

FUR2-04



IN THE WEE HOURS

A One-Round D&D[®] LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1

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A dark cloud has fallen over the capital city of Chendl. Since the funeral of Prince Thrommel, the city has been mourning, and now many young merchants and nobles have begun to vanish. Tavern tales tell of increased guild activity, but even that does not explain rumors of the followers of Wee Jas entering the city. An adventure for characters level 3-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

DM SIDEBAR: DAYLIGHT VS. DARKNESS

In running this scenario, it is very important that DMs are familiar with the effects of key spells that the monsters and characters may employ during this adventure. Specifically, it is highly recommended that DMs read up on *daylight*, *deeper darkness*, and *sunbeam* in the *Player's Handbook*. The key item of note for this adventure is *daylight* causes an object to “shed light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light.” Because this is considered magical light, creatures that are light sensitive (i.e., drow, orcs, etc.) suffer penalties. Despite the name, the description of the spell states that the light is magical and not actual sunlight. This differs significantly from the *sunbeam* and *sunburst* spells which read “...in addition, the ray results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.” Vampires, only suffer penalties when exposed to actual sunlight or light from *sunbeam* or *sunburst* spells.

NPC SPELLCASTING

The availability of divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the character's area, he or she may journey (or have others carry the body if he is incapable of travel – i.e., dead) to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. Each traveler on the journey, if applicable, must pay the Time Unit cost. Unless specifically stated in the scenario, characters will be able to find clerics capable of casting 1st and 2nd levels spells without having to spend at TUs in travel. High-level spells are available within modules or by traveling to one of the churches outlined below (in which case travel time must be calculated if required to reach a temple).

This adventure occurs in Chendl and the Fairwain Province. Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th).

The majority of spells may be purchased with pure coin, however there are some reserved for those who have earned the church's favor (n/a under Pure GP Cost). Also, characters that have influence with a church may also use it (cash it in) for a discount on spell casting costs. Members of an appropriate religious order may also benefit from their permanent influence point to further discount the spell purchase price. This is reflected in the first two columns of the chart – the revised cost and allowable influence expenditure to procure the spell.

Spell	Cost	Infl.	Pure GP Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp

Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60 gp	0	60gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/a
Heal	660 gp	5	N/a

ADVENTURE SUMMARY AND BACKGROUND

In the Wee Hours is a mid-level adventure for the Living Greyhawk campaign setting. Players whose characters are not of at least 3rd level cannot play this adventure at this time. Likewise, the adventure is not designed to be a challenge for characters above 12th level, so these characters are also prohibited from participating in this adventure.

In the Wee Hours is set in the nation of Furyondy, in the city of Chendl. This adventure deals with the growing evil that has begun to plague the capital of Furyondy. Making their first appearance on the evening of Thrommel's funeral, vampire spawn were found within the city for the first time since the Greyhawk wars. The priests and army have guarded the presence of these monsters, but attacks are growing more frequent. Although the common folk of the city are unaware of the true danger, they believe that a new guild of rogues is on the rise. On the evening of the characters arrival, the city guard has implemented a curfew to try and keep the citizens safe.

A high-level summary of the encounters is provided here for the benefit of the DM.

Introduction – The characters are entering the city when the city guard approaches them. They learn of the curfew and are forced to take lodging at a nearby inn. It is only a few days before one of the Holy days of Heironeous.

Chendl's Gates – Given the state of danger, the gates are very well guarded and the characters may have a difficult time entering the city.

Traveler's Rest – Inside the inn, the characters are able to interact with a number of locals to learn more about the curfew. They also learn about a number of missing persons in the city, including two figures of note. The first is the son of a merchant. His father is interested in seeing the characters look into his son's disappearance. The merchant believes that the guild is responsible and his wife is dying of grief. The boy was laid to rest three days ago in a cemetery inside the city.

The second is a young prodigy of Heironeous who recently arrived in Chendl from the northern provinces. Little is known about her, and the members of the church are not forthcoming with information.

The Darkest Night – An optional encounter in case the characters wish to violate the city curfew to investigate any of the leads from the tavern. Shortly after their departure from the inn, they encounter a squad of guards, very much on edge. They direct the characters back to any nearby place of lodging, but may provide some more information. If the characters keep going, they are eventually discovered by a number of vampire spawn hunting.

Rostuhl House – The morning following their arrival, the characters may be able to meet up with the merchant from the inn. He allows them to talk to many of his workers and look around the scene of the boy's disappearance. There were signs of a struggle, but the body was not found for a day or two. The boy was a member of the thieves' guild, and the characters can learn a bit about the nefarious organization's dealings in the areas.

Mourning After – Characters may investigate through other sources including various churches, guard posts, etc. Eventually, they can assemble a list of the recently dead and missing. They also notice that many of the dead have been laid to rest in the same cemetery as the merchant's son, Resthaven.

Blessed Day – If the characters check out the cemetery, they find an unusual pair of humans overseeing a series of excavations of recent graves. Two clerics of Wee Jas have convinced the local gravediggers to dig up the recently interred bodies. Their purpose is not immediately apparent, but they are preparing *burial blessings* for many of the graves, hoping to prevent their transformation into the undead. The characters should also notice that many of the graves have already been disturbed and some of the bodies, including that of the merchant's son, are gone. The arrogant clerical leader, Rainler, hints to the characters that they should seek out their own church's folly, an allusion to the Church of Heironeous' cover-up of the recent events.

The Fallen – At some point, the characters must make their way to the Church of Heironeous. There, the characters learn of the impending holy day, and the recent initiation rite that was cancelled due to the wave of deaths. Many of the fallen were studying the teachings of the church, and were soon to become acolytes. An investigation of the cemetery and discussion with a cleric reveals the fears regarding the fate of Velna Deneca, the young clerical prodigy. The church is in a tight situation and wishes to avoid having this loss become public knowledge.

The Wee Hours – Located in a small cemetery off church grounds, is another place where parishioners are buried. This place is the burial site for many of the planned initiates, and the clerics of Wee Jas were prevented entry to these grounds. This is also where the initiation ceremony was to take place. None of the clerics have visited this place for a few days, and the area has now become the womb for Velna's newest children. She has a lone vampire (Grakus - the merchant's son) to watch over her new children upon their birth (the number depends on the APL of the party), and they fight the characters if they attempt to interfere. If threatened, Grakus flees, leading the characters on a merry chase through Chendl in the wee hours of the morning. Clever characters follow the creature back to its lair. Characters that destroy it, or drive it gaseous, may not be able to follow it to the nest.

The Trail – The surviving vampire travels a short distance back toward the Church of Heironeous. It slips into the cemetery, and turns gaseous to enter a massive (and royal) mausoleum, the burial place of Prince Thrommel. The characters are forced with a tough decision of entering, violating the place, and dealing with the threat, requesting assistance from the clerics, or leaving.

Revelations – If the characters try and get help, the creatures leave the place in gaseous form, assuming physical form to attack small groups if present, and flee. Characters that break in, are faced with powerful wards, not to mention the considerable strength of Velna once inside. There is no "right" answer to the dilemma facing the characters regarding the crypt. They are forced to make a choice that ultimately either violates a tenant of good (Thrommel's resting place) or allows evil to escape. Velna's true resting place is secreted far away, and if she is able to reach it to avoid destruction they have not seen the last of her. The same cannot be said for the merchant's son, whose resting place is in Thrommel's tomb, leaving him nowhere to escape.

Conclusion – Depending on the characters' actions, the church and merchant may look favorably upon the heroes. Characters that did not violate the crypt are highly regarded, despite Velna's escape. The Church is now alerted to the threat and is taking more decisive action. Also, they are willing to cast up to two *restoration* spells for the characters, if they suffered permanent effects of the vampire or spawn attacks. If none of the characters require *restoration*, the clerics are also willing to cast *remove curse* if needed. The merchant is glad for the release of his son from eternal torment and also rewards the characters for their efforts.

INTRODUCTION

DMs should make sure to note the phase of the moon and inspect character sheets to see if any of the characters are lycanthropes. Also, DMs should remember that any lycanthrope character is subject to transformation if they suffer 1/4 of their hit points in damage.

The adventure begins with the characters returning to Chendl, traveling with one of many caravans for good company and improved safety. The first autumn winds are blowing and fall is soon to cover the land. The mood is somber, since despite the removal of the blight, food promises to be scarce and prices are high.

DMs should have each player describe their character and identify if any of the characters already know one another, through previous adventures. Allow the characters to select their spells assuming they have been traveling in the relative security Farwain Province. Once the characters are well introduced, read the following introduction:

The journey north to Chendl has been fairly uneventful. The Blight has taken its toll however, and many of the people fear that a difficult winter could result in famine across much of Furyondy. The nobles seem to fear even more, that the nation will be further indebted to Veluna, and its Canon. Tomorrow is Valor's Dawn, a minor holy day for the clerics of Heironeous, and the city is preparing for the solemn observance of this day.

The roads are still in fairly poor condition, but the royal coffers have been covering many repair expenses. The closer you get to Chendl, the better the quality of the roads. Soon, the wagons of the caravan are able to speed up a bit and bounce a bit less. The improved pace is much to Gable, the caravan master's, liking, as the sun is beginning to set. You can hear his voice carrying above the sounds of the horses.

"Pick it up a bit now, we must make the gates before the sun begins to fall. If the rumors of the curfew are true, we have only about an hour to reach the city and take shelter, or else be barred entry. C'mon now, get a move on!"

The pace of the caravan picks up a bit, though the oxen are not really capable of much greater speed. The journey with the caravan takes another 30 minutes to reach the gates.

This announcement of the curfew is the first the characters have heard of any such action, and they may wish to talk to the caravan master or other members of the wagon train for further information. Gable, if questioned further, can provide a bit more insight into the recent turn of events in Chendl for free.

- A member of the Hedrus trading company in Littleberg informed him while passing through that Chendl became a dangerous place about a week or so ago.
- Rumors that a vicious den of thieves has slipped past the guards to establish a network of theft, robbery, and murder.
- The guards enforce a curfew, beginning a bit before sundown. Citizens of the city are strongly encouraged to seek shelter between sundown and sunrise. The guards often "escort" offenders to their guardhouses or local inns for safekeeping.
- The military is so well respected, that none of the citizens question them.

♣ **Gable:** Male human Exp5; AL CN.

If a character makes a successful *Sense Motive* check (DC 15), they notice that Gable is not being totally honest with them. He is, in fact, holding a few tidbits of information back, hoping that the characters will be interested enough to float a few coins his way for the trouble. A simple bribe of 5 gp or more loosens the clever merchant's tongue a bit more.

- The rogue's guild has been at work in the city for nearly a year; they set up shop while preparing for Thrommel's funeral distracted the king's men.
- Many of the trading houses have been victims of the guild, and now it is fairly common to pay a bit of protection money to avoid unfortunate accidents.
- Several trading companies have tried to fight the guild's influence, but they have lost more goods and men than others, and they have soon realized that the protection money is not too steep of a burden to pay.
- Gable has no idea of the guild's whereabouts, its members, or its signs. He is a simple caravan master, and any protection money that is paid, is taken care of by his superiors. He will be extremely disappointed if the characters think about facing off with the guild. He will scold the characters, telling them, "What do you think I gave you this information for! Your own safety fools, let the King's men deal with this, mind your own business now, and you will be safe".

Gable sincerely believes this information, and any use of *Sense Motive* indicates that he is being forthright with the heroes. Gable does not want any trouble and does not want to be blamed if a group of do-gooders are on a quest to eradicate the guild.

ENCOUNTER 1: CHENDL'S GATES

Read the following description when the characters approach the gates with the caravan.

The caravan gradually approaches the southern gates of the city. The sun is beginning to set, and it will be sundown within another half an hour or so. A squad of eight troops dressed in the chain mail armor and livery of the regular army begin to inspect the caravan, interviewing briefly the members of the wagon train. The guards appear quite competent and are armed with longwords, shields, and each carries a bronze horn.

Near the gate stands an imposing figure in full plate mail armor, emblazoned with the symbol of Heironeous. He stares intently at the entire caravan, fingering a holy symbol.

A squad of eight soldiers meets the caravan at the city gates. They look at Gable's trade papers thoroughly, but not overly so, and ask a few questions about the cargo and the journey. The caravan is carrying spices, some fine

wine, and several bolts of cloth for the market place, nothing exotic or dangerous. The figure in plate armor is Lemyan, a paladin who is stationed here to use his *detect evil* ability on those entering through this gate. Any character that makes a successful Spellcraft check (DC 16) or paladins that make a successful Intelligence check (DC 15) has a chance to recognize what ability he is using. If Lemyan detects any evil, or evil auras, he signals the guards to separate and detain the person while allowing the others to pass. He then waits until the rest of the caravan has passed, separating the evil one from potential allies before dealing with the threat.

