

Carion Crown



Rises at Dawn

A hidden world lies beneath the streets of Ustalav's storied capital, one buried and consigned to oblivion beneath layers of history and progress. But these subterranean byways are far from empty, home to a forgotten host who shun the light of the sun and hold their own court in sumptuous halls beneath the unknowing feet of the city's citizens. For centuries, these faded remnants of past glory have kept their own counsel, proud and aloof, but now they stir once more. And those who wander Caliphas's fog-shrouded night had best beware, lest they fall victim to the bloodlust of these silent killers.

—Josephine Havelock, *The Secret History of Caliphas*



ASHES AT DAWN

ADVENTURE BACKGROUND

Few vampires adhere to the Whispering Way, a philosophy whose chief tenet espouses the complete transformation of Golarion into a world of undead. For though the vampires of Ustalav certainly meet that requirement, their quality of life and primary sustenance depends on the blood of the living. Thus, if successful, the Whispering Way would leave no one for vampires to feed upon, relegating every vampire to an anguished existence of eternal thirst and little to slake it.

At the culmination of the Shining Crusade and the defeat of Tar-Baphon, several vampire clans recognized this symbiotic relationship with the living and turned their backs on the Whispering Tyrant, making no attempt to rescue him from his prison in Gallowspire. Instead, they recalled their armies, melting away into the dark holds of Ustalav to form their own unholy courts.

When Adivion Adrissant began developing his theory for recreating the Whispering Tyrant, he meticulously studied Ustalav's ancient history—both before and after the Shining Crusade—and learned of the vampire clans' treachery. Anticipating their probable opposition to his goal, Adivion devised a plot to strike at the vampires first, slaying their most intractable members and giving way to a younger, more malleable generation that Adivion could persuade to support the Whispering Way. But to carry out his plan, he needed an ally within vampire society itself—someone to target and betray their most obstinate elders—and an incentive to sway the turncoat to his cause.

Adivion's inquiries into the mysteries of necromancy soon brought him into contact with twin witches named Aisa and Hetna Dublesse, living in nearby Barstoi. These sisters had found an undead blood knight in the ruined mountains of Virlych, bringing him under their control through potent charms and hexes. Enticing them with promises of lichdom and power beyond that of the hag who mentored them, Adivion recruited the witches into his efforts. In exchange, they agreed to perfect an addictive blood-based drug, an ambrosia that Adivion could use to tempt and arm his vampire traitor, using the essence of the ever-bleeding undead knight as a secret ingredient. The witches succeeded beyond Adivion's wildest dreams, creating a potent *bloodbrew elixir* capable of temporarily negating the control the vampire elders wield over their spawn.

Adivion then turned his attention to locating a suitable traitor, finding his accomplice in a Varisian tailor named Radvir Giovanni. A relatively lesser vampire, Radvir languished under the thrall of his ancient master, Luvick Siervage, the leader of the vampire clans of Caliphass and the primary general responsible for abandoning Tar-Baphon after the Shining Crusade. Adivion invited Radvir to his estate to share his vision with the vampire, appealing to the tailor's vanity and desire to free himself from Luvick. Adivion promised Radvir a grand future in

ADVANCEMENT TRACK

Characters should be 11th level at the start of "Ashes At Dawn," and reach 12th level by the time they track down the vampire murderer Radvir Giovanni. After their final confrontation with the witches of Barstoi at the Abbey of Sante-Lymirin at the end of the adventure, the PCs should be 13th level. "Ashes At Dawn" uses the medium XP track.

the lich-king's undead court upon the Tyrant's return, and presented him with an amphora of the witches' brew. The *bloodbrew* temporarily granted Radvir free will, and he was able to sense a wider world of possibilities without his master's control.

Pledging himself to Adivion, Radvir returned to Caliphass with the *bloodbrew* and instructions to initiate a nightly reign of terror—not against the living citizens of Ustalav, but against the vampires of Caliphass. Not only did Radvir's nightly slayings of his too-comfortable kin allow him to eliminate those who might stand in Adivion's way, but as more prominent vampires fell to his carefully orchestrated murders, Radvir was able to climb the social ladder, eventually securing a full seat on the vampires' ruling council. This unfettered access to his master's inner circle also allowed Radvir to forge false evidence blaming the murders on the human nobles of Caliphass and find a patsy to blame for the crimes—an ancient vampire nosferatu named Ramoska Arkminos. At the same time, Radvir has been fomenting unrest among the younger vampires by stirring their bloodlust with the addictive *bloodbrew*. From their ranks, he aims to build a new army to aid the reborn Whispering Tyrant while he supplants Luvick himself.

