood. It is open, revealing a lining of plush velvet. Beside this coffin stands a large open wardrobe, its interior overflowing with elegant dresses. In the southern portion of the room stands a draconic beast, fully 16 feet long from snout to tip of tail. It has blue scales and stands upon two clawed feet, wings splayed at its side, its tail tipped by a menacing horn-like stinger.*

The head of the local chapter of the Underguild at the time of the temple assault was Eudoxia, a vampire of exquisite beauty and a furious temper. A member of the Underguild for more than 50 years, it was she and her lover Yorguio who expanded the organization's reach into the underworld of Tourse. The raid on the cathedral to both recover the *Crimson Shroud* and use it as a lure to destroy the margravine was her idea. Unfortunately for her, she miscalculated the cathedral's defenses, and it cost her her eternal unlife at the hands of the bishop.

The draconic beast is recognizable as a wax mannequin with a simple DC 10 Crafting check to Recall Knowledge but is an obviously skilled replica of a wyvern molded in wax. It also happens to be a **waxwork wyvern** that Eudoxia had brought in and assembled here piece by piece by Bandestei. The creature serves as a guardian for the chamber and attacks anyone who enters unaccompanied by Eudoxia. Despite their leader's recent death, the other Underguild survivors have not yet decided on the best way to deal with the automaton in order to recover their former leader's treasures.



RARE N LARGE CONSTRUCT MINDLESS

**Perception** +14; darkvision**Skills** Acrobatics +15, Athletics +17, Stealth +13 (+22 when using Pose)**Str** +6, **Dex** +2, **Con** +4, **Int** -5, **Wis** +0, **Cha** +2**Pose** When it's not observed, the waxworks wyvern stands perfectly still, making it appear to be a wax mannequin. While it is in this form, creatures must actively Seek and succeed at a DC 22 Perception check to detect its true nature. A creature that doesn't recognize its true nature takes a -2 circumstance penalty when it uses Perception to roll initiative.**AC** 24; **Fort** +18, **Ref** +15, **Will** +12**HP** 130; **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 10**Attack of Opportunity** ↻**Wax Spray** ↻ **Trigger** The waxworks wyvern takes fire damage. **Effect** The waxworks wyvern shakes, flinging molten wax in a 10-foot radius. Any creature in the area must succeed at a DC 22 Reflex save or take a -10-foot status penalty to its Speeds. On a critical failure, the target also takes 1d4 persistent fire damage for 1 minute. The target can end these effects by Escaping (DC 22) or spending a total of 3 Interact actions to carefully remove the sticky wax. These Interact actions don't have to be consecutive, and other creatures can provide the actions as well.**Speed** 20 feet, fly 40 feet**Melee** ♦ fangs +18, **Damage** 2d10+9 piercing**Melee** ♦ claws +18, **Damage** 2d8+9 slashing plus Grab**Melee** ♦ stinger +16 (agile, reach 10 feet), **Damage** 2d6+9 piercing plus wax poison**Fan Wings** ♦♦ The waxworks wyvern furiously beats its wings. This acts as gust of wind in a 15-foot cone (DC 22).**Wax Poison** (poison); **Saving Throw** Fortitude DC 25; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and slowed 1 (1 round); **Stage 2**5d6 poison damage and slowed 2 and clumsy 1 (1 round); **Stage 3** 6d6 poison damage and slowed 2 and clumsy 2 (1 round)**Treasure:** A PC who searches the coffin and succeeds at a DC 22 Perception check finds several items hidden in a lining: a *dagger of venom*, two *invisibility potions*, and a bag of 10 emeralds (20 gp each). The dresses within the wardrobe are worth a total of 70 gp. Sitting on a shelf within is a pearl-handled hairbrush (25 gp). Hidden within the waxwork wyvern is a leather bundle holding 2,200 pp that can be found with a successful DC 20 Perception check if the construct is destroyed.

### C10. BARRACKS

This wide chamber has been set up as a barracks. It has rows of uncomfortable wooden bunks and footlockers. There are perhaps a dozen in total. Most show signs of recent use with soiled sheets and burlap pillows scattered in disarray.

Most agents of the Underguild in Tourse maintain residences within the city. When they muster for a major operation, this room is used to house them while they prepare. The recent raid on the cathedral brought more than a dozen agents to this safe house and had them staying the previous night while they prepared. The few surviving agents that returned here quickly rifled through their fallen comrades' personal items, claiming anything of value.

### C11. STAGING ROOM

#### SEVERE 6

*The door opens into a wide audience hall decorated with elaborate tapestries and art befitting a noble bloodline. A massive table sits near the chamber's entrance. Set atop its surface is a long, detailed map of Tourse. The back of the chamber is partially divided by two rounded buttresses that support the low ceiling overhead. Between these buttresses hangs a long curtain that can be stretched across for privacy, though currently it is only partially drawn. Draped across a desk in the back corner is a blood-red shroud.*

The map on the table shows a number of marked locations of old Underguild robberies, stakeouts, burglaries, etc. Though none of it is of current relevance to the city. The front portion of the room is for staging before an Underguild operation while the back portion is used to store necessary equipment for an operation and stolen goods waiting to be fenced, and as a makeshift hospital based on the old bloodstains on the stone floor here and there. The desk has a number of drawers holding little more than some moldering remains of food, bits and pieces of old disguises,



and a number of old Underguild passwords and phrases that are years out of date and no longer of use. Lying across the desk is the *Crimson Shroud*, where the Underguild agents have carelessly tossed it while trying to figure out their next move. Draped over the back of the desk's chair is a *bandit's cloak* (see **Appendix D**). A pair of mildewed tapestries hang along the back wall to try and keep the chill of the nearby river out of the room. Behind one of them is a concealed door. A PC who Seeks must succeed at a DC 22 Perception check to notice without looking behind the curtain but is found automatically if a player states they look behind the tapestry. Behind this door is a dugout tunnel that leads to a concealed dell on the banks of the nearby river. It is from here that the Underguild sallies forth under cover of darkness to undertake their clandestine enterprises.

Currently in this chamber are **Bandestei**, a nocturnal, graveyard-stalking fey creature who's the ranking Underguild lieutenant after Eudoxia's destruction; **Mertifrax**, this Underguild chapter's sergeant-at-arms and local alchemist; and **4 Underguild foot soldiers**, all of whom survived the recent raid on the cathedral. If no alarm has been raised in area C4 or C6, PCs may be able to surprise the remaining members of the Underguild gathered around the map table discussing how their attack on the Bastion of Righteous Decree went wrong. Anyone listening at the door who succeeds at a DC 20 Perception check can hear as Bandestei (see "Note" below) berates the other members for being sloppy in their execution. If the PCs listen for at least 2 rounds, after berating the group, Bandestei turns his attention to Mertifrax and asks if his latest "batch" is ready for use. The alchemist replies that his current batch is sufficient for five individuals. Bandestei closes by telling his men to make ready for the arrival of the margravine's goons who should have taken the bait and ought to be arriving to get the shroud at any time now.

**Note:** Bandestei has an ability that makes him undetected to undead and animals, no matter what precise or imprecise senses they may have. If the undead PCs do not succeed at a DC 22 Will save, they will be unable to see or hear the Underguild lieutenant, causing them only to hear the responses to his comments above and creating a potentially confusing situation for listeners.

If the PCs have not managed to remain undetected to the Underguild members, the group's actions are described under "Tactics" below.

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**BANDESTEI, UNDERGUILD LIEUTENANT** **CREATURE 7**

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**UNIQUE NE SMALL FEY****Perception** +18; hears heartbeats (imprecise) 30 feet, low-light vision**Languages** Aklo, Common**Skills** Acrobatics +17, Stealth +17, Thievery +17, Society +13

Str +4, Dex +6, Con +2, Int +3, Wis +1, Cha +5

**Items** *antimordetis* potion, key to desk secret compartment**Hears Heartbeats** Bandestei can hear heartbeats within 30 feet (imprecise).

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**AC** 25; Fort +14, Ref +18, Will +13

HP 100; Weaknesses cold iron 5

Speed 25 feet

Melee ♦ jaws +17 (finesse), **Damage** 2d8+9 piercingMelee ♦ claw +17 (agile, finesse), **Damage** 2d4+9 slashing plus curse of misery**Primal Innate Spells** DC 22, attack +17; **3rd animal form** (at will), *humanoid form* (at will); **Cantrips** (2nd) *tanglefoot***Grave Shroud** ♦ (necromancy, primal) Bandestei envelops himself in the essence of a graveyard, so he is avoided by animals and ignored by undead. When an animal or undead first has a chance to observe Bandestei, they must attempt a DC 22 Will save. On a failure, Bandestei is undetected to all its senses, as *disappearance*, for 1 hour. If he uses a hostile action, the effect ends after the hostile action is completed.**Curse of Misery** ♦ (curse, primal) Bandestei touches a creature and curses it. The creature must succeed at a DC 22 Will save or be cursed. On a failure, Bandestai gains a +1 status bonus to attack and damage rolls and saving throws vs. the creature, and the creature suffers a -1 status penalty to attack rolls and skill checks that target Bandestei (such as Athletics to Grapple or Intimidation to Demoralize). The victim can attempt a new DC 22 Will save once per hour to end the curse. If the target succeeds, it is then immune to Curse of Misery for 24 hours. The curse ends if Bandestei dies.**Devour Heart** ♦♦ (incapacitation) Bandestei tears



an unconscious or dead creature's heart from its chest and devours it. If the creature isn't already dead, it must succeed at a DC 22 Fortitude save or instantly die. If it dies or was already dead, Bandestei immediately gains 10 temporary Hit Points and is quickened 1 for 1 minute. He can only use the extra action to Strike. A victim slain in this way can be returned to life normally.

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**MERTIFRAX, SERGEANT-AT-ARMS CREATURE 6**

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**UNIQUE CE MEDIUM FIEND**

Male barghest alchemist

**Perception** +15; darkvision, scent (imprecise) 30 feet

**Languages** Abyssal, Common, Goblin

**Skills** Acrobatics +13, Crafting, +14, Deception +15, Diplomacy +12, Intimidation +14, Stealth +16, Survival +11

**Str** +5, **Dex** +2, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

**Infused Items** Mertifrax carries 3 infused moderate acid flasks, 3 infused moderate bottled lightning, 3 infused moderate frost vials, and 3 infused moderate thunderstones. These items last for 24 hours, or until the next time he makes his daily preparations.