☛ **Lemyan, Guard Leader:** Human male Pal3; hp 28; see Appendix I.

☛ **Furyondy Soldier (8):** Human male Ftr2; hp 20, 20, 20, 20, 20, 20, 20, 20; see Appendix I.

Tactics: If a character is cursed or has an item that detects as evil, the guards and Lemyan are very unforgiving. They do not allow the character to enter the city under any circumstances, except for a forced escort to the church of Heironeous where the evil item/curse is removed and destroyed, for the appropriate donation, of course. Those that cannot pay the fee are barred entry to the city. The guards require the character to surrender themselves or the item(s) in question. They cannot be negotiated with, and Lemyan does not compromise his orders unless magically compelled.

If threatened, the guards defend themselves and sound an alarm (a single horn blast). Any alarm brings an identical squad of soldiers, not including Lemyan, to the scene in 4 rounds from the nearby gatehouse.

Development: If a character is unwilling or unable to pass the guards tests, they are in trouble. They are denied entrance to the city and are forced to spend the night outside the city. They face the same challenge of entry at each gate during the current state of alert, which lasts throughout the entire tournament.

Of course, a character may wish to enter the city illegally by climbing over or tunneling under the walls, going through the underground waterways, and so forth. These paths are also dangerous as the walls are well guarded by patrols of 2 guards each with dog patrols (Spot +5, plus *Scent* ability for dogs, and the waterways are blocked with strong iron grates Break (DC 35). If detected, a character faces a violent reaction from the guards who attack first and ask questions later.

DOG PATROL

☛ **Furyondy Soldier (2):** Human male Ftr2; hp 20, 20; see Appendix I.

☛ **War Dogs (Riding Dogs) (2):** hp 13, 13; see *Monster Manual*.

In addition, any character that bypasses the lawful path of entry into the city also offends the paladins of the party. Any character paladin who knowingly travels with such a miscreant, who is obviously tainted by evil, is risking

their paladinhood. DMs should inform the paladin that the presence of the character is very offensive to their moral code and ask for their action. Paladin characters should turn the offending characters into the authorities, but may wish to avoid such a harsh action, especially if the characters have a positive history together. Refusing to turn the offensive character in does not warrant loss of paladin status. However, any character paladin that knowingly travels with a character that was barred entry to the city and entered unlawfully, has violated their code, and loses their paladin abilities until they have atoned for their transgression. The paladin code is quite strict.

If an inter-party conflict arises regarding sneaking into the city, DMs are encouraged to favor the good-aligned characters in determining how to continue on with the adventure. Once the characters have entered Chendl, proceed to Encounter 2.

ENCOUNTER 2: TRAVELER'S REST

Once inside the city, the characters find the inhabitants of Chendl seeking shelter for the evening. A squad of troops also encourages the characters to seek refuge in a nearby inn to avoid violating the curfew.

Once inside the gates, you are able to see the somewhat frantic pace of the locals. Many of the merchants are working furiously to close up shops and people are pouring out of local inns to make it home before the sun sets.

A pair of armed soldiers stands alert, watching for any signs of trouble in the crowd. Spotting you, they raise their arms in greeting.

"Hail and well met travelers. Not sure if the guards at the gate informed you, but we are enforcing a curfew from sunset to sunrise, on orders of His Royal Majesty, King Belvor IV. If you do not live hereabouts, please seek shelter in a nearby inn, lest you violate his Majesty's decree."

The soldiers take no other actions against the characters unless they are threatened or attacked. The hour is growing late and they do not want to mince words with travelers. If questioned, they can provide a bit more information, provided the characters are making their way toward the nearby inn, the Traveler's Rest. There is not sufficient time to reach anywhere else in the city for lodging in time to comply with the curfew. The guards know the following:

- The curfew has only been in place for almost a fortnight (11 nights)
- The curfew is by Royal Decree, and disobedience can carry strict punishment, but the guards are more interested in ensuring citizen safety than punishing transgressors
- The guards believe that the curfew was imposed to allow the army to root out the thieves guild taking form, before they become too dangerous

The Traveler's Rest is a well-respected inn just inside the southern gate of Chendl. Far from the high-end inns closer to the center of the city, this inn makes its coin by offering weary traveler's a good value for the money, and some of the best homemade breads in the city.

The mood in the inn is very somber, and many of the locals have already left by the time the characters are entering the place. When the characters enter, there are only a few patrons in the bar, plus the innkeeper and a serving woman. Read the following description:

With the sun setting rapidly, there was little choice but to follow the guard's recommendations and make for the inn known as the Traveler's Rest. The place has a good reputation, and like most things in Chendl, is expensive.

Inside, you see a very well lit common room with a roaring fire casting warmth and light throughout the place. It is a bit warm, and you see that the few patrons sit far from the fire, which the innkeeper has just finished stoking up. A massive pile of firewood lies to the right of the fireplace.

The common room consists of five large circular tables and a series of small tables and booths around the corners. A merchant and a pair of bodyguards sit on the far end of the room away from the fire. The serving woman is a happy looking woman of middle age, perhaps the innkeeper's wife, who smiles at you as you enter.

"Welcome travelers, please come in quickly and close the door. The curfew is nearly upon us and we would hate for the guard to feel that we were not upholding the law of our King. Come sit, my bet is that you need rooms for the night and a fresh hot meal, a bath perhaps..."

The serving woman is Malena (hf, Com2, hp5), and she is the twin sister of the innkeeper's wife Teena (hf, Com2, hp6) who is currently working in the kitchen. The innkeeper, Dilbos (hm, Com4, hp12) is a large man who likes to run a clean inn that boasts a comfortable atmosphere. Any of the inn staff are capable of providing the characters with room. Cost is covered by adventurer's standard upkeep, or an additional 1 gp per character per night if they want the best room available. Characters may sleep up to three per room, or may have their own room, whatever they desire, the inn has plenty of space.

Shortly after the characters arrival, the inn staff goes about securing the inn for the night. They draw and close the heavy shutters on the windows (the winter shutters have been brought out early) and they also lock and bar both the front and rear door. Characters that use Sense Motive (DC 12) while observing the inn staff, sense a fair amount of fear and apprehension as they take the evening precautions.

Creatures:

Dilbos is very concerned about the curfew, and has decided that by keeping the fire going strong, he can ward off any ill fortune. He has heard very little other than a few tavern tales. He believes the following:

- The recent actions of the King are due to increased thief activity, most notably abduction and murder of many fine young citizens.
- The increased guards are going to cost the merchants of the city dearly. Taxes are already high enough, but with His Majesty bolstering the ranks of the army, there are more soldiers' mouths to feed.
- The curfew went into effect 11 days ago. Rumors were flying that several young people had disappeared, but the King finally took action when a young prodigy of Heironeous went missing, a young woman named Velna Deneca.
- Velna supposedly came from one of the northern provinces and is related to Cataryna, the young firebrand the King has taken a liking to. Cataryna is a cleric of Trithereon.
- He also knows that the merchant Rosthul (the gentleman in the corner) is deep in mourning over the loss of his son, and the grief after the funeral is threatening to overwhelm their family. The young man was abducted right from their warehouse, and just laid to rest a couple of days ago.

Malena is much more prone to tavern gossip and wild tales than the other inn staff. If questioned regarding the curfew, she states the following:

"This curfew ain't got nothing to do with thieves or crime. It is in place 'cause the King is selfish and mourns the loss of his son, Prince Thrommel, he does. His Majesty cannot stand to hear others enjoying themselves, and has imposed the curfew so that the citizens of Chendl will share in his misery. Gone daft I reckon! Soon, the noblemen and clerics will set him right, then it will be back to business here in Chendl. Too much to do with winter coming on to be locked up each night".

Malena truly believes her tales, but cannot provide any real evidence to back them up. She does not consider speaking her mind a crime, and though many loyal citizens may take offense and her remarks are unkind, they do not violate any law. If the characters become confrontational with her, she threatens to turn them out into the night and let the guards deal with them. Dilbos likely hears any commotion and comes over to try and diffuse any potentially hostile situations, insisting that Malena leave the characters alone.

Teena is working in the kitchen and is not likely to come out and chat, though with business slow, she could be coaxed, especially with compliments to her cooking skills, which are considerable. The food at the inn is quite good, despite the somewhat meager supplies and general poor quality of grains and vegetables (remnants of the blight). The stew of the evening is rabbit, and is very heavily flavored with many strong herbs, most notably garlic. Teena is not much for tavern tales or gossip. She leaves that to her busy body sister. She feels much the same about the curfew and taxes as her husband, but does not know about the missing cleric or the King's supposed attraction to Cataryna.

Master Rosthul and Company sit peacefully around a table, and the master is well into his misery when the characters arrive. The guards are alert, well armed, but polite. They try and dissuade anyone from coming near their employer, but characters that approach in a friendly manner are allowed to approach without being hassled. The guards keep a close eye out and their hands near their weapons.

🔪 **Bodyguards (2):** Male human War2; AL NG.

🔪 **Master Rosthul:** Male human Ari7; AL NG.

Master Rosthul is a well dressed, but not overly so, merchant. He is dressed in the dark silks of mourning, and while not quite inebriated, is well on his way, especially given the early hour. If the characters approach him, he tells his guards to stand down, and orders drinks for the characters to toast to the memory of his lost son, Grakus. Read the following:

"Come, have a drink with me, my men cannot for it is their duty to keep me safe. If only my son had been willing to take such precautions, he may still be alive today.

You see, three days ago my son's body was found in a dark alley, his throat slit, or so say the guards. He had been taken by force from our warehouse the evening before, and I expected a demand for ransom, but none came. Just a cleric of Heironeous to bring us the news Grakus was dead. Oh, and he also wanted to know when we would pick up the body and make arrangements. Insensitive as they come, are those clerics of Heironeous."

Master Rosthul is very sad, and more than a bit angry about his son's death. Like many father's, Rosthul did not see any of the warning signs or shortcomings in his son, and espouses his sons virtue if further questioned by the characters. Characters that observe the guards during this conversation may catch with a successful Sense Motive check (DC 18), subtle body language that the guards do not believe the tales of the young Rosthul's better qualities. The guards are too loyal to their employer to disagree with the man, and feign ignorance if questioned by the characters.

Rosthul continues to buy drinks and tell tales of his son's exploits as long as he stay sober and awake, which is about two hours before he passes out. Most of his tales are about his son's childhood and quick mind for the business, but the characters can also learn the following bits of information regarding his disappearance:

- His son was taken 4 days ago from their warehouse in the merchant district. He was finishing up a repair to a hitch on one of the wagons when he was last seen.
- Grakus was a very handsome youth of 19 summers. He had rich brown hair and dark green eyes.
- The warehouse was a mess, but nothing else appeared to be missing.
- He suspects that a thieves' guild was responsible. To his knowledge, there have not been any "requests"

for protection money, and their operations have been relatively mishap free.

- He also thinks the workers at his warehouse may know more, but they have not come forward with anything. His forman, a trustworthy man known as Bellus knows everything that happens. Master Rosthul hopes that if the characters speak with Bellus, he may reveal something to them, or the characters could discover something he has missed.
- Grakus's body was found in an alley near the Resthaven, a cemetery on a rise where many of the old merchant families of Chendl have buried relatives.
- According to the guards that found him, his throat had been slashed and it appears he bled to death, and was then dumped in the alley. There was no blood around the alley.
- All of his valuables were taken from him, except for his medallion with the family crest (a falcon flying over a stag). It was as if the thieves wanted it to be clearly known who he was.
- The authorities have been unable to find his killers, but Rosthul implies that he would be most grateful if his son's killer was found and brought to justice. He even taps his money pouch for a bit of extra emphasis.

Master Rosthul has made arrangements with the innkeeper to rent a large room on the main floor of the inn for a few days. He cannot stand to be at home during the evening hours, locked up with his wife who cries incessantly over the loss of her son.

Once the characters have talked with the patrons and staff of the inn and secured their rooms, there is not much else for the characters to do this evening. If they leave the inn before sunrise, proceed to Encounter 3: Darkest Night. Otherwise, they likely follow up on some of the leads from the tavern, leading them to Encounter 4: Rosthul House, or other investigations, Encounter 5: Mourning After. If they go directly to the Church of Heironeous, proceed to Encounter 7: The Fallen.