Of course, the witches of Barstoi have their own reasons for aiding the Whispering Way, and it has little to do with Tar-Baphon's return or Adivion's promises. Years ago, Aisa and Hetna belonged to a notorious coven under an annis hag named Oothi, who mentored them in the ways of witchcraft. When Oothi was captured a few years ago by adventurers and sentenced to burning at the stake, she used a *swarm skin* spell to separate her flesh from her bones, transforming into several spider swarms to escape her execution. Oothi rejoined Aisa and Hetna, intending to have them retrieve her bones once the townsfolk had discarded them so she could re-form her body. The citizens of Barstoi proved especially superstitious, however, and dispersed the witch hag's bones across Ustalav to prevent her return. Since then, Oothi's intellect has remained trapped in the spider swarms while she urges her proteges to reassemble her scattered skeleton.

Carrion Crown

Aisa and Hetna have already rebuilt much of the hag's skeleton one bone at a time. But they still lack their mentor's skull, which they've determined lies somewhere in the Abbey of Sante-Lymirin on the outskirts of Caliphass. Recently converted to a winery, the abbey actually belongs to Countess Carmilla Caliphvaso. The aging countess is well known for her obsession with maintaining her youthful beauty, so the witches approached Carmilla, describing their unique blood alchemy as means of developing an elixir of youth. Dissatisfied with the alchemists she had previously hired to research the secret of eternal youth, Carmilla presented their work to Aisa and Hetna instead, including a process for mixing *sun orchid elixir* with vampire "humors"—the bodily fluids that keep vampires ageless. Aisa and Hetna readily agreed to continue this research in exchange for sole use of the abbey, using the countess's assignment as a cover for their own search for Oothi's skull, the continued production of Adivion's *bloodbrew*, and the disposal of Radvir's victims. After draining every possible fluid from each vampire corpse delivered by Radvir, the sisters lay the bodies out in different parts of the city so the morning sun can burn them to ash. Both human night watchmen and Luvick's vampires have discovered these "murders," giving rise to fear and paranoia among both the living and the dead in the streets and salons of Caliphass.

ADVENTURE SUMMARY

On the trail of the Whispering Way, the PCs journey to the city of Caliphass. Arriving in the capital, the PCs contact the local chapter of the Esoteric Order of the Palatine Eye to secure the organization's assistance in catching up to the Whispering Way. While they wait for an audience with the Order, the PCs become aware of a spate of murders occurring in the city, serial killings that seem to be targeting vampires. The PCs eventually determine the location of the cult's hideout, only to find it abandoned. But they meet an unlikely ally there—the half-vampire dhampir Quinley Basdel. Quinley offers to introduce the PCs to Luvick Siervage, the leader of the city's vampires, who can help the PCs find the Whispering Way in exchange for solving the vampire murders.

The PCs venture into the decadent society of the Vampire Underground, hidden in the subterranean cellars beneath Caliphass, where they can question (or slay) the vampires, ultimately discovering that the vampire tailor Radvir Giovanni is behind the killings. Confronting the vampire in his upscale tailor shop, the PCs learn of Radvir's alliance with the witches of Barstoi at the Abbey of Sante-Lymirin.

After an assault on the monastery, the PCs learn the witches have brewed an entirely different potion unrelated to the components being gathered by the Whispering Way. Ultimately, the PCs discover that the cult has relocated

to Virlych, and have kidnapped Count Lucinean Galdana of Amaans. Rescuing the count from the Whispering Way's stronghold sets the stage for the campaign's exciting conclusion in "Shadows of Gallowspire."

PART ONE: CALIPHASS

After recovering *Raven's Head* and information about the Dark Rider's next destination in "Wake of the Watcher," the PCs should begin their journey from Illmarsh to Caliphass, following the winding coast road along Avalon Bay, through Thrushmoor and Vauntil. The adventure assumes the PCs travel by horseback, but they can also use other means to reach the city, such as a boat, flying, teleportation, or other magic.