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**AC** 24; **Fort** +16, **Ref** +15, **Will** +11

**HP** 85; **Resistances** fire 5, physical 5 (except magical)

**Attack of Opportunity** ⤴

**Opportune Bomber** If Mertifrax has an alchemical bomb in hand, he can use it to make an attack of opportunity. He makes a ranged alchemical bomb Strike, instead of a melee Strike against the triggering creature when he uses his Attack of Opportunity reaction.

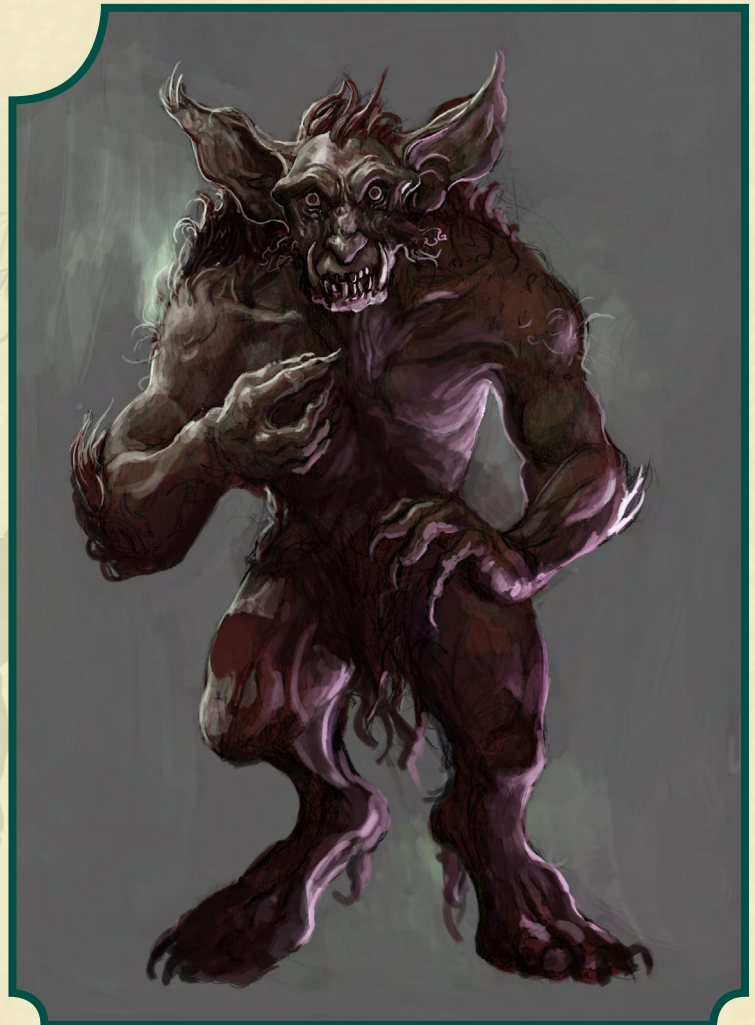
**Speed** 25 feet

**Melee** ⬠ jaws +14, **Damage** 2d10+5 piercing

**Melee** ⬠ claw +14 (agile), **Damage** 2d8+5 slashing

**Ranged** ⬠ alchemical bomb +16 (range increment 20 feet, splash), **Damage** varies by bomb

**Divine Innate Spells** DC 24; **4th** *blink* (at will), *confusion*, *dimension door* (self only); **3rd** *levitate* (at will); **1st** *charm*



**Change Shape** ⬠ (concentrate, divine, polymorph, transmutation) Mertifrax takes on the shape of a goblinoid (a goblin, hobgoblin, or bugbear) or a wolf, or it transforms back into its true form. When Mertifrax is a goblinoid, he loses his jaws and claw Strikes, becomes Small if he is a goblin, and his Speed changes to 20 feet. When Mertifrax is a wolf, his Speed changes to 40 feet and his jaws gain Knockdown. He has only one goblinoid form and one wolf form.

**Quick Bomber** ⬠ Mertifrax draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

**Directional Splash** Mertifrax can designate a number of creatures up to his Intelligence modifier (minimum 1) that are not affected by the splash damage from his bombs.



**Feed** Once per month, a barghest can spend 1 minute to devour a corpse, gaining a permanent +1 status bonus to its checks and DCs. Each subsequent time it feeds, this bonus increases by 1. The fourth time a barghest feeds, it sheds its skin and mutates into a greater barghest, and the status bonus ends.

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**UNDERGUILD FOOT SOLDIERS (4)**

**CREATURE 2**

**CN MEDIUM HUMAN HUMANOID**

Male or female human

**Perception** +8

**Languages** Common

**Skills** Acrobatics +8, Athletics +8, Stealth +8

**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +1

**Items** daggers (3), shortsword, leather armor

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**AC** 18; **Fort** +8, **Ref** +11, **Will** +5

**HP** 36

**Nimble Dodge** ↻ **Trigger** A creature that the Underguild foot soldier can see targets them with an attack. **Effect** The Underguild foot soldier gains a +2 circumstance bonus to their AC against the triggering attack.

**Mobility** When the Underguild foot soldier takes a Stride action to move half their speed or less, the movement does not trigger reactions.

**Speed** 25 feet

**Melee** ✦ shortsword +10 (agile, finesse, versatile S),  
**Damage** 1d6+5 piercing

**Melee** ✦ dagger +10 (agile, finesse, versatile S),  
**Damage** 1d4+5 piercing

**Ranged** ✦ dagger +10 (thrown 10 feet), **Damage** 1d4+5 piercing

**Sneak Attack** An Underguild foot soldier deals 1d6 extra precision damage to flat-footed creatures

**Surprise Attack** On the first round of combat, if an Underguild foot soldier rolls Deception or Stealth for initiative, creatures that haven't acted are flat-footed to them.

**Sword Critical Specialization** When an Underguild foot soldier gets a critical hit with a weapon in the sword group, the target becomes flat-footed until the start of the foot soldier's next turn.

**Tactics:** If the inhabitants of the room become aware of the PCs entering their lair, they order Jamus in C6 to ambush and slow them in C5. Bandestei hides beneath the map table (he doesn't know for sure that the intruders are undead, so he does not rely solely on his *hide from undead* ability). He drinks his potions and waits for the PCs to discover him or for his companions to attack before making his own attack. Mertifrax waits around the corner from the entrance by the door to C9. He has a bomb in hand for use as soon as the ambush of the PCs begins. Once he uses it on any obvious spellcasters, he uses dimension door to retreat behind the curtain partition to Hide. He then casts *blink* on himself and uses *charm* on the party while throwing bombs and blinking back and forth behind the curtain.

One of the foot soldiers dons the *bandit's cloak* on the desk chair, and they all hide behind the curtain and spring out to attack when the party enters. They initially use their daggers and concentrate their Surprise Attack on the first PC to enter the room and then switch to shortsword to try and lure the party fully into the room and set up the attacks of their hidden comrades. They try to flank PCs to continue their Sneak Attacks and use Acrobatics to Tumble Through the battlefield if necessary to reach favorable positions. The foot soldier wearing the bandit's cloak only activates it if none of his companions are within its area of effect or if he is on the verge of death.

**Development:** During the third round of combat, **Margravine Cassandra Vanderhaven** infiltrates the chamber in gaseous form through the secret entrance at the back, having located and breached the safe house using her own resources. When she realized the PCs were going to raid it, she opted to wait and see what mayhem they could cause. She tries to Hide behind the tapestry as much as possible (requiring her to make a Stealth check against the Perception DC of each creature in the room before she assumes her corporeal form. Anyone making at least a DC 28 Perception check notices a slight chill draft in the room the round before she emerges due to her opening the concealed door behind the tapestry before assuming gaseous form. She materializes long enough to grab the *Crimson Shroud* from the desk before ducking back behind the tapestry and through the open door there. If attacked before she can make her escape, she tries to Dominate any attackers and orders them to cover her retreat. Unless you wish for the adventure to end here, you should orchestrate the margravine's escape with the *shroud*. Once to the riverbank she Turns to Mist again and disappears into the night mists over the river. If the PCs are having a hard time with the encounter, the margravine can make an early appearance and take down a few of the foot soldiers before she makes off with the *Crimson Shroud*.



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**MARGRAVINE CASSANDRA VANDERHAVEN**      **CREATURE 9**

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See **Event 4** (page 15)

**Initiative** Perception +18

**Treasure:** The desk contains a hidden compartment under its writing surface (Perception DC 23) that is locked and trapped with an **acid trap** that shoots a stream of acid at anyone opening the compartment without using the key. Within this compartment is a bag of assorted gems worth 180 gp, a *hat of disguise*, and forged identification documents and credentials of a half dozen different “residents” of Tourse that the Underguild can use to infiltrate or evade as necessary. Who these identities are and how they may be of use to the party is up to the GM.

**Locked Secret Compartment:** **Hardness** 5; **HP** 20 (BT 10); Force Open DC 30; Thievery DC 25, four successes to Pick a Lock.

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**ACID STREAM TRAP**      **HAZARD 6**

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**MECHANICAL TRAP**

**Stealth** DC 28 (trained)

**Description** A mechanism sprays a stream of caustic liquid at anyone opening the compartment without using the key.

**Disable** Thievery DC 23 (trained) on the bladder trigger

**AC** 24; **Fort** +0, **Ref** +0

**Hardness** 1, **HP** 2 (BT 1); **Immunities** critical hits, object immunities, precision damage

**Spray** ⤴ (attack); **Trigger** A creature tries to open the secret compartment without the key. **Effect** The bladder is compressed, spraying acid at the triggering creature.

**Melee** spray +20, **Damage** 4d8+18 acid, plus the target must succeed at a DC 24 Reflex save or become dazzled (blinded on a critical failure) until it is restored to full Hit Points.