ENCOUNTER 3: DARKEST NIGHT

DMs should run this encounter only if the characters decide to venture out of the inn before the sunrise. If they leave the inn, the inn staff is very upset and refuses them reentry if they are seen leaving the place. The staff tells them not to go and also that they are unwelcome to return if they do not heed their warnings. There are plenty of ways to sneak out without the NPCs noticing, and clever characters can use the upper windows of their rooms or a distractive ruse to slip out.

The NPCs are not totally unaware, and they are somewhat alert for signs of activity once the inn has been secured. Characters that leave through upper windows must succeed at Move Silently skill checks opposed by

the Listen check of the inn staff (+1). If discovered, the inn staff likely believes that thieves are about and huddle in the common room for safety.

Once outside, the characters are able to move about the city, but have two separate encounters, which may give them reason to head back to the relative safety of the inn. The rest of the city is secured and following curfew other inns do not allow entry, unless local guards escort the character. The city churches are also following curfew, but allow characters to enter if they attempt it. Most churches are following the King's orders, however, and insist the wandering character remain in their building until sunrise.

Creatures 1: Use this encounter for the first group of beings any wandering characters encounter if they slip out of the inn.

The character(s) encounter a patrol of six guards identical to those at the gate. Half of the guards are carrying lanterns and they are also talking fairly loudly, so they are easily detectable only requiring a successful Spot and/or Listen check (DC 7). If detected, the character(s) may be able to avoid detection by the guards if they desire (opposed Hide/Spot and Move Silently/Listen checks). Guards have a +1 to Search, a +3 to Spot, and no modifier to Listen.

Development: If the guards detect the character(s), they call for them to halt and try to discover why they are defying the King's order. Any character dressed suspiciously (e.g., like a thief) is detained by the guards and taken to a nearby guardhouse for questioning. They are guests of the city for the remainder of the night, fined 5 gp, and released the following morning.

Characters that do not invoke immediate suspicion may be able to bluff their way past the guards (Sense Motive +2) if they try a story about hurrying to a home or inn. The guards happily escort the characters to their nearby destination. Other stories may elicit other reactions from the guards, and DMs should apply circumstance penalties as appropriate for roleplaying and believability of story.

Creatures 2: The second group of creatures the characters encounter as they move about the city at night is much less friendly and much more alert than the armed guards. Characters that continue to move about the city after their encounter with the guards come to the attention of some of the vampire spawn that have been loose in the city, the real cause of the city's troubles.

Tactics: These creatures are out looking for food. They are intelligent and avoid attacking any armed patrols in uniform, but pursue and attack small groups of characters moving through their city at night. Vampire spawn possess a number of skills that make them incredibly dangerous hunters. These creatures are seeking to feed and try and take any fallen character. They then flee any obvious combat, using their Hide skill to avoid pursuit. They rely on their powerful melee attacks to overwhelm victims, and turn gaseous and fly away if pressed or turned.

APL 4 (EL 4)

🦇 **Vampire Spawn:** hp 26; see *Monster Manual*.

APL 6 (EL 6)

🦇 **Vampire Spawn (2):** hp 34, 34; see *Monster Manual*.

APL 8 (EL 8)

🦇 **Vampire Spawn (4):** hp 34, 34, 34, 34; see *Monster Manual*.

APL 10 (EL 10)

🦇 **Vampire Spawn (8):** hp 34, 34, 34, 34, 34, 34, 34, 34; see *Monster Manual*.

Development: If the vampire spawn takes any characters, their fate is a dire one. The creatures take the body and drain it of blood on a nearby rooftop or other secluded place. They then dump the body in a river or other dark place. If the characters perform a dedicated search, they are able to locate the body, but it may take a long time. Each hour of searching has a 5% cumulative chance of finding the body (5% the first hour, 10% the second hour, 15% the third, etc.) Magical means, such as locate object, can significantly improve the characters chances of finding the body.

If the body is found, then any obvious valuables (coins, rings, weapons, armor, masterwork equipment, etc.) are taken from the body before it is dumped.

If the character(s) are able to overcome the spawn and wish to track them to their lair, they face a daunting, but not impossible, challenge. The vampire spawn turn gaseous and fly away leaving no tracks of any kind to follow. They then slip through small cracks in the ground to an underground water cave. Characters that are somehow able to track them eventually discover their nest is located in an underground water cave, far from the purifying sunlight. The likelihood of any character group possessing the will or ability to track these creatures is exceptionally low.

In order to destroy the nest, the characters must be able to reach the cave. It requires a long underwater swim of 200 feet against a strong current requiring a Swim check (DC 18) each round. This swim represents a significant danger for the characters. The following conditions apply:

- Characters may hold their breath for a number of rounds equal to twice their Constitution score.
- Every round after this duration, the character must make a Constitution check (DC 10) plus one per round beyond their limit. If a character fails they are drowning.
- Drowning characters fall to 0 hp on the first round, -1 hp on the second, and die on the third round.
- Characters that fail their swim check do not move forward during that round.

- Characters that make a successful Swim check may move half of their movement rate with a full round action and a quarter of their movement rate with a partial action.

If the monsters are aware of the characters following them, they are waiting to attack the characters as they are surfacing from the water, perhaps without armor and equipment! Otherwise, they may detect the characters arrival with appropriate Listen or Spot checks.

ENCOUNTER 4: ROSTHUL HOUSE

Master Rosthul is sleeping off his evening's misery into the late morning hours, before leaving the inn. He swings by his business, and then return to his home to offer what little consolation he may to his mourning wife. The characters are free to wait for him to awake to ask permission to poke around, which he grants if asked. If the characters do not want to wait for Master Rosthul to wake, they may simply travel to the merchant district, and check up on the Rosthul warehouses directly. There, they may run into him before he heads for home.

The journey to the merchant quarter is uneventful, and takes about 15 to 20 minutes. Read the following description:

As the sun rises over Chendl, the people of the city begin the business of the day with a drive. Despite the early morning hour, the merchants and citizens move about the place with determination, and smiles are far between.

The journey to the merchant district does not take long, and soon you see the falcon and stag crest that identifies the Rosthul merchant house. A large warehouse with offices above has been opened, and you see several wagons and teams of horses about. Several teamsters are loading crates and barrels of goods upon the wagons, while others are unloading and cataloging incoming shipments.

If the characters waited for Rosthul, they are escorted in by the merchant who tells his foreman, a large man named Bellus that he should help the characters however he can. If the characters went on their own, any of the people in the warehouse direct them to Bellus. Whether introduced by Rosthul or simply convinced of the characters good intentions, requiring a successful Diplomacy or Bluff check (DC 14), Bellus allows them to look around a bit. If the characters fail these checks, Master Rosthul shows up a bit later and introduces the characters to his foreman, assuring Bellus that the characters are working for him, looking into his son's disappearance.

Bellus is no fool, and gladly shows the characters around, but does not allow them to enter the offices or review any of the Master's business records. He can also introduce the characters to any of the teamsters, but Bellus was the last to leave the night of the disappearance,

and the first to arrive the following morning. Bellus can reveal the following information either through roleplaying or use of the Gather Information skill.

- **DC 0** Bellus was the last one to leave the warehouse except for Grakus, who was working on repairing a hitch for the morning runs. With the curfew in place, the riders are pushing harder to make more runs, since they cannot ride after sundown. When he arrived the next morning, the hitch was still broken and a few cases were knocked over. Nothing appeared to be stolen, but Grakus was not seen again until they found the body in the alley.
- **DC 11** Grakus was very talented with his hands and could fix almost anything. He was also very bright, had a great head for numbers and pricing, and was a shrewd and tough negotiator. Still, he was very fair and generous to the workers in his father's company, but he was fierce with the competition. The funeral was very tough on the family and Grakus's mother has nearly died from grief over the loss of their son. The Master has been depressed and angry ever since the boy was laid to rest in the Resthaven, a small cemetery near the center of Chendl.
- **DC 16** Grakus was like a lot of the young people in Chendl. Not content to remain a merchant's son, even a wealthy one at that. He wanted more from life, and sometimes argued with his father about the company's status with the royal tax collectors.
- **DC 21** Grakus had a wild side to him, though he kept it hidden from his father. He liked to gamble and he often ran with a rather rough crowd and dangerous looking people. Bellus caught them near the warehouse and made Grakus swear that he would never bring them to the warehouse again. As far as Bellus knows, Grakus never violated his oath. The cases that were in the warehouse on the night of the attack were recently shipped in from a merchant in Ket. One of Grakus' first new clients, and the merchants were excited, but apprehensive about dealing with people from this area.
- **DC 26+** Bellus believes that Grakus was involved with the recent influx of thieves into the area. He feared the boy would try and use the guild to eliminate the competition. He did not tell Rosthul for fear of being fired, since the Master would not tolerate anyone defaming his son or the family reputation. Bellus does not think that Grakus was a member of the guild, but does think he was in contact with them.

If the characters wish to investigate the scene of the crime, there is unfortunately very little left of the area. The boy disappeared several days ago, and in the interim the hitch was fixed, and the various wares have been shipped throughout the city.

After the characters have learned what they can from Bellus, there is nothing more to learn at the merchant house. There are no direct ties from the merchants to the thieves guild, and no other clues to follow other than the leads to the Church of Heironeous (Encounter 6) and the cemetery, Resthaven (Encounter 7).

ENCOUNTER 5: MOURNING AFTER

Many of the characters may have influence or contacts with other agencies in the city of Chendl they may wish to leverage to learn more about the recent events of the city. These agencies may include some or all of the following: merchant guilds, guard stations, or churches. Characters that wish to conduct other investigations may do so using the Gather Information skill. DMs can reveal some or all of this information based on the locations the characters visit, the amount of gold they wish to spread around, and the quality of their Gather Information checks. If the characters travel to the Church of Heironeous proceed to Encounter 7.

The most valuable source of information in the city is the city militia, recently bolstered by royal decree. There are a number of new troops who are more than willing to discuss the recent events. Characters that investigate by going to the army should receive a copy of Player's Handout 1: "Missing and Dead".

Characters that check in with their local church also learn about the increasing number of deaths, especially among the younger generation of citizens. They also reveal that a number of religious funerals have been conducted at Resthaven over the past few weeks. Characters investigating at the churches should also receive a copy of Player's Handout 1: "Missing and Dead."

Characters investigating may also learn the following bits of information. DMs should roleplay at the unique situation of gathering each bit of information, but should not take so much time as to distract from the main plot line. Typical sources for information are placed in parenthesis after the information.

- The curfew on the city has been in place for 11 days (general)
- Thief activity is on the rise, and there have been a fair number of thefts from merchant houses and shops (army, merchants)
- There have been at least six fairly well off young men and women who have died or disappeared lately (merchants, general)
- The army has added many new troops and bolstered the ranks if its regulars (merchant, army)
- Fresh flowers are at a premium given the recent funerals of wealthy persons at Resthaven (merchants)

Development:

If the characters have not stumbled on the trail of adventure, DMs should reveal information above to clue them into the action. By the end of this encounter, characters should know that there is potential activity at both the Resthaven Cemetery (Encounter 6) and the Church of Heironeous (Encounter 7).

ENCOUNTER 6: BLESSED DAY

If the characters follow the leads regarding the number of dead and missing youths, the trail may lead them to Resthaven Cemetery, located near the heart of Chendl. This well-appointed and modest size cemetery is the final resting place of many wealthy members of Chendl society. When the characters arrive at the cemetery, read the following description.

Resthaven is a very well maintained cemetery where many of the wealthy inhabitants of Chendl place their loved ones for eternal rest. The cemetery is fairly large well-tended lawns and surrounded by a large iron wrought fence. A curator building is located just inside the fence. The main gate is open to all and a large sign is painted with golden paint.

The sign reads, "Resthaven established by Royal Decree of King Belvor II. Let no beast trod upon these fields, and no man draw steel or blood where our ancestors and heroes lie in peace".

The cemetery is a peaceful place protected by a royal decree. The grounds curator is a wise elderly man named Asokan (hm Com1, LG, Wis 16), and is very familiar with the grounds and its rules. Any characters that violate the prohibitions may face significant penalties. If approached, he can provide the characters with the location of the plots of any of the cemetery inhabitants.

Inside the cemetery there are a number of graves. Resthaven is over four acres and family plots and mausoleums are tastefully arranged in a very artistic and peaceful setting. A number of the recently deceased were buried in this place, and the characters have little trouble finding the gravesites. They can either walk the grounds or ask the curator for assistance.