THE HEADLESS HORSEMAN (CR 12)

This encounter occurs a day's ride from Caliphass. If the PCs are using an alternative mode of travel to get to the city, the dullahan will catch up with them eventually. Unless the PCs take steps to hide themselves and *Raven's Head* with magic such as *mage's private sanctum*, *nondetection*, or *obscure object*, the headless rider relentlessly tracks them down, whether on the road to Caliphass or on the city's streets. If the headless rider catches up to the PCs within the city, this encounter should take place before the PCs enter the Esoteric Vaults (area A13).

The road narrows as it passes between two hillsides topped with skeletal trees looming to the east and west. Just ahead, a stone bridge spans a wide, fast-moving stream with stone sentinels in stag-antlered helms guarding each end.

Creatures: A headless figure astride a dark horse with flaming hooves stands in the middle of the bridge. This is Barliss Rask, one of the Dark Riders from Feldgrau and one of Adivion Adrissant's most trusted agents. After successfully delivering the *Carrion Crown* components he was entrusted with to Adivion in Caliphass, Rask was transformed into a dullahan, an undead headless horseman, as his reward. When the second rider did not return from Illmarsh, Adivion arranged for the casting of several divinations to learn his fate. Realizing that *Raven's Head* was now in the hands of the PCs, Adivion ordered Rask to retrieve the mace and discourage the PCs from meddling further in his business. Since riding the coast in search of them, he's already added several heads to his saddle, a fact he enjoys highlighting in an attempt to intimidate and demoralize his opponents.

Rask rides a nightmare named Shenaleure, summoned by a *lesser planar ally* spell to aid Rask. Three dire ghouls, undead wolves with sickly gray skin and rotting, matted fur, also accompany Rask, hiding on either side of

ASHES AT DAWN

the road approaching the bridge. Now these minions wait along the Old Coast Road, ready to ambush the PCs on their way to Caliphass. Although Adivion only charged him with retrieving *Raven's Head* and scaring off the PCs, Rask relishes his newfound power and is eager to fight.

As the PCs approach, Rask hails them, demanding that they abandon their interest in the affairs of the Whispering Way and turn over *Raven's Head* in exchange for letting them go. During the course of their conversation, Rask attempts to learn the PCs' names through formal introductions so he can later target them more effectively with his death's calling ability. A DC 15 Sense Motive check easily sees through his ruse, as Rask has no intention of letting them live. If the PCs offer to hand over the mace, Rask instructs them to throw it to the ground, maintaining his distance so he can prepare a charge. Whether the PCs cooperate or not, he soon spurs Shenaleure and attacks, calling on the dire ghouls to come out of hiding.

BARLISS RASK CR 10
XP 9,600

Male variant dullahan fighter 3 (*Pathfinder RPG Bestiary* 2 111)

LE Medium undead

Init +3; **Senses** blindsight 60 ft.; Perception +20

Aura frightful presence (30 ft., DC 21)

DEFENSE

AC 24, touch 12, flat-footed 23 (+11 armor, +1 deflection, +1 Dex, +1 natural)

hp 142 (13 HD; 10d8+3d10+81); fast healing 5

Fort +12, **Ref** +9, **Will** +14; +1 vs. fear

Defensive Abilities bravery +1, channel resistance +4; **Immune** undead traits; **SR** 18

OFFENSE

Speed 20 ft.

Melee +1 flail +19/+14 (1d8+8/19–20 plus 1d6 fire)

Space 5 ft.; **Reach** 5 ft. (15 ft. with flail)

Special Attacks burning flail, death's calling, summon mount

TACTICS

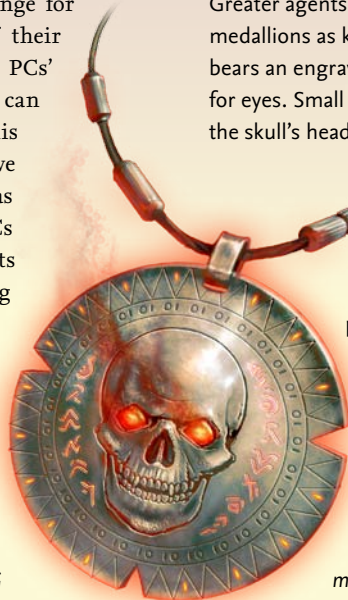
During Combat Rask activates his death's calling ability against the strongest-looking warrior, using the victim's name if possible, then makes Spirited Charges and Ride-By Attacks while Shenaleure tramples any opponents on the ground. Rask uses his burning flail to trip or disarm foes while Shenaleure breathes smoke on them.