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**RETURN TO THE MANOR**

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After the events at The Lich’s Laboratory, the margravine has the *Crimson Shroud* and is in a rush to use its abilities to remove her vampire weaknesses. Once freed of these constraints, she plans on visiting any old enemies for a drink. In addition, she dreams of true immortality, and the ever-increasing power of her psychic abilities that will make her the region’s one true master vampire.

The PCs will be unable to follow her through the river mists after absconding with the *Crimson Shroud* through the Underguild’s backdoor. They don’t know where she might be headed, but if they succeed at a DC 15 Society check to Recall Knowledge, they remember that the margravine has no other known holdings of any significance of in or around the city, and with the coming dawn only a few hours at most away she must seek shelter from the sun’s rays. If the players don’t think of it themselves, attempt a secret DC 10 flat check for them to recall that with the destruction (or at least temporary removal) of the vampire hunter threat, Vanderhaven Manor is likely the most logical place for the margravine to have retreated at least in the short term. The PCs don’t have time to gather allies elsewhere in the city, so their only viable option seems to be heading back to Vanderhaven Manor and hoping to catch the margravine before she can complete her nefarious plans with the *Crimson Shroud*.

**EVENT 9: VANDERHAVEN MANOR REDUX EXTREME 6**

The PCs can reach the manor before dawn, but its pink suggestion is beginning to show on the eastern horizon. It is only a matter of minutes before the sun’s rays force the PCs to seek shelter within their own coffins.

The house is exactly as they left it, and if any members of the vampire hunters survived their attack, they have returned to Temple of Mitra to await the PCs. The margravine has retreated to area **A6** to conduct her ritual, though the PCs may need to search around a little bit to conclude that. During this process, remind them of their urgency as the predawn darkness gradually grows lighter and lighter with the swiftly coming day. A PC who Searches the manor can attempt a DC 10 Perception check to notice many new muddy tracks in **A2**, **A5**, or the hallway in between them. These are coming from the broken window in **A2**. A DC 10 Nature check to Recall Knowledge identifies them as large canine tracks, while a DC 15 on this check confirms them to be wolves. Once the tracks have been identified, a PC who succeeds at a DC 10 Survival check to Track easily follows them into **A5** and the double doors leading into **A6**. See that area for the means of gaining entry to the room.

Assuming the PCs are able to enter the room, add the following description in addition to the previous one provided in **Chapter 1**.

*The beautiful stained glass roof sparkles as small beams of sunlight filter through in a rainbow of colors. The rising sun provides slight illumination as it peaks over the horizon and pierces the city’s haze and building’s windows. Sunlight, the once-revered, life-giving radiance that is now to be feared. Standing*



before the central pedestal is the Margravine Cassandra veiled in the diaphanous folds of the Crimson Shroud.

Within the conservatory are the **Margravine Cassandra Vanderhaven**, her house steward and sycophant Forsythe, as well as her summoned Children of the Night in the form of a pack of **7 wolves**. From the start of this encounter, the clock is running for the PCs. The sun has begun to rise and the margravine is counting on it to complete the *Ritual of the Corrupted Shroud* (see **Appendix D**). The stained glass of the roof is magically warded against the rays of direct sunlight, but only enough to reduce the light level to dim light. It still causes a full vampire to become slowed 1, though is not bright enough to slow them any further (or destroy them, even if they lose all their actions by some other means). Cassandra has broken open a single 5-foot section directly above the central dais so that the sunlight through the roof will fall upon it and her as the sun rises. If she moves during the ritual, she must return to the dais by the final round of the ritual if she wishes to lose her weakness to sunlight. The sun has begun to rise as the PCs gain entrance into the room (unless for some reason they refuse or are unable to, in which case she completes the ritual uninterrupted, using Forsythe for her blood sacrifices). Assuming the PCs gain entry into the conservatory, they will enter just as the margravine starts the final portion of the ritual (see “Tactics” below). She has just fed Forsythe some of her blood, activating his Blood Rejuvenation, as she wants to make sure he can withstand the demands of the ritual’s blood sacrifice.

While she removes her weaknesses, Forsythe and her summoned wolves do everything they can to keep the party away from the margravine, including fighting to the death. Though, the margravine has Forsythe here for the ritual’s sacrificial demands, when the PCs arrive, she focuses the sacrificial demand on one of them instead. This creates a second hazard for the PCs as the *Crimson Shroud* begins to pull blood from their bodies. On any round in which the targeted PC succeeds at his saving throw to avoid the blood sacrifice, Cassandra defaults to Forsythe instead. If Forsythe is slain, the margravine makes the sacrifice from her own Hit Points in that round, counting on her fast healing to recover them.

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**MARGRAVINE CASSANDRA VANDERHAVEN**      **CREATURE 9**

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See **Event 4** (page 15)  
**Initiative Perception +18**

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**FORSYTHE**      **CREATURE 7**

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See **Event 1** (page 12)  
**Initiative Perception +18**

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**WOLVES (7)**      **CREATURE 1**

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*Pathfinder Bestiary (Second Edition)*  
**Initiative Perception +7**

**Tactics:** The margravine and her retinue use the following tactics to battle the PCs during the ritual, and the timetable of outside events occur as outlined below. Modify the tactics of the margravine’s forces as necessary based on the actions of the PCs, but completion of the ritual remains her top priority — Cassandra knows she only gets one chance at this.

**Round 1:** The PCs arrive just as Cassandra successfully casts the ritual, meaning she can now sacrifice blood to lose her weaknesses. Once initiative is rolled, Forsythe and the wolves rush forward to protect their master. On Cassandra’s turn she targets a PC begins to for the blood sacrifice (if necessary, she then uses her second action to target Forsythe, who automatically fails his saving throw). The margravine attempts a skill check each round to remove a weakness (see the *Ritual of the Corrupted Shroud* in **Appendix D**).

**Round 5:** The morning sun filtering into the room is sufficiently bright to cause any vampire in the chamber (other than the margravine) to gain the fatigued condition unless they succeed on a DC 16 Fortitude save (if not fatigued, a new save is required each round, with the DC increasing by +2 each round). Any vampire standing on the central dais is subject to direct sunlight and gains the slowed condition (or increases its slowed value, potentially leading to being destroyed); remember the margravine is wearing the shroud, and her slowed value is reduced by 1.

When the margravine completes the ritual—either by failing four skill checks or by removing all of her weaknesses—she immediately Turns to Mist. She makes her way to **A4** in order to access her coffin in **A26** where she regains her material form after 2 rounds of rest.

**Development:** If the margravine is defeated before completing the ritual, she uses Mist Escape in order to reach her coffin in **A26** as described above. Regardless of how the margravine is dealt with, the *Crimson Shroud* is left behind in this chamber.



## EVENT 10: IN THE CRYPT OF THE MARGRAVINE EXTREME 6

The most likely way for the PCs to discover area A26 is to follow the margravine's gaseous form here after battling her in **Event 9**. If the PCs defeated her during the ritual, then Margravine Cassandra is in her coffin recovering from her wounds. If she was able to complete the *ritual of the Corrupted Shroud*, then she only needs to rest in her coffin for 2 rounds before being able to emerge whole and with none of the weaknesses of a normal vampire (see the *ritual of the Corrupted Shroud* in **Appendix D**). One of her first actions in combat is to pull the outer lid off of the coffin in order to release the **black pudding** within to give the PCs something extra to worry about.

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MARGRAVINE CASSANDRA VANDERHAVEN CREATURE 9

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See **Event 4** (page 15)  
**Initiative** Perception +18

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BLACK PUDDING CREATURE 7

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*Pathfinder Bestiary (Second Edition)*  
**Initiative** Perception +9

**Development:** If she is defeated here and PCs get in her coffin while she is still recovering, Cassandra attempts to Dominate them at first, and if that fails, she begs for her life. She offers up everything, even the *Crimson Shroud* and its secrets, her mansion, and her wealth. She will, of course, attempt to double-cross the PCs at the first available opportunity.

## CONCLUDING THE ADVENTURE

If the party is successful at the end of the adventure, they should have destroyed Margravine Cassandra and recovered the *Crimson Shroud* with at least one of the PCs still in control of himself as a free-willed vampire (as opposed to having succumbed to evil through feeding and becoming a GM-controlled NPC). It is possible that such a PC will need to try and put down any of his evil party members in order to have the *Crimson Shroud* cure administered to them even against their will. Since the dawn has come, the first order of business for the PCs will be to return to their coffins in A5 until the next nightfall, which will give a canny PC the

opportunity to stake his unsuspecting corrupted comrades in order to keep them in a state of suspended animation until such time that the cure can be administered. The PCs are in luck during this first day of rest because both the remoteness of access and the reputation of Vanderhaven Manor will keep anyone from trespassing at the house before nightfall, when the PCs can become active again.

The PCs have the *Crimson Shroud* but do not know the *ritual of the Crimson Shroud* to cure them of their vampiric affliction. In addition, their continual blood hunger (**Appendix C**) means they are unlikely to have time to research the ritual before succumbing to their foul impulses, so their best bet is to find someone who can do the ritual for them. The most obvious possibilities include any deals they have brokered with Vorlawn Hodge or Bishop Voltix at the Bastion of Righteous Decree or possibly even High Faithful Thesius Blathe of the local Temple of Mitra, who all possess the requisite knowledge of the shroud and its ritual necessary to cure the PCs. If the PCs do not have any of these opportunities, the strange elven painter Corodolan Ielvian (from **Event 2**) seeks them out on the next night, having learned of their plight through his own mysterious network. If the PCs previously made a favorable impression upon the artist, he puts them in touch with an underground cleric of Bacchus-Dionysus who can perform the ritual they need in exchange for allowing him to paint their vampiric destruction (staking, sunlight, etc.) at the hands of the cleric. If they have not previously made a favorable impression on the painter he demands a payment of 150 gp as well as the painting before he puts them in touch with the cleric. In any event, the cleric of Bacchus-Dionysus demands they turn over the *Crimson Shroud* to him before he will use the ritual.