If the characters show him the list, he tells them that some of the people were recently buried in the cemetery and points out how to reach each of the graves. The following graves are in Resthaven:

- APL 4: Iyale Jaelafan, Kylan Lerdanford, Quinten Radarak, Grakus Rosthul, Akenna and Crenshaw Belenada, Ulajan Verdant, and Ociena Palundus.
- APL 6: Iyale Jaelafan, Kylan Lerdanford, Quinten Radarak, Grakus Rosthul, Akenna & Crenshaw Belenada, and Ociena Palundus.
- APL 8 and 10: Iyale Jaelafan, Kylan Lerdanford, Quinten Radarak, Grakus Rosthul, and Akenna and Crenshaw Belenada.

None of the graves are those of the planned initiates of Heironeous. It just so happens that a pair of clerics

procured the right to exhume some of these plots and they are in the cemetery at this very moment.

Any character that insists on taking a mount, including riding dogs, or other animals into the cemetery have violated the law. The cemetery curator summons a squad of guards if the situation warrants. The guards escort the character out of the area and fine them 50 gp for their transgression. For those who draw blood, a separate penalty awaits. See Development below.

When the characters approach the gravesite of Iyale Jaelafan, they see an odd pair of clerics and a couple of gravediggers working hard throughout the day. When the characters notice these folk, read the following:

Inside Resthaven, you see a group of figures near a recent grave. Two tall figures dressed in black clerical garments stand watch over two strong looking men, obviously gravediggers. The gravediggers are busy digging out an area in front of a tombstone while the clerics watch impassively.

The first cleric, a tall middle-aged man with jet-black robes and dark hair watches over the scene with a look of mild annoyance at the slow pace of the dig. The other cleric is a fair skinned woman with beautiful long blonde hair dressed in black chainmail armor. She stands slightly behind the taller man, in a posture of obedience. The two diggers are working hard and are covered in dirt and sweat from their efforts.

As the characters approach, allow the clerics an easy Spot check (DC 10) to notice their approach. If this fails, the clerics automatically notice them when they close to 50 feet away. Characters that wish to sneak up on the two may do so by using opposed Hide/Spot and Move Silently/Listen checks. If the clerics notice the characters, they watch them closely, and look for any others, but do not take any offensive actions, obeying the laws of the cemetery as stated on the sign at the entrance. Characters that reach the 50 ft. distance may also make a Spot check (DC 18) to notice the holy symbols the clerics are wearing. The symbols are unusual for Furyondy and are the flaming skulls of Wee Jas requiring a successful Knowledge (religion) check (DC 10) to recognize.

Any character cleric of Wee Jas is most likely of lower level than the NPCs, and thus required by Wee Jas doctrine to follow the orders of a superior. Failure to do so results in the characters expulsion from the order, which involves loss of clerical powers and ability to advance in levels as a cleric of Wee Jas until such time as an atonement spell can be cast. If this occurs, DMs should write the infraction upon the log sheet. DMs should remind followers of Wee Jas of the strict nature of their dogma if the player seems to have forgotten the tenants of their own religion before enforcing such a strict penalty.

In addition, characters may also know some of the following regarding the dogma of Wee Jas, especially regarding treatment of the dead based on their knowledge religion check detailed below. For additional details, DMs may wish to refer to *The Scarlet Brotherhood*, pages 80 - 82.

- **DC 10** Wee Jas, goddess of death and magic, is lawful neutral. Her titles are Witch Goddess, Ruby Sorceress, Stern Lady, and Death's Guardian. She is a Lawful Neutral deity with many evil followers.
- **DC 16** Wee Jas is a demanding goddess who expects obedience from her followers. Her temples are few and far between, but she counts many powerful sorcerers and wizards (especially necromancers) among her worshipers.
- **DC 21+** As death's guardian, Wee Jas abhors the creation of undead, especially by those who are not her followers. It is unlikely that clerics of Wee Jas would be digging graves for the purposes of animating the dead.

If the characters are unnoticed, and continue to watch the activities, they see the following scene unfold. Interrupt if the characters take any action to halt this activity.

Watching the clerics without drawing notice to yourselves, you see the gravediggers have reached the goal of the casket buried beneath. A crowbar is lowered into the hole and you can hear the sounds of boards creaking as the casket is obviously being opened.

A moment later, the gravediggers exit and the beautiful young woman steps into the hole. She reaches underneath her armor and draws forth a symbol of some type and begins a soft chant in a strange language.

A few seconds later, the young woman looks up at the man, nods, and is aided out of the hole by one of the gravediggers. The diggers then begin the long task of shoveling the dirt back onto the grave...

If the characters watched the scene allow any character with the Spellcraft skill to attempt to recognize the spell (DC 20) (+4 circumstance penalty due to the rarity of the spell – it is from *Defenders of the Faith*). If successful, they recognize the spell as *burial blessing*, a good spell that is cast to prevent a deceased being from being raised as an undead.

Creatures: The two clerics are Rainler and Leigh who are followers of Wee Jas. The clerics have come to Furyondy under Rainler's command and have been drawn to the cemetery by the recent series of events. They came to the cemetery due to the recent sacrilegious violations of Wee Jas' teachings regarding the sanctity of death, as many undead have been "born" from this cemetery.

Unfortunately for the characters, Rainler is exceptionally arrogant, not to mention of evil alignment, and has no desire to aid the characters or share any of his knowledge regarding the recent events. He holds strong sway over his cohort Leigh, and though she appears to want to help from her body language (Sense Motive; DC 17), she is prevented from doing so by Rainler's orders and the strict code of obedience instilled by the teaching of Wee Jas.

Rainler does not tolerate the characters interrupting their duty and he has no desire to be in the cemetery as the day presses on into late afternoon. He states that he

desires to bathe before enjoying his evening meal, rather than telling the characters the truth about the danger of this place after sunset. An opposed Bluff/Sense Motive check may reveal that he is definitely hiding something, but DMs that roleplay the arrogant cleric well should impart that feeling without requiring any die rolls. A successful check reveals that he does not want to be in Resthaven after sunset.

He also does not allow the characters to distract the diggers, who have been well paid for their time, and Rainler has also procured (through a strong will and a large sum of wheatsheaves) permission from the cemetery curators to exhume some of the bodies. He tells the characters, quite truthfully and forcibly, that he is within the laws of this kingdom and that he will tolerate no interruption. He is not above using his significant powers (*cause fear*, *enthrall*, *calm emotions*, *greater command*, etc.) to ensure the characters do not interfere if required, but he respects the sanctity of the graveyard and the law about not drawing blood. He only uses offensive spells if attacked first, and then he uses his full powers to kill or drive off the heroes. See the tactics section for full details on Rainler's strategy if required.

If asked about the graves, he does not tell the characters which bodies they have already "dealt" with, nor does he tell them how many others he believes may be approaching a state of blasphemy to Wee Jas. He wants nothing to interfere with his sacred duty, and he is far too proud to seek aid from non-believers.

He tells the characters however, that this cemetery is not the only one to be blighted by the scourge of undeath. He tells arrogant characters or obvious followers of Heironeous that they should "seek the troubles within those grounds where the followers of Wee Jas are unwelcome and trouble me no more."

☛ **Rainler:** Human male Clr11 (Wee Jas); hp 58; see Appendix I.

☛ **Leigh Scarelle:** Human female Clr5 (Wee Jas); hp 38; see Appendix I.

If the characters are clever enough to use *detect thoughts* on Leigh, they learn some additional information. If she notices the spell being cast and recognizes it, she voluntarily fails the saving throw allowing the characters to read her surface thoughts. Characters that read her thoughts realize the following:

- She is very much in awe of Rainler's power, and would not dare oppose him, though she feels that he is perhaps too quick to dismiss others
- She knows that this place is a veritable breeding ground for undead, and that many here may carry the curse of undeath. It is her duty to prevent their ascension through burial blessings.
- She feels somewhat smug that Rainler cannot cast the spell. This is due to an alignment conflict.
- She knows they will be out of the cemetery by mid afternoon, and will return tomorrow to continue their work

Tactics: Rainler is very dismissive to any who would interrupt his work and tells any who try and interfere that they should summon guards or stand away. If the characters attempt to interfere in his work, his first action is to attempt to intimidate them. He assures them that his actions are legal and directs them to the curator to verify his claim. He does not stop the diggers from working while the characters check out his claim. If the characters attempt a more direct intervention, he uses his spells to drive them off including *cause fear*, *enthrall*, *calm emotions*, and *greater command* if needed. Characters that continue to interfere find themselves on the receiving end of a *slay living* spell, one of his offensive spells that does not violate the rules of the cemetery by drawing blood. If forced into combat, Rainler uses his ring to avoid melee, and then his wand or offensive spells like *poison* and spontaneous casting of *inflict wounds* spells, and *summon monster VI* (summoning 1d3 Achaierai) to drive the characters into submission.

Leigh immediately defends Rainler from any attacks using her best abilities. Her first action is to cast *protection from elements (fire)* so that Rainler can use his wand without fear of hurting her. She then tries to cast *bull's strength* and attempts to interpose herself between attacking characters and Rainler, so that he can cast his spells or use his magic items. If forced to attack, Rainler shows absolutely no mercy and does not care about the fate of the gravediggers (who take cover in the grave). Their deaths are on the infidels (characters) hands.

Development: If the characters instigated a fight, the curator of the grounds rushes for the assistance of a local army patrol. It takes him several minutes to reach a patrol and bring them back. Three minutes (30 rounds) after any hostilities begin, he returns with a patrol of four guards who order the combatants to cease and desist their fighting if it is still going. Since the clerics do not start a fight/melee with the characters, the curator's story is that the characters attacked the clerics.

The guards escort the characters out of the cemetery and allow the clerics to continue their lawful, if not morbid, activities. The characters cannot dissuade the guards, and Rainler brings his considerable diplomatic skills to bear as well, to ensure the characters are taken away. He also insists that the defilers are dealt with most harshly for their transgressions in the land of the dead. The penalty the guards enforce is strict, and the characters spend a full month in the city prison (mark off an additional 4 TUs and 40 gp for upkeep – See RUP3 for more details if needed) and must forfeit whatever weapon they used in the combat. The weapon is taken by the guards and cannot be recovered by the characters. This penalty is especially harsh if a character uses a signature or magical weapon.

Gravesites

If the characters either investigate other gravesites first or do not engage the clerics in combat, they are eventually able to continue their investigations of Resthaven. Characters find out which of the missing people are

buried in the cemetery. None of the missing persons who were studying at the church are buried at this cemetery.

The gravesites are all the same, with the exception of Grakus' grave. A careful Search or Wilderness Lore/Track check (DC 15) reveals that these graves were dug up using shovels. They also discover four sets of distinct tracks including two sets of large work boots, a pair of fine men's boots, and a pair of rugged female sized prints. The clerics and the gravediggers have recently dug up all the disturbed sites over the past few days. Leigh, who is a 5th level caster, has protected each of these sites with a burial blessing spell. Anyone trying to disturb the body is struck by a sudden fear and must make a Will save (DC 12) or flee for 5 minutes.

Grakus' grave is also disturbed, but the signs are subtle and well hidden. A Search or Wilderness Lore/Track check (DC 20) reveals that a single pair of tracks leads away from the grave. The prints appear to be from a fine man-size shoe. The tracks are from Grakus when he rose as a vampire. Characters that *detect evil* sense a lingering evil from Grakus' rebirth. The characters also notice that the ground is disturbed, as if recently dug out, but due to Grakus' clever covering of his tracks, the only way to tell if his body is in the coffin is to dig it up.

Asokan objects to the characters exhuming the body, but if the characters relate their story, concerns, and that they are working for Rosthul, he allows them to proceed. This requires a successful Diplomacy, Intimidate, or Bluff check (DC 12). If they dig up the body, they find the coffin is missing and splinters of wood among the dirt. Grakus has taken the coffin and has now set its resting place near his sire, Velna Denneca.

If the characters wait around in the cemetery until after sunset, the curator asks them to leave to obey the curfew. It is possible for the characters to avoid detection and stay in the cemetery. The characters notice the clerics head off around mid afternoon, and are picked up by a rich coach that arrives just outside the gate. They ride through the streets to a large and well-appointed inn known as the Dresadoc (named after the golden sunflowers in the Southern Provinces).

The curator does not summon guards to drive them off, unless they have alienated him earlier in the encounter.