Unfortunately for the PCs, regardless of whom they procure to perform the *ritual of the Crimson Shroud*, they all know that its *resurrect* ability only works on a dead body, so they first have to destroy the PCs and can then only revive them at a rate of one per week. They propose to stake each PC and then expose them all to the light of sunrise to burn them to ash and permanently destroy them as undead. They will then resurrect one PC on the first morning (the ashes of the vampires are sufficient for the *Crimson Shroud's* power to work) and allow them to oversee and bear witness to the completion of the process over the next month or so. The clerics of Grox, surprisingly, abide by any agreement they previously made with the PCs but demand the additional concession of the return of the *Crimson Shroud* to them at the end as they suddenly realize the leverage that they have over the PCs in the situation. High Faithful Thesius likewise willingly conducts the ritual—even if the PCs slew



some or all of his vampire hunters in Event 8—but only on the condition that they concede ownership of the *Crimson Shroud* to the Temple of Mitra at the end of the process so that it may be used for the benefit of all. He resurrects any of the slain hunters during this time to bolster his position against recalcitrant PCs.

It is entirely possible that the PCs may decide to renege on any deals regarding giving up the *Crimson Shroud* and instead try to keep it for themselves. As GM, you should be cautious about allowing an artifact of its potency to remain in the hands of the PCs. Its presence could easily unbalance a game. It would be better to have the respective church make its own contingency plans for just such a double-cross that prevent the PCs from being able to do so. One possible alternative is to allow the party to come to an agreement with the church that they may return and receive the use of the shroud on future occasions free of charge. This keeps it out of their immediate hands but also puts an ace in their back pocket should they need it to perform a resurrect ritual or similar services later.

In any event, as long as the PCs have not attempted to double-cross the benefactor providing the ritual, they have created at least something of an ally that can assist them in other ways — most notably in what amounts to the assassination of the Margravine of Tourse, no small matter within the duchy. It is possible that the PCs have managed to cover their tracks well with the margravine having “disappeared” (her body having been reduced to ash by the rays of sunlight after being defeated by the PCs in area A26), but they are still not above suspicion, having been seen with her at the party that was her last public appearance and likely having stayed in residence at her manor afterward — and especially if they are seen possessing any items connected with her family and household.

There are several ways that this can play out. In truth, Duke Kanimar Passur cares little for the passing of the House of Vanderhaven and assumes formal control of duchy’s capital city himself with the ability to give out the hollow title of Margrave of Tourse to some other political toady at a later date. However, he does have a duty to keep up appearances and cannot allow nobles of the realm to be murdered and robbed with impunity. If the PCs have made no secret of their involvement and their possession of Vanderhaven property, the duke orders their arrest and the return of all the treasures taken from the manor. Having made a deal with Bishop Voltix Calbrough or a favorable impression with Claudius Camrid (Event 2) reduces this to having to return 50% of the monetary treasures along with the silver dove wondrous figurine, the +1 striking shifting bastard

sword from A6 and the +1 resilient breastplate from A26. If the PCs have not allied with either of these individuals but have made alliance with High Faithful Thesius and bring forth proof of the margravine’s vampirism and other unsavory practices, they are offered the same deal.

If the PCs have not openly displayed any of the Vanderhaven property or revealed their part in events, suspicion still falls heavily upon them. In this case, the duke orders an investigation of them. If the PCs have allied with Bishop Voltix or made a favorable impression with Claudius Camrid or Lady Renee Galatry (both from Event 2), then the investigation finds nothing conclusive but does require the return of the dove, the sword, and the breastplate if they are found to be missing from the manor. Otherwise the investigation leads to the conclusion as described in the paragraph above.

The situation for the PCs in Tourse varies widely depending on how the adventure goes: anything from being wanted criminals on the run, to cronies with some of the city’s corrupt leadership, to civic crusaders allied with the rising Temple of Mitra. Whichever it turns out to be, they are likely to have many uncomfortable memories of their time spent as blood drinkers among the city’s night-shrouded streets that could serve to propel them toward or repel them from further adventures in the city. The Church of Grox attempts to rebuild its influence while the Underguild is unlikely to abandon its own aspirations for the city and duchy. All of that combined with a crusading Church of Mitra and a thoroughly corrupt government ensures plenty of adventure opportunities should the PCs want them.

## APPENDICES

### APPENDIX A: SYCOPHANT

Sycophants are creatures that are thralls of vampires yet have not undergone a transformation to the undead. They are instead rewarded for their service to the vampire with a portion of the vampire’s blood. This daily feeding allows the sycophant to retain its abilities as it ingests and gains dark powers from its master’s ichor. As with vampires themselves, you can build a sycophant from the ground up, using the standard rules for monster creation (that’s how Forsythe was built in this adventure). Or you can use the following adjustments to turn an existing creature into a sycophant creature, effectively making them function 1 level higher.



## CREATING A SYCOPHANT

Any living, corporeal creature can become a sycophant creature. They use all the base creature's statistics and special abilities except as noted here.

- It gains the sycophant trait. If the sycophant wasn't evil before, it usually becomes evil.
- Increase AC, attack bonuses, Strength, and Dexterity by +1.
- Add darkvision and an imprecise scent with a range of 30 feet (if the creature already has scent, its range increases 30 feet).
- Increase the size of the creature's unarmed damage dice by one step. If the creature didn't already have an unarmed attack, it also does not take the usual -2 circumstance penalty when making a lethal attack with an unarmed attack with the nonlethal trait (such as with a fist).

**Sycophant Abilities:** All sycophants gain the following abilities:

**Blood Mask** A sycophant is able to conceal its alignment, as undetectable alignment, from all forms of divination. If the sycophant has fed from its progenitor within a 24-hour period and is within 1 mile, the progenitor gains this benefit as well.

**Blood Rejuvenation** (necromancy) For 10 rounds after a sycophant drinks of its progenitor vampire's blood, it gains fast healing 5.

**Progenitor's Possession:** A sycophant's degree of success improves by one step for any saving throw vs. an enchantment effect cast by anyone but their progenitor. The degree of success is one step worse for any saves vs. enchantment effects cast by their progenitor.

**Sense Progenitor** A sycophant knows the direction and distance to its progenitor vampire — this sense can be blocked by any effect that prevent detection or divination. A sycophant has a permanent mental link to its progenitor in effect at all times, letting the progenitor impart mental information, like

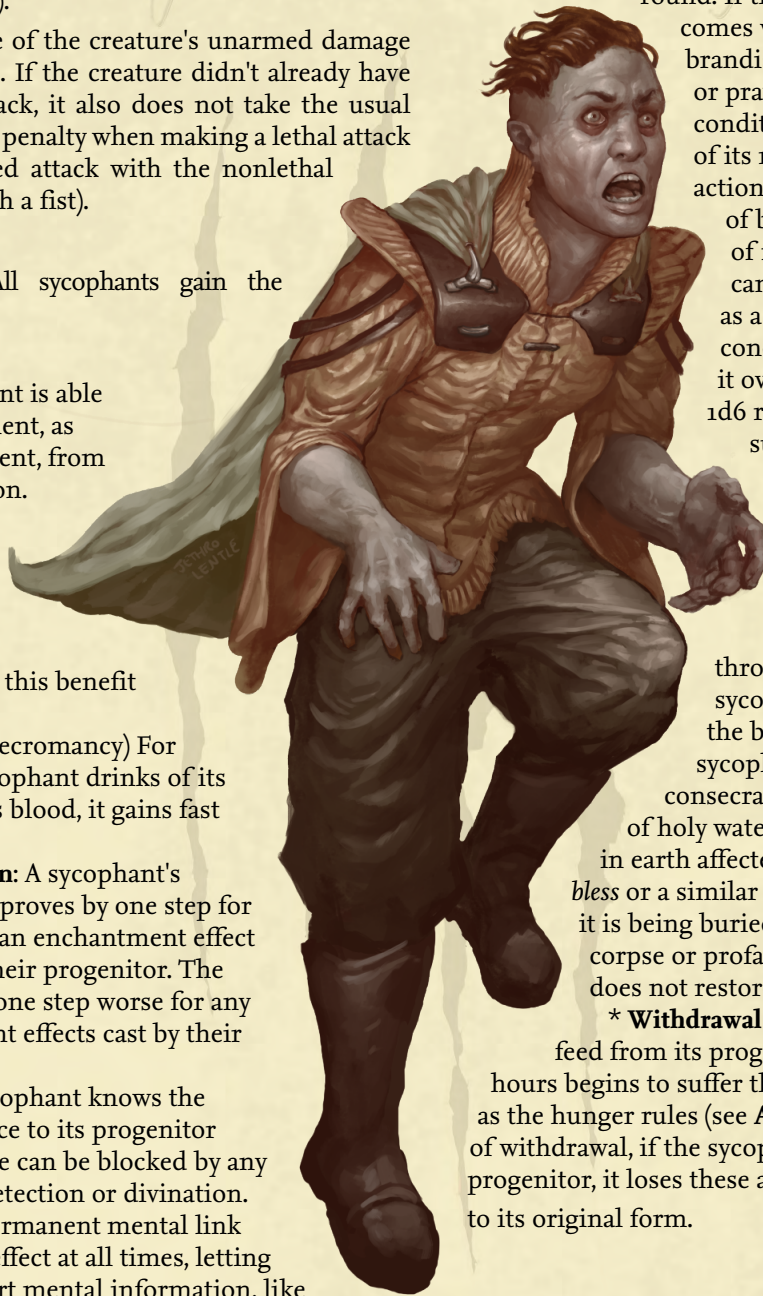
*mindlink*, at any time as long as they are on the same plane.

**Sycophant Weaknesses** All sycophants gain the following weaknesses:

\* **Revulsion** Similar to a vampire, a sycophant cannot voluntarily come within 10 feet of a brandished religious symbol of a non-evil deity or a creature reciting prayers of a non-evil deity. Any creature can Interact to raise their religious symbol for 1 round (similar to Raising a Shield) or, as long as it is at least trained in Religion, can spend an action with the auditory and concentrate traits to pray for 1 round. If the sycophant involuntarily comes within 10 feet of a creature brandishing a religious symbol or praying, it gains the fleeing condition, running from the object of its revulsion until it ends an action beyond 10 feet. After 1 round of being exposed to the subject of its revulsion, a sycophant can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, it overcomes its revulsions for 1d6 rounds (or 1 hour on a critical success).

\* **Final Rest** Even after a sycophant is killed, it can be brought back to consciousness with 1 Hit Point if its progenitor's blood is poured down its throat. However, consecrating the sycophant's remains and burying the body destroys it forever. A sycophant's body is considered consecrated if it is doused with a vial of holy water and buried; if it is buried in earth affected by a consecrate ritual, or if *bless* or a similar divine spell is cast upon it as it is being buried. Digging up a sycophant's corpse or profaning the area where it's buried does not restore a buried sycophant.

\* **Withdrawal** A sycophant that doesn't feed from its progenitor for more than 24 hours begins to suffer the effects of withdrawal as the hunger rules (see **Appendix C**). After 7 days of withdrawal, if the sycophant has not fed from its progenitor, it loses these adjustments and reverts back to its original form.





## APPENDIX B: VAMPIRES AS PLAYER CHARACTERS

### VAMPIRE TEMPLATE

The main plot point of this adventure is that the PCs are turned into vampires at the beginning and must complete the adventure and find a cure before their condition becomes permanent. When a PC is turned into a vampire via the create spawn ability, he gains the vampire template as described in the *Pathfinder Bestiary* under “Vampire”. Make these changes to PCs when they become vampires. These abilities mean the PCs are effectively 1 level higher than they would be otherwise but level-based effects (such as an alchemist's infused reagents) are still based on their class level.

- It gains the undead and vampire traits. It also loses any traits that represented its life as a living creature, such as human and humanoid.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase damage with Strikes and other offensive abilities by 1.
- Reduce HP by 15 (minimum equal to 5 plus Hit Points granted by their initial ancestry).
- The vampire gains fast healing 7 and resistance to physical damage (except magical silver) 7. These abilities are the reason the vampire has less HP.

The PCs gain the following abilities:

**Senses** darkvision

**Negative Healing**

**Immunities** death effects, disease, paralyze, poison, sleep

**Coffin Restoration** (divine, necromancy, negative) Unlike other undead, a vampire isn't destroyed at 0 HP. Instead, it falls unconscious. If its body rests in its coffin for 1 hour, the vampire gains 1 HP, after which its fast healing begins to function normally.

**Vampire Weaknesses** All vampires possess the following weaknesses.

- **Compulsions** Vampires are creatures of strange and unknowable compulsions. A typical vampire can't voluntarily cross running water unless it is transported while it hides within its coffin, nor can it enter a private dwelling unless invited in by someone with the authority to do so. The vampire can still be forced to do these things and might be able to overcome its compulsion just as it does its revulsion (see below).

- **Revulsion** A vampire can't voluntarily come within 10 feet of brandished garlic or a brandished religious symbol of a non-evil deity. To brandish garlic or a religious symbol, a creature must Interact to do so for 1 round (similar to Raising a Shield). If the vampire involuntarily comes within 10 feet of an object of its revulsion, it gains the fleeing condition, running from the object of its revulsion until it ends an action beyond 10 feet. After 1 round of being exposed to the subject of its revulsion, a vampire can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, it overcomes its revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Stake** A wooden stake driven through a vampire's heart drops the vampire to 0 HP and prevents it from healing above 0 HP, even in its coffin. Staking a vampire requires three actions and works only if the vampire is unconscious. If the stake is removed, the vampire can heal above 0 HP again, and if it's in its coffin the 1-hour rest period begins once the stake is removed. If the vampire's head is severed and anointed with *holy water* while the stake is in place, the vampire is destroyed.
- **Sunlight** If exposed to direct sunlight, a vampire immediately becomes slowed 1. The slowed value increases by 1 each time the vampire ends its turn in sunlight. If the vampire loses all its actions in this way, it is destroyed. Due to their supernatural aversion to light, vampires don't cast shadows or show a reflection in mirrors.

**Climb Speed** Vampires gain a climb Speed equal to their land Speed.

**Claws** If the PC had hands, their fingernails thicken and grow, granting them an unarmed claw Strike that deals slashing damage and has the agile trait. If the PC is untrained in unarmed attacks, the claw does 2d6 slashing damage; if it is trained, it does 2d8; if it is expert, it does 2d10; and if it is a master, its claw does 2d12.

**Drink Blood** ♦ (divine, necromancy); **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 2 and the vampire regains HP equal to 10% of its maximum HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A vampire can also consume blood that's been emptied into a vessel for sustenance, but it gains no HP from doing so.



A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a DC 20 Medicine check and sufficient blood or a blood donor, reduces the drain by 1 after 10 minutes.

**Grab** The vampire's claw attacks (or equivalent unarmed attacks) gain Grab.

**Create Spawn** (divine, downtime, necromancy) If a creature dies after being reduced to 0 HP by Drink Blood, the vampire can turn this victim into a vampire by donating some of its own blood to the victim and burying the victim in earth for 3 nights. If the new vampire is lower level than its creator, it is under the creator's control. If a vampire controls too many spawn at once (as determined by the GM), strong-willed spawn can free themselves by succeeding at a Will saving throw against the vampire's Will DC.

**Mist Escape** ◆ **Trigger** The vampire is reduced to 0 HP. **Effect** The vampire uses Turn to Mist. It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.

**Change Shape** ◆ (concentrate, divine, polymorph, transmutation) The vampire transforms into one of its animal forms or back into its normal form. Most vampires can turn into a bat, but some can turn into a different creature, such as a rat or a wolf. Use the options in the *aerial form* and *animal form* spells as guidelines.

- **Bat** The vampire changes into a bat swarm or giant bat (*Pathfinder Bestiary*). It gains echolocation 40 feet, a land Speed of 20 feet and a fly Speed of 30 feet, and a fangs Strike with the same attack bonus as its highest melee attack. These fangs deal the same amount of damage as the vampire's claws, but deal piercing damage rather than slashing damage.

**Children of the Night** (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

**Dominate** ◆◆ (divine, enchantment, incapacitation, mental, visual) The vampire can cast *dominate* at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. The save DC is equal to 20 plus the PC's Charisma modifier, and a creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

**Turn to Mist** ◆ (concentrate, divine, transmutation) The vampire turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. The vampire loses fast healing while in *gaseous form*. The vampire can remain in this form indefinitely.

### VAMPIRE SPAWN

All of the above assumes that all of the PCs are at least 5th level. PCs lower than 5th level instead become vampire spawn, meaning they get resistance to all physical damage except silver, and do not gain Create Spawn, Mist Escape, Change Shape, Children of the Night, Dominate or Turn to Mist.

### ENSLAVEMENT

As explained under **Afterlife** in **Chapter 1**, the PC vampires are originally created to be enslaved servitors of the margravine. However, because of the number of PCs the margravine is trying to control at once, the PC vampires have the opportunity to break her control over them. Immediately upon waking each vampire PC gets a DC 30 Will save to try to break the margravine's hold over them and become a free-willed vampire. PCs that fail the initial save can make a new save each hour (with a +1 status bonus to the saving throw for each one after the first) to throw off the slowly unraveling compulsion. PCs who remain enslaved behave as if under the effects of the margravine's Dominate (however, she hasn't given them any orders so they can act freely until she does).

### ALIGNMENT

Vampire PCs begin with their original alignment. However, the first time a vampire gives into its hunger (see below), its alignment shifts one step closer toward evil on the good–evil axis (the law–chaos axis is unaffected). If a vampire PC's alignment shifts to evil then it becomes an NPC under the control of the GM until cured of its vampirism. If free-willed it may still work with the PCs against the margravine but will not seek to obtain a cure for its condition. If still enslaved by the margravine, then the vampire PC begins working for her against the party. If a PC is already evil when he becomes a vampire, then the first time it succumbs to its hunger it becomes an NPC under the control of the GM.

## APPENDIX C: HUNGER RULES

Vampire PCs are immediately beset by their overwhelming thirst for blood upon awaking in **Event 7** of **Chapter 1**. This desire to feed upon the life-giving sustenance is known as hunger. The original rules for



handling the hunger experienced by vampire PCs are provided in *Pathfinder Player Companion: Blood of the Night*. Since this adventure deals with only the first night of the PCs' existence as vampires, an abbreviated and simplified version of these rules is provided here. If a PC ends up as a vampire for a longer period, you may want to consult that book for a fuller explanation of what the PC will be dealing with.

The PCs awake in this adventure on their first night as vampires, having never sated their need to feed on blood. Their hunger for living blood is almost overwhelming, but they also instinctively know that to give in to that urge leads to the path of evil and corruption from which they may not be able to return (see "Alignment" under **Appendix B** above). Though, they may choose to feed upon the blood of a lesser animal which will provide them with sustenance (which is not the issue since this entire adventure takes place over a single night so that actual withdrawal is not truly an issue), it does nothing to rid them of the hunger to feed upon the blood of a living, sentient creature.

As a result of this nearly overwhelming hunger, the PCs face a test whenever they are faced with the presence of fresh blood from a living NPC in this adventure (feeding from a recently deceased corpse does not sate this hunger). There are occasions in this adventure when the exposure to fresh blood will trigger this hunger, and it always occurs whenever there is a battle in which one or more enemies is wounded.

Each time a PC who has not fed is exposed to the presence of the fresh blood of a living sentient creature, he must make a Will save (DC 14, +1 for each previous check). If this save is failed, the PC is compelled to feed or fall upon the wounded individual to attempt to drain him. Until the PC has fed, he can take no other action than to try and feed from this creature (e.g. trying to Grapple and then Drink its Blood). In this wild frenzy, the PC is careless and will continue to feed until the victim's drained value is equal to its level. During this feeding frenzy, the PC is flat-footed to all other creatures. Multiple PCs can feed off of a single individual simultaneously.

If a PC feeds in this way, his alignment shifts as described under Appendix B above. The players should not know that it is sometimes possible to feed more than once before becoming an evil GM-controlled NPC and

should be motivated to try and resist such a feeding at all costs. However, once a PC has successfully fed at least once during the adventure, the hunger no longer affects him and does not recur until the next night when he will feel the need to feed again (an occurrence that hopefully does not come to pass during the course of this adventure).

Due to the short duration of this adventure, the withdrawal effects described in *Pathfinder Player Companion: Blood of the Night* do not come into play.