ENCOUNTER 7: THE FALLEN

If the characters fail the test to enter the city due to having evil auras on them, they are escorted to the church immediately. They are escorted by a patrol of guards and then meet with the clerics who can cast spells based upon the information at the beginning of the adventure. Once the spells are cast (if successful), the guards escort the characters back to the Traveler's Rest on a return to their posts. If the characters insist on going to another inn, DMs should simply "transplant" the inn inhabitants to another setting, and proceed with the adventure.

DMs should also run this encounter when the characters travel to the church of Heironeous during

their investigations. The characters may come to this location based on either their individual contacts, to follow up on the tale of Velna's disappearance, or based on the veiled comments of Rainler, the cleric of Wee Jas at Resthaven.

When the characters approach the church during daytime hours, they see the place is brimming with activity. Clerics or followers of Heironeous know that the minor holy day tomorrow is "Valor's Dawn," where many new persons are initiated to the teachings of Heironeous. Clerics and followers of Heironeous move about the church decorating and cleaning the facility.

When the characters enter the church, they are greeted by a young cleric named Lendral. Lendral is one of High Cleric Garaeth Heldenster's acolytes and is overseeing many of the preparations for the holy day. Due to the extremely orderly nature of the church, Lendral is able to spend a few moments talking with the characters upon their arrival.

☛ **Lendral:** Male human Clr5 (Heironeous); AL LG.

Lendral is polite, pious, and very superstitious. He does not discuss the majority of recent events until he is convinced that the heroes are of good moral character and does not use any of the information to sully the reputation of the church. He immediately trusts any character that he recognizes as a member of the church (meta-organization certificate). Fortright characters, especially those that venerate Heironeous, have no trouble convincing Lendral, while evasive or deceptive characters find him quite perceptive (*Sense Motive* +8). If convinced of their good intentions, Lendral reveals the following information in response to direct questions.

The Curfew

- Based on the recommendation of the church, the King put the recent curfew in place. Garaeth felt the recent number of deaths in such a short period of time was ominous, and he instructed the king to deploy troops to restore safety.
- The curfew only applies to the main parts of the city. The church and its grounds are considered sacred grounds and each church protects its own area.
- If he is convinced of the characters honor, Lendral tells the characters that they can tell any guardsmen that they should be escorted to the church if caught out at night. Lendral assures them that his word will appease any of the guardsmen.

The Dead

- A number of people have been killed or disappeared over the past two weeks. They have come predominately from wealthy families and many were actually studying to be followers of Heironeous.
- He has conducted several burial rites at Resthaven over the past week or so. If the characters do not

already have the list of Dead and Missing, Lendral can produce one.

- Although he does not want to admit it outright, Lendral believes that the deaths are much more than merely the act of a vicious thieves' guild. He fears that something wicked has entered the city; perhaps a fiend of some type is loose.
- Among the recently deceased, is Velna's entire acolyte class, that was to be initiated at Valor's Dawn.

Church Events

- The day of Valor's Dawn is a holy day of Heironeous worshipped primarily in Furyondy. It celebrates facing the approaching winter months with dedication, and is based on an old tale of a small group of folk who stood facing a harsh winter with the spirit of Heironeous watching over them. It is a minor holiday, but is especially important this year given the blight.
- Velna Deneca was not the first, but certainly the most prominent person to disappear. She is a young (early 20s) prodigy and was orphaned in Crockport during the wars. She was a very powerful cleric (although how powerful actually depends on the party APL).
- Velna is a cousin to Cataryna's, a leader in the church of Trithereon. Rumors that Cataryna has caught the King's aging eyes are fueling the belief among the common folk that the recent actions are to appease Cataryna. Lendral believes that rumor is totally false.
- The initiation rite scheduled for tomorrow has been cancelled since all of the initiates (varies by APL) were among the recent victims.
- Among the missing, the following were studying to be initiates:
 1. APL4: Genieve Hauden
 2. APL6: Genieve Hauden and Ulajan Verdant
 3. APL8: Genieve Hauden, Ulajan Verdant, and Ociena Palundus
 4. APL10: Genieve Hauden, Ulajan Verdant, Ociena Palundus, and Westlon Xantide
- The recent victims (non students) were not buried on the church grounds since they were not initiated into Heironeous' holy rights. The majority of victims, being from wealthy families were buried at Resthaven.

If the characters have already talked with Rainler, they may know to ask Lendral about the other bodies buried on church grounds. If not, the characters may think to ask about where Velna's remains are buried, perhaps to pay their respects. If the characters seem interested and sympathetic to him, Lendral confesses some of his suspicions, most of which are grounded in his superstitious nature. He reveals this information only after each of the characters promise not to share this

information outside of the church (remember Lendral's score *Sense Motive* +8).

- Lendral does not know the circumstances of Velna's disappearance or death. Higher-ranking members, likely Garaeth himself, dealt with it and none of the clerics have discussed the event.
- Velna is buried in a small plot off of the main church grounds. Since she was not from Chendl, tradition prohibits her from being buried on the main grounds. He is unaware if any of the clerics have visited the garden since her burial.
- She is buried nearby, in a small garden cemetery. It is a quiet place often used for ceremonies. It is also where the Valor's Dawn initiation was to be held. Velna was going to lead the ceremony, her first official act as a member of the church in Chendl.
- Garaeth thought it would be fitting to bury her with those who studied under her for initiation. There are __ others buried in the garden (the number corresponds to the number of vampire spawn who rise this evening – APL4=1, APL6=2, APL8=4, or APL10=8).
- Velna's entire Valor's Dawn class was killed, all after she was buried.

Development: When the characters have learned all they can from Lendral, he will bid them farewell. If the characters have not traveled to Resthaven or conducted investigations yet, there should be plenty of time to do so. If they already conducted their investigations, it should be late into the day, leaving them only a short hour or so before the sun begins to set. By the end of this encounter, the characters should know the importance of the ceremony and the location of the garden cemetery.

ENCOUNTER 8: THE WEE HOURS

This encounter takes place on the second night of the adventure, in the small garden cemetery that Lendral, the cleric of Heironeous, mentioned. Characters that wish to investigate the garden, they may do so simply by avoiding the guard patrols en route to the area.

It is likely the characters arrive either just before sunset or shortly after sunset. The description below works for both situations. DMs need to modify this description if based on the APL since the number of secondary graves varies by APL (1 at APL 4, 2 at APL 6, 4 at APL 8, and 8 at APL 10). DMs may also have to modify the description if the characters arrive earlier in the day.

As the sun slowly sets, the city of Chendl is covered in long shadows, and eventually night will fall. The small garden is quite serene and there are numerous freshly planted flowers throughout the area.

In a secluded corner of the garden, near a pair of large willows, is a small gravesite. A white marble tombstone lies

slightly askance in the center of a ring of fresh flowers. A number of smaller fresh graves lie to the south.

The garden is fairly small and deserted just before sunset. If the characters arrive before sunset, they can investigate the area around the small grave plot. There are between two and five graves in the area, depending on the APL, only one of which, Velna's, has a headstone. The headstone is askance, which is due to the disturbance of the ground all around. The area has been repaired well by a *dominated* gardener, but the headstone was too much for the lone man to manage. A careful Search of the area (DC 22) reveals that the ground around the grave has been disturbed and repaired. The only sign of tracks are those of a large man in heavy boots (the gardener).

After the sun goes down, the quiet serenity of the place becomes a bit more sinister. The moonlight casts deep shadows from the willows and the area is deathly silent. Shortly after sundown, the vampire Grakus Rostuhl arrives in gaseous form and then materializes in a tree. He Hides and Moves Silently to watch over the birth of his newest brothers and sisters. Assume Grakus "Takes 10" on these skill checks. He also looks to see if anyone else is in the garden, roll Spot checks and consult the following table:

APL	Hide	Move Silently	Spot
4	30	28	+17
6	30	28	+18
8	30	28	+18
10	32	30	+18

Tactics: If he is able to approach unnoticed, his actions depend on how many of the characters he notices. He was sent here to ensure the safe birth of his siblings and realizes immediately that anyone in the garden represents a threat, especially if they carry holy symbols. He focuses any attacks on obvious clerics or paladins.

If he goes unnoticed, the characters do not know what they are up against until after he attacks or reveals his powers. He attempts to pick off lone characters, such as those hiding in the willows, relying on his sneak attack and negative energy attacks. He tries to grapple and blood drain a weak looking character such as a halfling. If he sees too many opponents, he uses his *Children of the Night* ability to call forth creatures to distract the heroes, focusing his minions on obvious holy creatures, and then picking off those he can catch flatfooted or flank.

If the characters see him, they recognize him as Grakus if they obtained the description from the merchant at the Traveler's Rest. He tries to use his abilities to draw the characters away from the garden, after losing the advantage of surprise. He uses *Children of the Night* and his natural attacks to draw them away if possible.

Grakus knows that his coffin is still secure in its resting place and fights with great courage. His courage falters when reduced to 50% of his starting hit points, and

he attempts to flee. If driven off, Grakus drops a bottle (see development below) before making his retreat.

The vampire spawn also rise, only a few minutes after sunset. The spawn dig out of their graves (the number depends on APL) and seek to feed as soon as possible. They attack the characters without mercy and turn gaseous if surrounded by holy symbols, garlic, or other such weapons. If gaseous, they attempt to follow Grakus, but if driven gaseous by attacks, they retreat to their coffins.

Creatures:

APL 4 (EL 7)

➤ **Grakus Rostuhl:** Male human Ari1/Rog4 (Vampire); hp 40; see Appendix I.

➤ **Vampire Spawn:** hp 26; see *Monster Manual*.

APL 6 (EL 9)

➤ **Grakus Rostuhl:** Male human Ari1/Rog6 (Vampire); hp 54; see Appendix I.

➤ **Vampire Spawn (2):** hp 26, 26; see *Monster Manual*.

APL 8 (EL 11)

➤ **Grakus Rostuhl:** Male human Ari1/Rog8 (Vampire); hp 68; see Appendix I.

➤ **Vampire Spawn (4):** hp 26, 26, 26, 26; see *Monster Manual*.

APL 10 (EL 13)

➤ **Grakus Rostuhl:** Male human Ari1/Rog10 (Vampire); hp 82; see Appendix I.

➤ **Vampire Spawn (8):** hp 26, 26, 26, 26, 26, 26, 26, 26; see *Monster Manual*.

Development: If the characters defeat the spawn, they are forced into gaseous form and flee to their coffins from which they just arose, to heal. Characters should be able to burn, decapitate, and/or drive stakes through the creatures' hearts to permanently destroy them.

If the characters defeat Grakus or he is forced to flee, he drops a large bag as he departs. Inside the bag is an iron bound glass bottle, wrapped in heavy parchment. If the parchment is unwrapped, a soft pulsing light comes from inside the bottle. If the characters read the parchment, written in Draconic, give them Player's Handout 2: Message On a Bottle.

The bottle that Grakus drops is part of an elaborate trap that is being set for any would be heroes. Grakus has an exceptional Bluff score DMs should only give characters that see him drop the bottle and that request a Sense Motive check, an opportunity to notice that the bottle may have been dropped intentionally. The bottle also has a copy of the Royal Seal of the Knights of the Hart on it. The seal is a forgery, and is detectable with a successful Forgery check vs. DC 20. Characters familiar with the Royal Seal or Knights seal (DM discretion) may

receive up to a +2 circumstance bonus to identify the forgery.

The bottle is actually a *flask of curses*. It has magical properties, but detection does not reveal the nature of the *flask of curses*, nor does it radiate evil. This bottle contains a soft beating light. When the flask is first opened, all within 30 feet must make a Will save (DC 17) or be cursed, suffering a -2 penalty to attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

In addition, Grakus only flees in gaseous form if forced below zero hit points by the characters. DMs should remember that he tries to flee when reduced to 50% of his hit points. He relies on his fast healing ability to prepare for a final encounter with the characters.

Characters that wish to follow Grakus may do so fairly easily, since he is wounded and afraid, he does not use his hide ability and prefers his faster land speed, due to his Run feat, to his gaseous movement rate. Characters that drive him off are able to follow him immediately, or follow his tracks through the soft grass with a successful Wilderness Lore/Track check (DC 12) if they wait before following him. Even in gaseous form, he is visible against the moonlight so the characters are able to track him. Either way, proceed to Encounter 9, below.

ENCOUNTER 9: THE TRAIL

If the characters follow Grakus immediately, they are able to follow him out of the garden as he heads towards the church of Heironeous. Grakus moves at his full movement rate, and may be able to outdistance the characters unless they have enhanced movement abilities.