## APPENDIX D: NEW MAGIC ITEMS



### ATHEIST'S DAGGER

ITEM 11

UNCOMMON ENCHANTMENT MAGICAL

Price 1,200 gp

Usage held in 1 hand; Bulk L

This +1 *adamantine dagger* has an undulating, flamberge-style blade and an alabaster hilt. Against creatures that gain their abilities from a divine source (as determined by the GM, but including champions, clerics, celestials, and fiends), it gains the effect of the striking fundamental rune. On a critical hit against such a creature, the target must succeed at a DC 28 Will save or have its connection to its divine source disrupted, as if it had done something anathema to its deity. For 1 round, it cannot Cast a Spell and use any other ability that come from its connection to its deity.

### BANDIT'S CLOAK

ITEM 10

ILLUSION INVESTED MAGICAL

Price 900 gp

Usage worn cloak; Bulk L

This tough leather cloak has a deep cowl to help protect the wearer from the elements. It also has a scarf sewn into the neck-lining to cover the wearer's face. When you pull the cloak's hood up (an Interact action), it surrounds you in shadow, granting you concealment for 1 round. You can't use this concealment to Hide or Sneak.

**Activate** ♦♦ Interact; **Frequency** once per day; **Effect** You flare the coat out, causing it to absorb light and heat. The cloak reduces bright light in a 20-foot emanation to dim light, and dim light to darkness. This is a form of magical darkness and can therefore overcome non-magical light or attempt to counteract magical light. Creatures adjacent to the wearer immediately take 4d6 cold damage (DC 25 basic Fortitude save).



## ANTIMORDETIS POTION

ITEM 7

UNCOMMON CONSUMABLE

MAGICAL POTION TRANSMUTATION

Price 70 gp

Usage held in 1 hand; Bulk L

Activate **◆** interact

This reddish-green liquid changes the drinker's blood and skin, making them acidic for 10 minutes. Creatures that touch or hit the imbiber with an unarmed attack or with a non-reach melee weapon take 2d6 acid damage plus 1 persistent acid damage for 5 rounds. A DC 23 basic Reflex save reduces the damage and negates the persistent damage on a success. A creature that drinks the acidic blood takes 4d6 acid damage plus 2 persistent acid damage for 5 rounds (basic DC 23 Fortitude save). A vampire compelled to feed by its hunger can attempt another Will save vs. its hunger DC to realize the creature's blood is tainted and resist the urge to feed on the potion's user. This check does not increase the vampire's hunger DC.

## PIN OF SHARED PAIN

ITEM 6

ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 50 gp

Usage affixed to armor; Bulk —

Activate **◆**; Trigger an enemy scores a critical hit on you with a weapon.

Small metal barbs surround the deep-red ruby set in the head of this rusty pin. When you activate the pin, the enemy who triggered the reaction takes half the damage and you take the remainder of the damage.

## WEREWOLF SKIN

ITEM 7

UNIQUE INVESTED MAGICAL  
MORPH TRANSMUTATION

Price 360 gp

Usage worn cloak; Bulk L

This gray, furry cloak sports a wolf's head that fits snugly over the wearer's head like a hood. Its wearer can use Diplomacy with a +1 item bonus to Make an Impression on wolves and to make very simple Requests of them, like the druid's wild empathy ability.

**Activate** **◆◆** Interact; **Frequency** once per day; **Effect** You draw the hood up and become a wolf-humanoid hybrid. You gain the effects of *moon frenzy* for 1 minute.



## WONDROUS FIGURINE, SILVER DOVE

ITEM 8

UNCOMMON CONJURATION MAGICAL

Price 85 gp

Usage held in one hand; Bulk L

The magical statuettes known as wondrous figurines are described in the *Pathfinder Core Rulebook*. This silver dove was specially made for the Vanderhaven family and is a prized possession recognizable anywhere in the city as belonging to them. When activated, this figurine transforms into a dove (use statistics for eagle, *Pathfinder Bestiary [Second Edition]*). It can be used once per day and remains in bird form for one hour. Alternatively, it can be sent to deliver a message of 25 words or fewer to one location you specify within one hour's flight. After it delivers its message, it can be given a reply of up to 25 words, and then returns to the location it departed from, delivers the message, and transforms back into a statuette. While delivering a message or reply, it benefits from a *sanctuary* spell.

## MAJOR ARTIFACT

## CRIMSON SHROUD

ITEM 20

UNIQUE ARTIFACT HEALING NECROMANCY

Usage worn; Bulk L

This loosely woven red shroud made from a blood-soaked burial shroud holds considerable powers over life and death. When placed over any part of a body, it serves as a focus item for a healing ritual that can quickly remove maladies, up to and including death itself. A similar ritual allows it to bring a touch of life to vampires, removing many of their weaknesses.

If you are a vampire, your slowed value due to exposure to direct sunlight is reduced by 1.

**Activate** **◆◆** envision; **Frequency** once per hour; **Effect** The shroud becomes a 10-foot-radius blood-red cloud of mist that remains centered on you. The mist provides concealment as obscuring mist though you can see through it normally. Any other living creature that enters the mist is affected by *crushing despair*. While in the mist, any critical success on the save is treated as a success until the creature leaves the mist. While affected by *crushing despair* a creature must succeed at a DC 5 flat check any time it would be affected by a beneficial spell (such as *heal*) or it doesn't gain the spell's benefits. In addition, if the creature attempts to leave the mist, it must succeed at a Will save or its action is disrupted. The save DC for *crushing despair* or to leave the mist is based on your



class DC or spell DC. A creature that successfully saves is temporarily immune to the effects of the crimson mist for 24 hours. The mist lasts for one minute, or until you use an envision action to dismiss it.

**Destruction** If a wearer dies by suicide of their own free will while wearing the *Crimson Shroud*, it unravels into a pile of frayed threads.

## RITUALS

Two new rituals are included in this adventure: the *ritual of the Crimson Shroud* and the ritual of the Corrupted Shroud. The casting times and/or skill checks for these rituals are lower than ordinarily needed because of the use of the *Crimson Shroud* as a required focus for them that alleviates these typical requirements of ritual casting. Conversely, these rituals cannot be performed at all without the use of the *Crimson Shroud* as a focus.

### RITUAL OF THE CRIMSON SHROUD RITUAL 1

RARE HEALING NECROMANCY

**Cast** 1 minute

**Primary Check** Medicine or Religion (expert)

**Range** 10 feet; **Target** 1 living or dead creature

You place the *Crimson Shroud* over a target and choose a malady (up to and including death) to remove. If you are required to make a counteract check, you may use the modifier of your Medicine or Religion check (whichever you used to make the primary check) instead of a spellcasting ability modifier and proficiency bonus. Afterward, the creature cannot be the target of ritual of the *Crimson Shroud* for 24 hours.

**Critical Success** You cast *restore senses* or *restoration* (2nd) on the target; if the spell requires a counteract check, you automatically succeed.

**Success** You cast *restore senses* or *restoration* (2nd) on the target.

**Failure** The target gains no benefit.

**Critical Failure** The target gains no benefit and can't be the

target of a *ritual of the Crimson Shroud* for 1 week.

**Heightened (2nd)** You add *remove disease* to the list of spells you may cast on the target.

**Heightened (3rd)** You add *restoration* (6th) to the list of spells you may cast on the target.

**Heightened (4th)** You add *regenerate* to the list of spells you may cast on the target.

**Heightened (5th)** You perform a *resurrect* ritual on the target. The *Crimson Shroud* may not be used for this ritual again for 1 week. This ritual can be further heightened as the *resurrect* ritual, but an additional cost must be provided equal to heightened versions of that ritual.

### RITUAL OF THE CORRUPTED SHROUD RITUAL 3

RARE NECROMANCY

**Cast** 1 hour

**Primary Check** Occultism or Religion (expert)

**Range** 10 feet; **Target** 1 vampire

The *Crimson Shroud* is placed over the target vampire's body; once the ritual is successfully completed, the primary caster—which may be the target vampire, if it is conscious and willing—may begin removing weaknesses by sacrificing blood to the shroud.

**Success** You may feed blood and vampire weaknesses to the shroud. Each round, you may spend one action to envision the shroud drawing a blood sacrifice from a living or undead sentient creature with blood within 30 feet of the shroud. The creature suffers 3d6 bleed damage (DC 27 Fortitude save negates; if a target succeeds at its save, you may spend another action to gain a blood sacrifice from a different creature). You then spend one action to attempt a DC 27 Occultism or Religion skill check to command the shroud to draw a weakness from the target vampire in the following order. This final part of the ritual ends in any round no blood sacrifice flows to the shroud, when all the target vampire's weaknesses are removed, or if the primary caster fails four checks.

1. Revulsion to garlic
2. Lack of shadow and reflection
3. Revulsion to religious symbols
4. Compulsion to require an invitation to enter a private dwelling
5. Any other compulsions
6. Stake
7. The exception of magical silver to its resistance
8. Sunlight; the vampire must be exposed to direct sunlight at the end of this round, or forever loses the ability to lose this weakness.





A vampire with at least 4 of its weaknesses removed increases its level by 1. A vampire with all 8 of its weaknesses removed increases its level by 2.

**Failure** The target gains no benefit.

**Critical Failure** The target gains no benefit and can't be the target of a *ritual of the Corrupted Shroud* for 1 week.

## APPENDIX E: THE DUCHY OF YSSER

The Duchy of Ysser (EE-sur) has long been a part of the Kingdoms of Foere. During the Wars of Succession when many of the kingdom's holdings broke away in rebellion or remained but with greater autonomy, often even palatinate status, the Dukes of Ysser stayed true to the Court of Courghais and held their fealty to the Crown of the Overking. Nevertheless, Ysser stands at the northernmost of edge of Foere's dominion, and the dukes wield great power in their own right, ruling from the capital at Tourse.