If the characters are able to catch up to Grakus, he continues to try and evade them and make his way toward the church and cemetery. If the characters are able to match his speed, he shifts into his gaseous form or wolf form (base move 50 ft.) for enhanced evasion and movement abilities. If the characters manage to drive him into gaseous form, he is harder to track, but DMs should allow characters to discover his final destination.

If the characters do not pursue Grakus immediately and track him instead, they find his footprints fairly easily with a successful Search check (DC 10). Following his trail is also fairly easy, requiring only a Wilderness Lore/Track check (DC 10). The trail leads out of the small garden, through the yards of a few residences, and onto the grounds of the church of Heironeous. The trail leads into the cemetery on church grounds and eventually toward the largest mausoleum, the burial place of prince Thrommel.

ENCOUNTER 10: REVELATIONS

Grakus's trail leads onto the church of Heironeous grounds, to the small cemetery behind the main church.

If the characters are following Grakus, they see him approach the large mausoleum, turn gaseous, and slip in between a few bits of loose mortar. Characters that follow the trail see the trail ends at the side of the mausoleum. Unless the characters witness the transformation, finding the holes in the mortar is very difficult, requiring a successful Search check (DC 20). Characters that specifically state they are also searching the roof, may also find additional cracks with a successful Search check (DC 30). When the characters reach the mausoleum, read the following description:

Standing in a prominent place within the church cemetery is a beautiful marble mausoleum. The massive stone doors are carved with the sign of the Knights of the Hart and the Royal Seal. Given the lack of tracks and uneasy silence over the area, it is apparent that this mausoleum is the final resting place of Prince Thrommel. Few people have visited this place since the royal funeral those many months ago, presided over by the head of the Church of Heironeous and His Majesty, King Belvor IV, himself.

The characters face a very difficult decision at this point. If they wish to pursue the villains, they have to enter the mausoleum. They may also try and enter the church to request aid and/or permission to enter the mausoleum. Option A describes entering the mausoleum while Option B describes requesting assistance.

OPTION A: ENTERING THE MAUSOLEUM

Characters that wish to pursue the vampire into the mausoleum without the clerics have to find a way to enter the structure. The building radiates an aura of abjuration if detected for, based upon the protective magic that Garaeth cast upon the building. Characters that concentrate on a *detect evil* for at least three rounds, also sense the deeper evil aura emanating from *desecrate* and *unhallow* spells that may have been cast in the area.

The most powerful ward, a *forbiddance* spell cast by Garaeth, has already been foiled which is quite a feat. The only remaining spell guarding the mausoleum is a *glyph of warding*. The glyph is programmed to trigger when any non-worshipper of Heironeous passes through the doors. Since Garaeth cast the glyph, its effects do not vary by tier.

TRAP: GLYPH OF WARDING (ACID BLAST)

The glyph is triggered when any being that does not worship Heironeous passes through the doors. A *read magic* and successful Spellcraft check (DC 13) reveals the trigger and nature of the glyph.

☞ **Acid Blast:** CR 4; 5 ft. wide, 50 ft.-long blast (7d8); Reflex save (DC 18) for half damage; Search (DC 28); Disable Device (DC 28).

Creatures: Inside the mausoleum are potentially two powerful vampires. If Grakus has not been destroyed, he joins his sire, Velna, inside the mausoleum.

APL 4 (EL 7 OR 8)

✦**Velna Deneca:** Female human Clr5 (Vampire); hp 50; see Appendix I.

APL 6 (EL 9 OR 10)

✦**Velna Deneca:** Female human Clr7 (Vampire); hp 64; see Appendix I.

APL 8 (EL 11 OR 12)

✦**Velna Deneca:** Female human Clr9 (Vampire); hp 78; see Appendix I.

APL 10 (EL 13 OR 14)

✦**Velna Deneca:** Female human Clr11 (Vampire); hp 92; see Appendix I.

Tactics: Velna cast a few additional preparatory spells. At all APLs she has cast *desecrate* and at APL 8 and 10, she also casts *unhallow*. These spells have the following effects:

1. *Desecrate* – -3 profane penalty to turn attempts and a +1 profane bonus to undead attack rolls
2. *Unhallow* – *Magic circle vs. good* (+2 deflection bonus to AC, +2 resistance bonus to saves, and blocks summoning of creatures in the area), -4 profane penalty to turn attempts (does not stack with *desecrate*), and *cause fear* to the area triggered to effect any non-vampire that enters the area (-2 morale penalty to attack rolls, weapon damage rolls, and saving throws. Will also flee if able – characters of 6th level or higher are immune).

If Grakus was able to alert her, she will also cast some of the following spells as time and APL permits (include all spells from previous APL):

- APL 4: *Magic circle vs. good*
- APL 6: *Spell immunity (magic missile)*
- APL 8: *Bull's strength*
- APL 10: *Spell resistance*

When the characters enter the mausoleum, Velna allows Grakus to try and attack from a hidden position. She allows him to melee as she attempt to use her spells. Then, she enter melee trying to find opportunities for Grakus (if he still exists) to flank opponents.

OPTION B: REQUESTING AID

If the characters enter the church to request aid, they find Lendral after a few minutes. The cleric is extremely distressed by the story the characters tell, and eventually summons Garaeth, since only he has the authority to authorize entry into the mausoleum. Garaeth travels with the characters, and thus the final encounter may be

narrated if time is running short. If time allows, DMs should have the characters take an active role in the battle, but should not allow them to be killed or drained unless they act foolishly.

Characters that request aid from the clerics still receive full experience for defeating Grakus, since it was by their actions he is forced to flee. They also receive partial experience from driving Velna away from the resting place of Thrommel, another significant victory for the forces of good.

During this delay, Velna force Grakus to remain in the mausoleum and leaves by using her gaseous form to slip out of the mausoleum through very small cracks in the roof of the structure, detectable only with a thorough Search (DC 30). The only way the characters may defeat Velna is if they risk opening the mausoleum on their own. Once the characters have aid from the church, they face only the minor vampire, Grakus.

✦**Garaeth Heldenster, High Cleric of Heironeous:** Human male Clr10/Contemplative5** (Heironeous); hp 125; see Appendix I.

Tactics: Garaeth travels with the characters and disables the magical wards that were supposed to protect the tomb. He is visibly distressed since he personally cast *forbiddance* (barring any non lawful good being) and the spell has been dispelled. A powerful evil force of at least equal level to Garaeth must have been in the area.

He then uses his turning ability to pin the one remaining vampire in the back of the chamber, and utter a *holy word* to render the creature helpless, where the characters can destroy it. Grakus' coffin is hidden in an alcove within the mausoleum, and the characters can find it and destroy him permanently. They also find another casket, now empty (Velna's secondary coffin). Thrommel's casket is described in the epilogue of the adventure.

CONCLUSION

Whether the characters enlisted the aid of the clerics in the final encounter or not, the clerics of Heironeous are alerted to the activities taking place on their grounds after the creatures have either fled or been dealt with, if they are not already involved.

Inside the mausoleum, the characters notice a second coffin that belongs to Velna, located near the foot of Thrommel's casket. Garaeth is able to notify the characters that this smaller casket is not Velna's. It is very possible that the characters never realize that Velna has been turned into a vampire.

Thrommel's casket is still warded by a *forbiddance* spell cast by Garaeth. The spell prevents anyone, other than himself, from opening the casket. A search of the casket reveals that the seals are still intact and there are no signs that the casket has been tampered with. No lawful good character would open the casket, as this represents a serious alignment infraction.

Any character that defiles the casket is discovered by the clerics. They are declared traitors and are caught, tried, and executed. Their bodies are destroyed and they can never be brought back and those characters are forever prevented from participating in LIVING GREYHAWK adventures.

Wrap Up: The clerics of Heironeous appeal to the characters sense of honor and propriety to help keep the recent events from becoming tavern tales. In exchange for promises of their discretion, Garaeth promises the characters that their names and deeds will be known to the faithful. Award one influence point with the church to all characters.

In addition, Garaeth is also willing to cast a *restoration* and *greater restoration* spell for the heroes without requesting a donation for the church. He prefers to cast the spells on any characters that lost Constitution points to blood draining. He also shows favoritism to those who venerate Heironeous and members of the church. If no characters need a *restoration* spell Garaeth is willing to cast *remove curse* on up to four characters affected by the *flask of curses*.

If the characters were able to discover the identity of Grakus and destroy him, the clerics also pass on the tale of the characters good deeds. The day after the events at the cemetery, the characters receive an invitation to a well-known inn in Chendl from the Rosthul Merchant House. Master Rosthul does not attend, but the characters are treated to a wonderful meal and a small cache of gems as Rosthul's thanks for freeing his son from the horror of undeath.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 3: Darkest Night

Defeat the vampire spawn.

APL 4	90 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6: Blessed Day

Get information from Rainler and avoid a fight.

APL 4	30 XP
APL 6	60 XP
APL 8	120 XP
APL 10	150 XP

Encounter 8: The Wee Hours

Defeat Grakus and vampire spawn.

APL 4	180 XP
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APL 6	270 XP
APL 8	330 XP
APL 10	360 XP

Encounter 10: Revelations (Trap)

Defeat or bypass the glyph trap.

APL 4	90 XP
APL 6	120 XP
APL 8	120 XP
APL 10	120 XP

Encounter 10: Revelations (Fight)

Defeat Velna.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	360 XP

OR

Defeat Velna with church help.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1140 XP
APL 10	1290 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and

because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 8: The Wee Hours

Defeat Grakus and strip him of his gear.

APL 4: L: 18 gp; C: 0 gp; M: 0

APL 6: L: 18 gp; C: 0 gp; M: 0

APL 8: L: 18 gp; C: 0 gp; M: *ring of protection* +1 (Value 300 gp per character).

APL 10: L: 18 gp; C: 0 gp; M: *ring of protection* +1 (Value 300 gp per character).

Encounter 10: Revelations

Defeat Velna and strip her of her gear.

APL 4: L: 25 gp; C: 0 gp; M: 0

APL 6: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

APL 8: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

APL 10: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

Conclusion

The characters successfully laid Grakus to rest.

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 40 gp; M: 0

APL 8: L: 0 gp; C: 80 gp; M: 0

APL 10: L: 0 gp; C: 100 gp; M: 0

Total Possible Treasure

APL 4: 63 gp

APL 6: 233 gp

APL 8: 573 gp

APL 10: 573 gp

ADVENTURE CERTIFICATES

Church of Heironeous Influence Point

For deeds and discretion, Garaeth Heldenster has granted the character an Influence Point with the Church of Heironeous in Furyondy. This point is consumed when used (cross off used influence on this adventure certificate), and does not function outside of the

Kingdom of Furyondy. It may not be transferred or sold since it is based on the reputation of the hero.

Curses, Foiled Again!

Standing within 30 feet of a strange bottle when it was opened, this character was overcome by the powerful magic of a *Flask of Curses*. The effected character suffers a -2 penalty to attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

APPENDIX I: NPCS

ENCOUNTER 1: CHENDL'S GATES

☛ **Lemyan, Guard Leader:** Human male Pal3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +4; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +6 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/19-20, light crossbow); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease, turn undead; AL LG; SV Fort +7, Ref +3, Will +4; Str 14, Dex 11, Con 14, Int 10, Wis 13, Cha 14.

Skills and Feats: Diplomacy +6, Handle Animal +4, Heal +3, Knowledge (religion) +2, Ride +4, Sense Motive +5; Improved Initiative, Skill Focus (Sense Motive), Weapon Focus (battleaxe).

Possessions: chainmail, large steel shield, battleaxe, light crossbow, 20 bolts.

☛ **Furyondy Soldier (8):** Human male Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Profession (soldier) +3, Ride +2, Search +1, Sense Motive +2, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: chainmail, large steel shield, battleaxe, light crossbow, 20 bolts.

Dog Patrol

☛ **Furyondy Soldier (2):** Human male Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Profession (soldier) +3, Ride +2, Search +1, Sense Motive +2, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: chainmail, large steel shield, battleaxe, light crossbow, 20 bolts.

ENCOUNTER 6: BLESSED DAY

☛ **Rainler:** Human male Clr11 (Wee Jas); CR 11; Medium-size humanoid (human); HD 11d8; hp 58; Init +6; Spd 30 ft.; AC 19 (touch 15; flat-footed 17); Atk +8/+3 (1d4/19-20, dagger); SA Spells, rebuke undead, AL LE; SV Fort +7, Ref +7, Will +10; Str 10, Dex 14, Con 10, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +4, Concentration +14, Diplomacy +11, Heal +9, Knowledge (arcana) +6, Knowledge (religion) +8, Scry +6, Spellcraft +7; Combat Casting, Improved Initiative, Leadership, Lightning Reflexes, Spell Focus (Necromancy).

Possessions: mithral shirt, wand of fireballs (10th) (12 charges), +4 defense dagger, wand of shield (18 charges), ring of flying, wand of daylight (6 charges), ring of protection +3.

Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – *detect magic* (2), *detect poison*, *guidance*, *light*, *read magic*; 1st – *cause fear**, *cure light wounds*, *comprehend languages*, *detect chaos*, *detect good*, *remove fear*, *shield of faith*; 2nd – *calm emotions*, *cure moderate wounds*, *death knell*, *enthrall*, *identify**, *remove paralysis*; 3rd – *cure serious wounds*, *dispel magic**, *magic circle against chaos*, *magic vestment*, *negative energy protection*, *protection from elements*; 4th – *death ward**, *discern lies*, *freedom of movement*, *poison*; 5th – *greater command*, *slay living**, *spell resistance*; 6th – *anti-magic field**, *summon monster VI*.

*Domain spells. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Magic (Use scrolls wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

☛ **Leigh Scarelle:** Human female Clr5 (Wee Jas); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +7 melee (1d8+2, heavy mace); SA Spells, turn undead; AL LG; SV Fort +6, Ref +2, Will +6; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +10, Heal +10, Knowledge (arcana) +4, Knowledge (religion) +3, Spellcraft +1; Combat Casting, Power Attack, Weapon Focus (heavy mace).

Possessions: +1 chainmail, large steel shield, masterwork heavy mace, 3 scrolls of burial blessing.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic*, *detect poison*, *guidance*, *light*, *read magic*; 1st – ~~burial blessing**~~, *detect undead*, *invisibility to undead*, *protection from chaos**, *shield of faith*; 2nd – *bull's strength*, *gentle repose*, *hold person*, *identify**; 3rd – *magic circle against chaos**, *protection from elements*.

*Domain spells. Domains: Law (You cast law spells at +1 caster level); Magic (Use scrolls wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

**See Appendix II: New Rules for additional information.

ENCOUNTER 8: THE WEE HOURS

APL 4 (EL 7)

➤ **Grakus Rostuhl:** Male human Arii/Rog4 (Vampire); CR 6; Medium-size undead; HD 5d12; hp 40; Init +9; Spd 30 ft.; AC 24 (touch 15, flat-footed 19); Atk +8 melee (1d6+5 and energy drain, slam); SA Sneak attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, uncanny dodge (Dex bonus to AC), damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +1, Ref +11, Will +4; Str 20, Dex 20, Con –, Int 16, Wis 12, Cha 16.

Skills and Feats: Appraise +7, Bluff +16, Climb +8, Decipher Script +6, Diplomacy +6, Disable Device +9, Forgery +7, Gather Information +6, Hide +20, Innuendo +6, Intimidate +6, Jump +8, Listen +14, Move Silently +18, Open Locks +8, Pick Pockets +8, Search +17, Sense Motive +12, Spot +17, Tumble +10; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Attack, Run.

Possessions: masterwork studded leather armor.

APL 6 (EL 9)

➤ **Grakus Rostuhl:** Male human Arii/Rog6 (Vampire); CR 8; Medium-size undead; HD 7d12; hp 54; Init +9; Spd 30 ft.; AC 24 (touch 15, flat-footed 19); Atk +9 melee (1d6+5 and energy drain, slam); SA Sneak attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +2, Ref +12, Will +5; Str 20, Dex 20, Con –, Int 16, Wis 12, Cha 16.

Skills and Feats: Appraise +9, Bluff +17, Climb +10, Decipher Script +6, Diplomacy +7, Disable Device +9, Forgery +10, Gather Information +7, Hide +20, Innuendo +7, Intimidate +6, Jump +9, Listen +14, Move Silently +18, Open Locks +12, Pick Pockets +8, Search +18, Sense Motive +14, Spot +18, Tumble +12; Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Attack, Run.

Possessions: masterwork studded leather armor.

APL 8 (EL 11)

➤ **Grakus Rostuhl:** Male human Arii/Rog8 (Vampire); CR 10; Medium-size undead; HD 9d12; hp 68; Init +9; Spd 30 ft.; AC 25 (touch 16, flat-footed 20); Atk +11/+6 melee (1d6+5 and energy drain, slam); SA Sneak attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +2, Ref +13, Will +5; Str 21, Dex 20, Con –, Int 16, Wis 12, Cha 16.

Skills and Feats: Appraise +12, Bluff +19, Climb +12, Decipher Script +7, Diplomacy +9, Disable Device +10, Forgery +10, Gather Information +8, Hide +20, Innuendo +7, Intimidate +9, Jump +10, Listen +16, Move Silently +18, Open Locks +12, Pick Pockets +8, Search +18, Sense Motive +15, Spot +18, Tumble +15; Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Attack, Run.

Possessions: masterwork studded leather armor, ring of protection +1.

APL 10 (EL 13)

➤ **Grakus Rostuhl:** Male human Arii/Rog10 (Vampire); CR 12; Medium-size undead; HD 11d12; hp 82; Init +9; Spd 30 ft.; AC 25 (touch 16, flat-footed 20); Atk +12/+7 melee (1d6+5 and energy drain, slam); SA Sneak attack, opportunist, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +3, Ref +14, Will +6; Str 21, Dex 20, Con –, Int 16, Wis 12, Cha 16.

Skills and Feats: Appraise +14, Bluff +20, Climb +14, Decipher Script +8, Diplomacy +11, Disable Device +11, Forgery +12, Gather Information +9, Hide +22, Innuendo +8, Intimidate +10, Jump +12, Listen +17, Move Silently +20, Open Locks +12, Pick Pockets +8, Search +18, Sense Motive +15, Spot +18, Tumble +16; Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Attack, Run.

Possessions: masterwork studded leather armor, ring of protection +1.

ENCOUNTER 10: REVELATIONS

APL 4 (EL 7 or 8)

➤ **Velna Deneca:** Female human Clr5 (Vampire); CR 7; Medium-size undead; HD 5d12; hp 50; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +7 melee (1d6+4 and energy drain, slam); SA Spells, rebuke undead, domination, energy drain, blood drain, children of the night, create spawn; SQ Damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing

5; AL CE; SV Fort +6, Ref +6, Will +7; Str 18, Dex 16, Con –, Int 14, Wis 17, Cha 18.

Skills and Feats: Bluff +12, Concentration +8, Diplomacy +10, Gather Information +6, Heal +8, Hide +10, Knowledge (religion) +10, Listen +11, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +10, Spot +11; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes.

Possessions: masterwork chain shirt.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic, guidance, inflict minor wounds, light, read magic*; 1st – *cause fear, deathwatch, entropic shield, inflict light wounds**, *shield of faith*; 2nd – *death knell, desecrate**, *hold person, spiritual weapon (flail)*; 3rd – *contagion**, *magic circle against good, magic vestment*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

APL 6 (EL 9 or 10)

☛ **Velna Deneca:** Female human Clr7 (Vampire); CR 9; Medium-size undead; HD 7d12; hp 64; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +10 melee (1d6+4 and energy drain, slam); SA Spells, rebuke undead, domination, energy drain, blood drain, children of the night, create spawn; SQ Damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +8, Ref +8, Will +9; Str 18, Dex 16, Con –, Int 14, Wis 17, Cha 18.

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +11, Gather Information +7, Heal +10, Hide +10, Knowledge (religion) +12, Listen +11, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +11, Spot +11; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (slam).

Possessions: masterwork chain shirt, *cloak of resistance* +1.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – *detect magic, detect poison, guidance, inflict minor wounds, light, read magic*; 1st – *cause fear, deathwatch, entropic shield, inflict light wounds**, *protection from good, shield of faith*; 2nd – *death knell, desecrate, hold person, shatter**, *spiritual weapon (flail)*; 3rd – *bestow curse, contagion**, *magic circle against good, magic vestment*; 4th – *spell immunity (magic missile), unholy blight**.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

APL 8 (EL 11 or 12)

☛ **Velna Deneca:** Female human Clr9 (Vampire); CR 11; Medium-size undead; HD 9d12; hp 78; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +11/+6 melee (1d6+4 and energy drain, slam); SA Spells, rebuke undead, domination, energy drain, blood drain, children of the night, create spawn; SQ Damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +9, Ref +9, Will +11; Str 18, Dex 16, Con –, Int 14, Wis 18, Cha 18.

Skills and Feats: Bluff +12, Concentration +12, Diplomacy +13, Gather Information +7, Heal +12, Hide +10, Knowledge (religion) +14, Listen +11, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +13, Spot +11; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (slam).

Possessions: masterwork chain shirt, *cloak of resistance* +1.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0 – *detect magic, detect poison, guidance, inflict minor wounds, light, read magic*; 1st – *cause fear, deathwatch, entropic shield, inflict light wounds**, *protection from good, shield of faith*; 2nd – *bull's strength, death knell, desecrate, hold person, shatter**, *spiritual weapon (flail)*; 3rd – *bestow curse, blindness, contagion**, *magic circle against good, magic vestment*; 4th – *air walk, spell immunity (magic missile), unholy blight**; 5th – *circle of doom**, *unhallow*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

APL 10 (EL 13 or 14)

☛ **Velna Deneca:** Female human Clr11 (Vampire); CR 13; Medium-size undead; HD 11d12; hp 92; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +13/+8 melee (1d6+4 and energy drain, slam); SA Spells, rebuke undead, domination, energy drain, blood drain, children of the night, create spawn; SQ Damage reduction 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, alternate form, fast healing 5; AL CE; SV Fort +10, Ref +9, Will +12; Str 18, Dex 16, Con –, Int 14, Wis 18, Cha 18.

Skills and Feats: Bluff +12, Concentration +14, Diplomacy +15, Gather Information +7, Heal +14, Hide +10, Knowledge (religion) +16, Listen +11, Move Silently +10, Search +10, Sense Motive +11, Spellcraft +15, Spot +11; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (slam).

Possessions: masterwork chain shirt, *cloak of resistance* +1.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0 – detect magic, detect poison, guidance, inflict minor wounds, light, read magic; 1st – bane, cause fear, deathwatch, entropic shield, inflict light wounds*, protection from good, shield of faith; 2nd – bull's strength, death knell, desecrate, hold person, shatter*, spiritual weapon (flail); 3rd – bestow curse, blindness, contagion*, dispel magic, magic circle against good, magic vestment; 4th – air walk, divine power, poison, spell immunity (magic missile), unholy blight*; 5th – circle of doom*, spell resistance, unhallow; 6th – harm (2)*.

*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Evil (You cast evil spells at +1 caster level).

ENCOUNTER 10: OPT B: REQUESTING AID

➤ **Garaeth Heldenster, High Cleric of Heironeous:** Human male Clr10/Contemplative5** (Heironeous); HD 10d8+5d6+30; hp 125; Init +4; Spd 20 ft., fly 60 ft. (good); AC 22 (touch 12, flat-footed 20); Atk +14/+9 melee (1d8+4/19-20, longsword) or +12 ranged (1d8+1d6(fire)+1/19-20, light crossbow); SA Spells, turn undead; SQ Divine health, slippery mind, divine wholeness, divine body; AL LG; SV Fort +10, Ref +8, Will +15; Str 12, Dex 14, Con 14, Int 14, Wis 19, Cha 20.

Skills and Feats: Concentration +15, Diplomacy +15, Heal +15, Intimidate +9, Knowledge (arcana) +7, Knowledge (religion) +17, Scry +8, Sense Motive +9, Spellcraft +14; Combat Casting, Divine Vigor**, Extra Turning, Improved Initiative, Leadership, Lightning Reflexes, Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword).

Possessions: +2 breastplate armor of command, large adamantine shield, +3 holy longsword, +1 flaming light crossbow, ring of mind shielding, ring of featherfall, necklace of adaptation, winged boots, horn of blasting, scabbard of keen edges, brooch of shielding (95 hp), 3 candles of invocation

Spells Prepared (6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; base DC = 14 + spell level): 0 – detect magic (2), detect poison, guidance, light, read magic; 1st – bless water, command, divine favor, invisibility to undead, protection from evil*, remove fear, shield of faith; 2nd – aid, bull's strength, consecrate, delay poison, hold person, remove paralysis, spiritual weapon*; 3rd – invisibility purge, magic vestment, negative energy protection, remove curse (2), remove disease, searing light*; 4th – dimensional anchor, dismissal, divine power*, freedom of movement, neutralize poison, restoration; 5th – break enchantment, dispel evil*, hallow, scrying, true seeing; 6th – bolt of glory**, forbiddance, greater dispelling, heal; 7th – greater restoration, holy word, sunbeam*; 8th – holy aura*, mass heal.