Ysser is a vast realm that at its widest point stretches 600 miles from the ancient highlands of the Old Tors in the west to mountains of Mons Terminus in the east. It borders the County of Coutaine to the south (another realm in the Kingdoms of Foere) and runs 300 miles north to an indistinct border with the Duchy of Waymarch<sup>LL1</sup> (a part of the Grand Duchy of Reme) somewhere south of the great Tradeway<sup>LL1</sup> that runs all the way from the City of Reme on the Crescent Sea, through the Stoneheart Valley<sup>LL1</sup> and its legendary city of Bard's Gate<sup>LL8</sup> all the way to Freegate<sup>LL8</sup> on the Gulf of Akados<sup>LL3</sup> in the east. Though the duchy holds no claim to the Tradeway, long have the Dukes of Ysser coveted it and the riches of its trade caravans.

For the most part the Duchy of Ysser consists of rolling plains with scattered farms, copses, and woodlands. It is grassy and fertile until it starts to reach the more arid and parched grasslands of Waymarch. It does not receive the abundant rainfall and gentle breezes of the weather systems migrating across central Akados only to become stalled over the Star Sea and the central lands of Foere by the enclosing March of Mountains<sup>LL5</sup> to the east, but neither does it suffer from the harsher north winds coming from the Haunted Steppe<sup>EB</sup> and the Stoneheart Mountains<sup>LL1</sup> that sweep across Waymarch. It enjoys a mixture of the two creating plentiful water for agriculture, grasslands for herds, and woodlands for game. It does not have the superb conditions for vineyards that its southern neighbor does but does quite well from a climate standard otherwise.

Three great roads cross the whole of the duchy and converge at the walls of Tourse. The Bishop's Road winds south from that city, crosses into Coutaine and passes through the Cathedral-City of Cantelburgh before crossing the Great Amrin River<sup>LL5</sup> and entering Foere Proper. The aptly named North Road extends northward from Tourse in a more-or-less straight line to the Tradeway. At this intersection the Duke of Ysser seeks to divert as much trade as possible south into his lands and encourages a major caravan stop and trading site to be maintained there, but it can't compete with the success of Fareme<sup>LL1</sup> farther east where the Tradeway enters the Stoneheart Valley and so remains little more than a sporadic way station for the great year-long caravans that ply the Tradeway.

Heading west from Tourse is the Duke's Road. The House of Passur would like to pretend that it was named in their honor, but it in fact extends much farther back into history when Cale, the son of Overking Paulus abdicated the throne to his twin brother Kennet and was given the port city of Reme and its surrounding lands as his own in what was to become the Grand Duchy of Reme. The Duke's Road heads west past the Broken Mountains before turning north again. Not far from this turn the Hill Road continues on west to Torwatch Keep and the hill lands. The Duke's Road continues north where it too meets up with the Tradeway some 200 miles east of the Rheman regional capital of Panetoth and 200 miles west of the North Road's own intersection. Where the Duke's Road meets the Tradeway stands the renowned inn known as The Dagger & Rose where a band of brigands known as the Highwaymen<sup>DM1</sup> have run rampant of late.

Ysser has no great woodland of its own, but the southwestern portion of its otherwise rolling plains is interrupted by the irregular heights of the Broken Mountains from whose western and southern slopes extends the old growth forest of the Elderwood extending into the Old Tors and reaching even the boundaries of the Kingdom of Foere itself to the south. The Barony of Vroulet stands in the embrace of the base of those peaks and some hill dwarves reside among them mining diamonds for the Baron Craldan<sup>FGG2</sup>, but otherwise Ysser is a land of lowland farmers, herdsmen, and entrepreneurs, mostly human but with its fair share of halflings (rumored to descend from ancient halfling clans of the Old Tors) and half-elves. Few elves call the duchy home, and other than the Broken Mountain Senelast Clan<sup>FGG2</sup>, few dwarves.

The lands of the duchy have been at peace and ruled over by the dukes of House Passur for many years. The last great upheaval to directly affect the duchy was the rise and subsequent fall of the infamous Black Monastery on the Hill of Mornay<sup>BM</sup> in the Old Tors. But even in that instance the armies of the Overking bore the brunt of campaign. The





fortress at Torwatch Keep was built and garrisoned by duchy soldiers, but since then other than the haunted monastery's occasional reappearance on certain nights, things have relatively quiet. This situation may not last as the current Duke Passur has at last taken steps to claim the riches of the Tradeway for himself and has begun to secretly hire gnoll bands of the Stoneheart Valley to disrupt trade and waylay troops of Waymark cavalry<sup>114</sup>, but so far this has neither borne much fruit nor been connected back to him. It is only a matter of time before he decides to escalate his tactics, and then his carefully laid plans are likely to backfire on him under the full pressure of the forces of Waymarch and the scrutiny of the Loughunters<sup>118</sup> of Bard's Gate.

### THE CITY OF TOURSE

The capital of the Duchy of Ysser is the centrally located city of Tourse (tur-SAY).

Tourse is a large walled city at the intersection of the three main high roads that run through the Duchy of Ysser. The River Kambur meanders through the eastern portion of the city following the foot of a series of limestone Charisma (Deception)s capped by chert gravel, though these have been mostly built over or covered in gardens during the city's centuries of existence. The river serves to separate the high-born, noble, and affluent neighborhoods from the lower city below.



The city is ruled in name by Margravine Cassandra Vanderhaven since the death of her husband the margrave some years earlier, but in truth Duke Kanimar and his advisors hold the true reins of power. While Vanderhaven Manor is a marvelous structure set upon Paldiur Hill and Kast Hall is a vast structure near the river where the City Assembly and Courts meet in session, the duke's castle of Esterby at the northern edge of the city is clearly where the seat of government lies. What the duke chooses not to dictate he passes on to the city officials to oversee at the margravine's behest. In truth, the margravine has little to do with the day-to-day running of the city, and as long the high sheriff keeps lawlessness to an acceptable level on the streets and the city taxes continue to fill the duchy's coffers the duke gives the city functionaries are fairly free hand. This has made the city government extremely susceptible to corruption and infiltration by such entities as the Underguild and the Cult of Grox, but they are smart enough to use their influence lightly in order to not rock the boat.

With a population of its size, Tourse has temples and churches of virtually every religion common to central Akados and a great many that are less common. Its most distinguished temple is also its greatest local representative of the High Church of Foere in the Bastion of Righteous Decree, the Temple of Archeillus, the Foerdewaith god of noble rule. It is the oldest temple in the city and was established by the original duke and patronized by the dukes of House Passur for many generations. This patronage has steadily declined (as has the rectitude of the city in general), through succeeding dukes of lower moral fiber. The current duke has only darkened the door of the venerable edifice twice for his own weddings and on a handful of other state occasions. If he were more familiar with its current hierarchy, he might find it much more in line with his own proclivities than the stuffy, dogmatic, pomp that he imagines. The Bastion of Righteous Decree is detailed in Chapter 2 of this adventure.

The other church in the city with the greatest following is the much newer House of the Revealed Sun, a temple of Mitra<sup>LL5-241</sup>, god of law, justice, and the sun, that stands in the lower portion of the city that has grown substantially in the last 40 years and stands in direct competition with the older, more traditional Foerdewaith faiths of Solanus<sup>LL2-16</sup> (goddess of the sun and healing and patroness of neighboring Reme) and Thyr<sup>LL1-169</sup> (god of law and justice). Though accepted as a part of the High Church of Foere in other parts of the Kingdoms of Foere, the staunch traditionalists of Tourse have kept its recognition as such in the Duchy of Ysser. As such, it is seen as an upstart faith of the unwashed masses

## TOURSE

A predominantly Neutral metropolis with rampant corruption. It has extensive academic areas, holy sites and is prosperous. It is also a strategically placed city with the dutchy.

The community has been infiltrated by dark forces. They are not numerous or bold enough for the community to be considered hunted, but their presence is nonetheless felt in myriad small ways that cast a shadow over the citizenry.

### TOURSE

### SETTLEMENT 10

N, metropolis

Capital of the Duchy of Ysser

**Government** Margrave (overlord)

**Population** 117,721 (80% humans; 12% halflings; 6% half-elves; 2% other)

**Languages** Common

**Religions** Archeillus<sup>LL5-236</sup>, Mitra<sup>LL5-241</sup>

**Threats** Cult of Grox<sup>MoM-90</sup>, Margravine Cassandra Vanderhaven, Underguild

**Infiltrated** The community has been infiltrated by dark forces. They are not numerous or bold enough for the community to be considered hunted, but their presence is nonetheless felt in myriad small ways that cast a shadow over the citizenry.

**Rampant Corruption** The powers that be are riddled with corruption.

- **Kanimar Passur, Duke of Ysser** (NE male human)
- **Cassandra Vanderhaven, Margravine of Tourse** (CE female human vampire)
- **Sir Geromin Vlack**, High Sheriff (LE male half-elf)
- **Sir Voltix Calbrough**, Bishop of Archeillus (LN male human cleric of Archeillus<sup>LL5</sup> [actually LE cleric of Grox<sup>MoM</sup>])
- **Thesius Blathe, High Faithful of Mitra** (LG male human cleric of Mitra<sup>LL5</sup>)
- **Corodolan Ielvian, famed painter** (CN male elf)

but has experienced ever-growing popularity among these same masses who have found a true haven of goodness from the pall that touches their city. For his part, High Faithful Thesius Blathe prays continually for divine guidance in the face of the overwhelming shadow that he can sense creeping across his city but cannot put a name to.