*Domain spell. Domains: Glory** (Turn undead with a +2 bonus on the turning check and +1d6 on the turning

damage roll.); Good (You cast good spells at +1 caster level.); War (Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon).

**See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

DIVINE VIGOR [DIVINE] AS PRESENTED IN DEFENDERS OF THE FAITH

You can channel energy to increase your speed and Constitution.

Prerequisites: Ability to turn or rebuke undead, Cha 13+, Extra Turning.

Benefit: Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. These effects last a number of minutes equal to your Charisma modifier.

BURIAL BLESSING AS PRESENTED IN DEFENDERS OF THE FAITH

Abjuration [Good]

Level: Clr 1

Components: V,S,M,XP

Casting Time: 10 minutes

Range: Touch

Area: Corpse touched

Duration: Permanent

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By means of this spell, the cleric wards a corpse from evil influences and effects. Unless the corpse is desecrated or the blessing is countered, the corpse cannot be magically animated or rise as an undead minion (a ghoul or vampire, for example). Also, anyone trying to disturb the body is struck by a sudden fear and must make a Will save or flee the location for 1 minute per caster level. If the protected corpse is subsequently brought back to life, the burial blessing ends.

Material Component: The caster's holy symbol and a vial of holy or unholy water, according to alignment, which is sprinkled on the corpse.

XP Cost: 100 XP.

BOLT OF GLORY AS PRESENTED IN DEFENDERS OF THE FAITH

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you protect a bolt of energy from the Positive Energy Plane against one creature. You must make a successful ranged touch attack to strike your target. A creature struck suffers varying damage, depending on its nature or its home plane of existence and your level:

Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

GLORY PRESTIGE DOMAIN AS PRESENTED IN DEFENDERS OF THE FAITH

Deities: Heironeous, Pelor.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

- 1 **Disrupt Undead.** Deals 1d6 damage to one undead.
- 2 **Bless Weapon.** Weapon gains +1 bonus.
- 3 **Searing Light.** Ray deals 1d8/2 levels, more against undead.
- 4 **Holy Smite.** Damages and blinds evil creatures.

- 5 **Holy Sword.** Weapon becomes +5, deals double damage against evil.
- 6 **Bolt of Glory.** Ray deals positive energy damage, more against undead and evil outsiders.
- 7 **Sunbeam.** Blinds and deals 3d6 damage.
- 8 **Crown of Glory.** Gain +4 Cha and enthralls subjects.
- 9 **Gate.** Connects two planes for travel or summoning.

CONTEMPLATIVE AS PRESENTED IN *DEFENDERS OF THE FAITH*

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste for this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to some other abstract principle such as an alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs – a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Hit Die: d6.

Requirements

To qualify to become a contemplative, a character must fulfill all the following criteria.

Knowledge (religion): 13 ranks.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

Class Skills

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int). See Chapter 4: skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives are proficient with all simple weapons. They are not proficient with any armor or with shields, but sometimes carry these proficiencies from their previous class.

Prestige Domain (Ex): Upon adopting the contemplative class, and again at 6th level, a character gains access to a prestige domain of her choice, as described in Chapter 4: Divine Magic. The character can choose any domain made available by her deity or alignment—either a new prestige domain or a standard domain listed in the *Player's Handbook*. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Spells per Day: A contemplative who was previously a divine spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Divine Wholeness (Su): At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 10. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the contemplative gains damage resistance 20/+1. This means that the contemplative ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, electricity, and so forth). As an outsider, a 10th-level contemplative is subject to spells that repel enchanted creatures, such as *protection from good*.

PLAYER'S HANDOUT 1: MISSING AND DEAD

Missing Persons List

The characters have assembled the following list of dead and missing persons from Chendl. All have disappeared within the last fortnight. The dates assume the characters assemble the day following their night at the Traveler's Rest.

12 Days Ago

- Velna Denneca (human female, age 20) disappears from the Chendl library

11 Days Ago

- Elaine Farlington (human female, age 22) vanished from her home in the merchant quarter

10 Days Ago

- Iyale Jaelafan (1/2 elven male, age 34) disappears after a night of carousing. His body turns up and is buried in Resthaven

9 Days Ago

- Kylan Lerdanford (human male, age 20) is slain outside his gem shop in the merchant quarter and is buried in Resthaven

8 Days Ago – Nothing Strange Reported

7 Days Ago

- Quinten Radarak (human male, age 17) was found murdered in the merchant quarter.

6 Days Ago – Nothing Strange Reported

5 Days Ago

- Grakus Rosthul (human male, age 19) disappears from the Rosthul Merchant House

4 Days Ago

- Genieve Hauden (human female, age 18) never returns home after leaving the church of Heironeous
- Ulajan Verdant (human male, age 16) disappears from the merchant quarter

3 Days Ago

- Akenna and Crenshaw Bilenada (human husband and wife, age 22) were last seen at the Helmford Inn
- Westelon Xantide (human male, age 14) disappears from his home

2 Days Ago

- Marthon Nelagor (human male, age 16) was last seen in the merchant quarter
- Ociena Palundus (human female, age 17) was last seen at Resthaven, paying her respects to her grandfather

PLAYER'S HANDOUT 2: MESSAGE ON THE BOTTLE

An ancient yellowed piece of vellum was wrapped around a large glass bottle with iron bands around it, sealed with fresh wax bearing the Royal Seal and the Seal of the Knights of Furyondy. The following words are inscribed in Draconic.

Inside of the bottle, a soft yellow light pulses at a slow steady interval, about the pace of a heartbeat at rest. Written in draconic is the following script:

Guard well the contents of this bottle, for within lies the key to victory over those that oppose our will.

The light must beat until such time as the bearer releases its power. The powers are great, and those who gather near the vessel will bask in the powers of the light that beats within.

Use it wisely, for once opened, the light will burn bright and fast, and forever be lost to this world.

MISSING PERSONS LIST: DM'S COPY

All have disappeared within the last fortnight. The dates assume the characters assemble the day following their night at the Traveler's Rest.

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DM KEY TO MISSING PERSONS

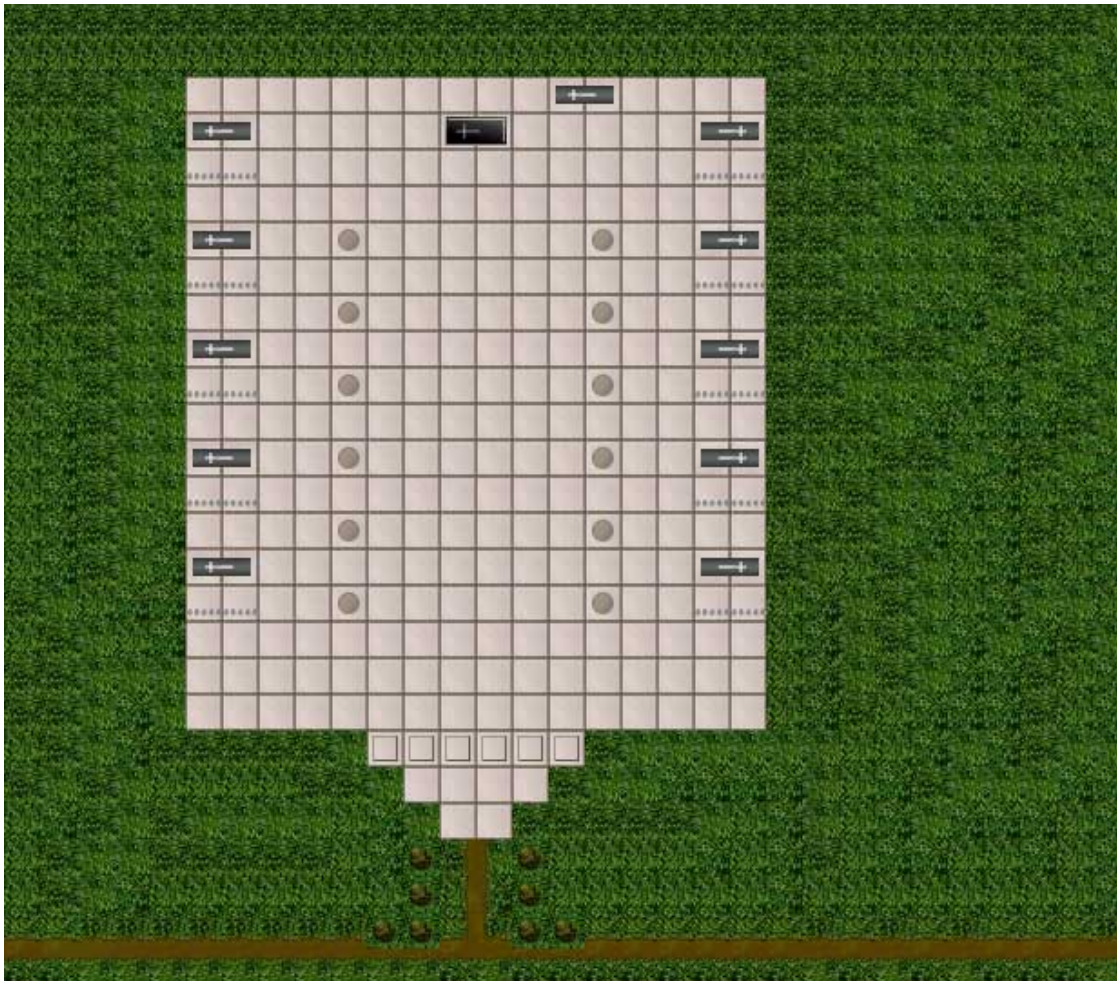
- Velna Denneca is Catarnya's cousin and the young prodigy of Heironeous and a vampire
- Elaine ran away from her home and has joined the rogues guild
- Iyale Jaelafan was killed by spawn and buried in Resthaven – this is the grave being “protected” by Rainler when the characters arrive in Encounter Five.
- Kylan Lerdanford was killed by a rogue's dagger after refusing to pay protection money. He is buried in Resthaven and his grave has been exhumed and protected by Rainler.
- Quinten Radarak was killed from behind (murdered) and robbed. He is buried in Resthaven. His grave has not been protected yet.
- Grakus Rosthul, the young merchant son of Master Rosthul who vanished at his father's warehouse and is now a vampire
- Genieve Hauden was taken by Velna and is buried in the small garden cemetery. She will rise as the lone spawn at APL4 and in all other APLs.
- Ulajan Verdant is killed by spawn and will rise at APL6+. At APL4 he is buried in Resthaven.
- Akenna and Crenshaw Bilenada disappeared from the Helmford inn and were merchants and are “protected” at Resthaven.
- Westelon Xantide will rise as spawn at APL10, otherwise his body is missing.
- Marthan Nelagor vanished and has joined the thieves guild
- Ociena Palundus was killed by spawn and will rise as spawn at APL8-10 **or** was found and buried at Resthaven near her grandfather and “saved” by Rainler at APL4-6.

MAP 1: GARDEN



 = 5 feet

MAP 2: CRYPT



CRITICAL EVENT SUMMARY

In the Wee Hours

The following events may be important to future adventures planned in Furyondy. DMs should circle the appropriate response to the following questions or fill in the information as appropriate and submit it with the scoring materials. This form should be used only during the convention at which the adventure debuts.

1. Did the characters learn the fate of Grakus Rosthul? **Yes** **No**
2. Where the characters able to reclaim his bones for proper burial? **Yes** **No**
3. Did the characters learn the fate of Velna Deneca? **Yes** **No**
4. What was Velna's fate in the adventure? **Escape** **Destroyed**
5. Did the characters enter Thrommel's tomb? **Yes** **No**
6. Where any of the characters cursed by the Flask of Curses? **Yes** **No**
7. Did the characters defile Thrommel's casket and get executed?
If so, list the player name, RPGA #, and character name here:

Player Name	RPGA #	Character Name

8. Did any of the characters die in this event? **Yes** **No** If so, how many? _____
9. At what APL did this table run? (Circle One) **4** **6** **8** **10**
10. How many players participated at this table? (Circle one) **3** **4** **5** **6**
11. How many **total** permanent levels were drained in this event? _____

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.