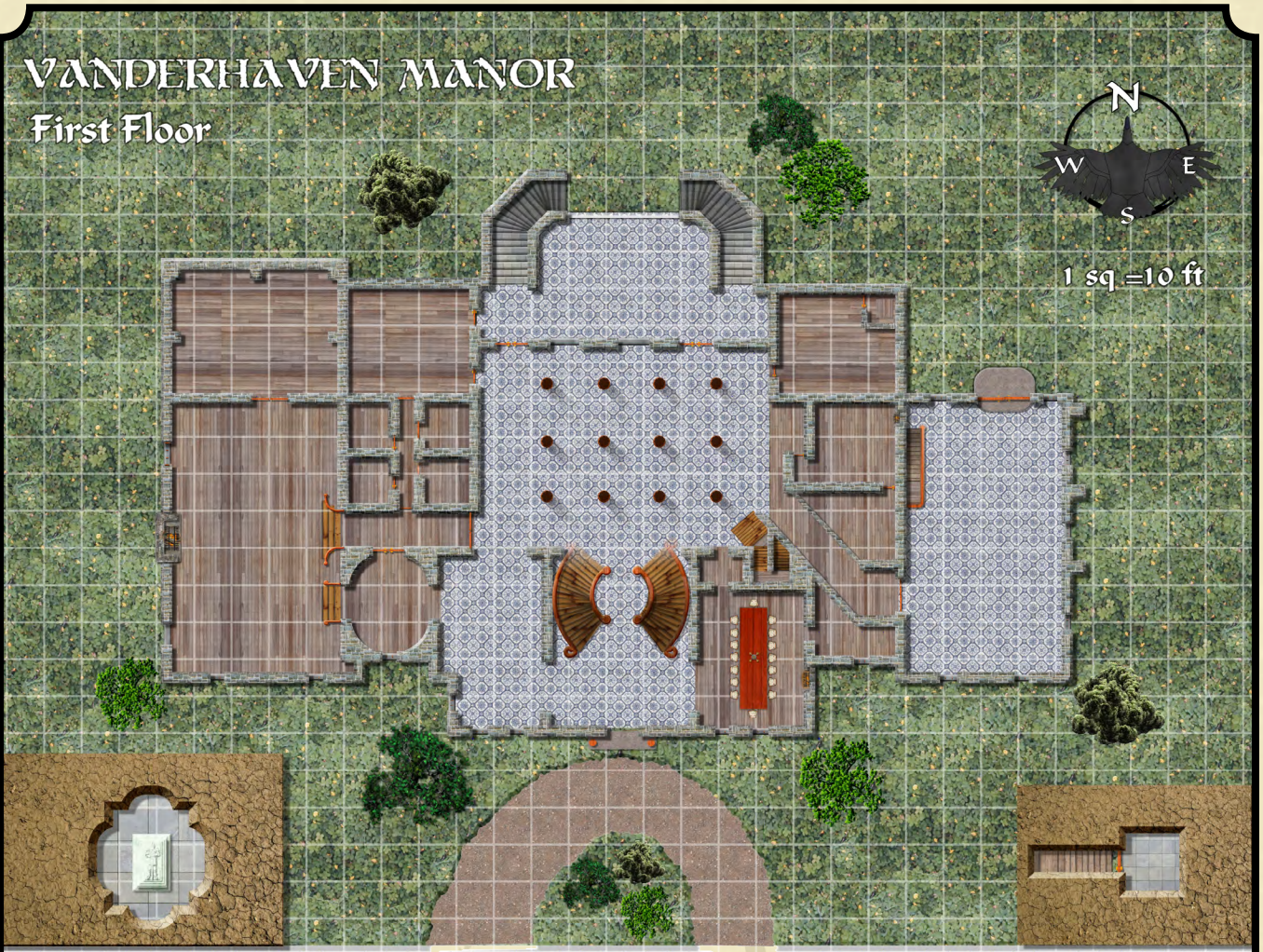


# VANDERHAVEN MANOR

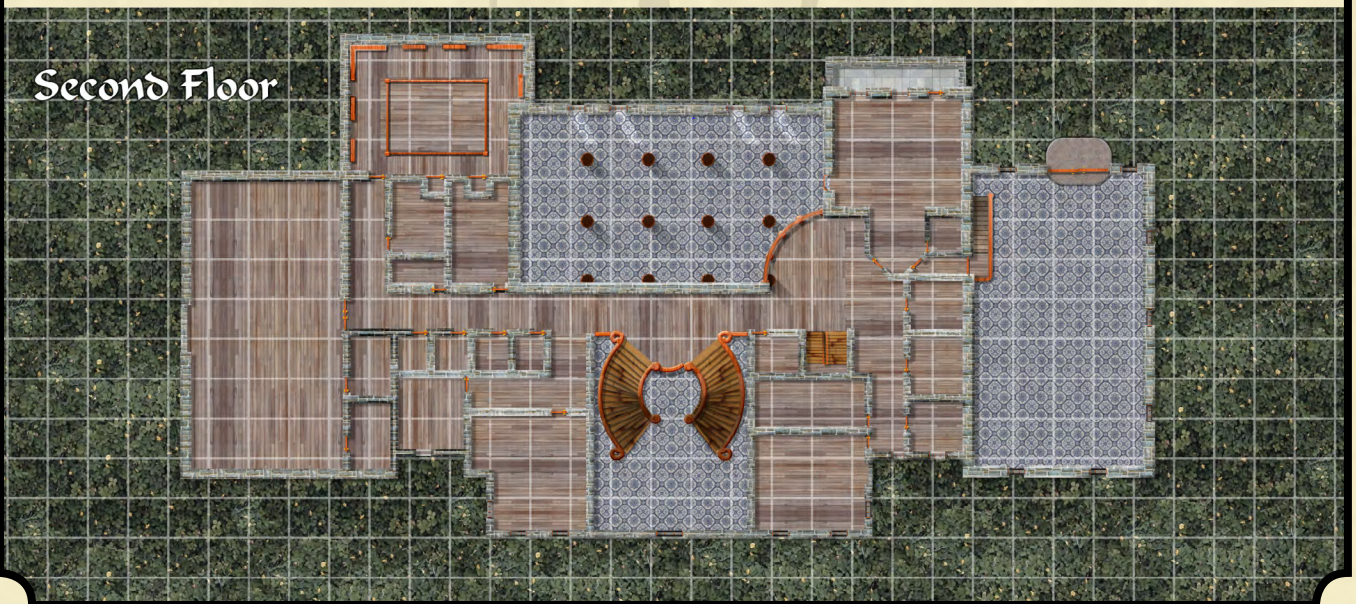
## First Floor



1 sq = 10 ft



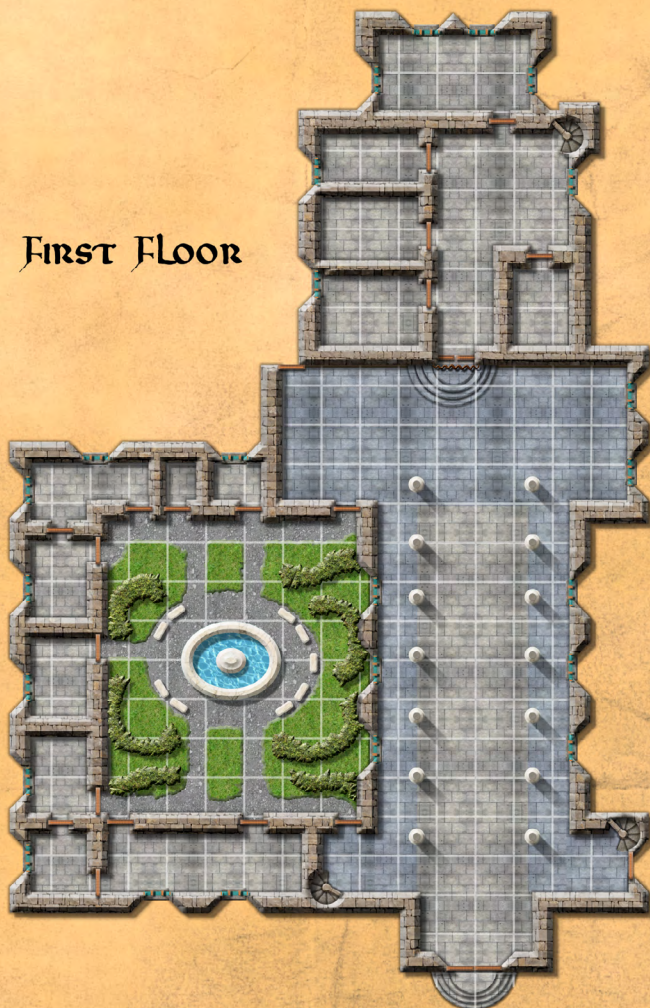
## Second Floor





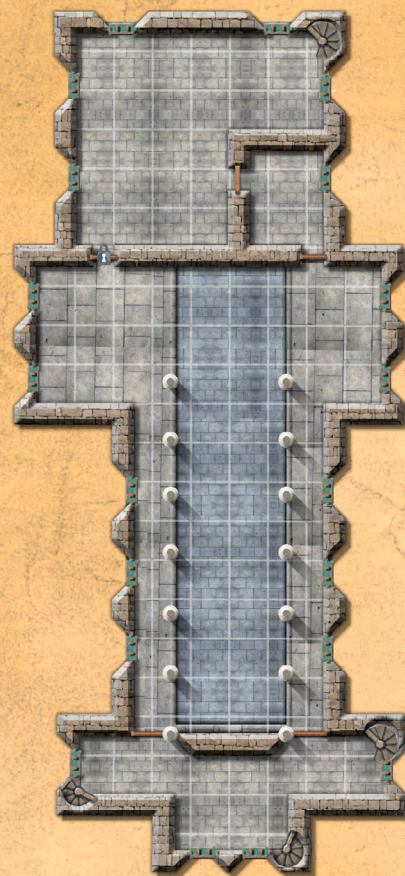
# B. BASTION OF RIGHTEOUS DECREE

FIRST FLOOR



1 square = 10 ft.

SECOND FLOOR



TOWER



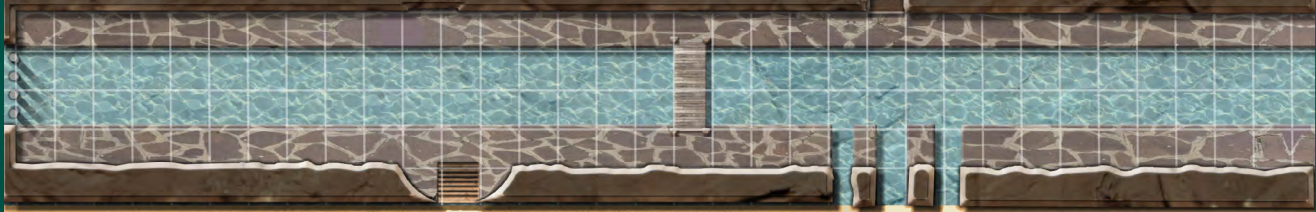


# C. THE LICH'S LABORATORY

Lower Level



1 square = 5 ft.



# C. THE LICH'S LABORATORY

Ground Level



1 square = 5 ft.





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