Morale Believing himself invincible, Rask fights until destroyed.

STATISTICS

Str 25, **Dex** 16, **Con** —, **Int** 14, **Wis** 19, **Cha** 22

Base Atk +10; **CMB** +17; **CMD** 31



Moribund Key

MORIBUND KEY

Aura strong necromancy; **CL** 12th

Slot none; **Price** 40,000 gp; **Weight** 1/2 lb.

DESCRIPTION

Greater agents of the Whispering Way use these silver medallions as keys to their sanctuaries. Each *moribund key* bears an engraved skull with two gray, burned-out *ioun stones* for eyes. Small openings line the coin's outer edge. By turning the skull's head, an inner plate marked with runic symbols lines up with these openings to establish different combinations.

Each setting matches symbols inscribed on objects of great importance to the cult, such as statues, paintings, and doors. The proper arrangement of these runes activates stored spell effects in such objects, including powerful wards, *programmed images*, or the release of *arcane locks*. The bearer of a *moribund key* can cast *message* at will, and *spectral hand* and *vampiric touch* 3 times per day. In addition, the skull's eyes glow when undead approach within 60 feet. A *moribund key* bestows one negative level on any good creature carrying it. The negative level remains as long as the medallion is carried and cannot be overcome in any way while the medallion is in that creature's possession.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect undead*, *knock*, *message*, *spectral hand*, *vampiric touch*; **Cost** 20,000 gp

Feats Improved Critical (flail), Iron Will, Lightning Reflexes, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus (flail)

Skills Handle Animal +19, Intimidate +19, Perception +20, Ride +14, Spellcraft +11, Stealth +11, Survival +17

Languages Common, Infernal, Varisian

SQ armor training 1

Gear +2 *full plate*, +1 *flail*, *amulet of natural armor* +1, *moribund key* (see sidebar), *ring of protection* +1

SPECIAL ABILITIES

Burning Flail (Su) When Rask wields a flail, the weapon deals +1d6 points of fire damage and can be used as a weapon with 15-foot reach. Rask does not threaten the area into which he can make an attack, but he can use the weapon against foes anywhere within his reach (including adjacent foes). This ability replaces the dullahan's normal chilling blade ability.

Carrion Crown

SHENALEURE

CR 6

XP 2,400

Female advanced nightmare (*Pathfinder RPG Bestiary* 216, 294)

hp 63

TACTICS

Morale If Rask falls from the saddle and Shenaleure has fewer than 20 hit points remaining, she uses *plane shift* to abandon her pact and escape.

DIRE GHOUL WOLVES (3)

CR 6

XP 2,400 each

NE Large undead (*Tome of Horrors Revised* 370)**Init** +2; **Senses** darkvision 60 ft., scent; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 67 each (9d8+27)

Fort +5, **Ref** +5, **Will** +8**Defensive Abilities** channel resistance +4;**Immune** undead traits

OFFENSE

Speed 50 ft.**Melee** bite +14 (2d6+12 plus paralysis and trip)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** paralysis (1d4+1, DC 16)

TACTICS

Morale The dire ghouls fight until destroyed.

STATISTICS

Str 27, **Dex** 15, **Con** —, **Int** 2, **Wis** 14, **Cha** 14**Base Atk** +6; **CMB** +15; **CMD** 27 (31 vs. trip)**Feats** Improved Natural Attack (bite), Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)**Skills** Perception +15, Stealth +8, Survival +5 (+9 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking by scent

Treasure: Aside from a few grisly trophies—his victims' heads—Rask also carries a curious coin medallion known to members of the Whispering Way as a *moribund key* (see sidebar on page 9). The cult's most trusted agents carry these devices to gain access to the cult's secret bolt-holes, gathering places, and strongholds throughout Golarion.

ARRIVING IN CALIPHAS

After the PCs deal with Barliss Rask (or bypass him entirely), they should reach Caliphas without further incident. Caliphas is a large city, however, making finding the Whispering Way here a daunting task. A DC 10 Knowledge (local) check is enough to realize that the Esoteric Order of the Palatine Eye should have a cathedral or meeting hall in a city this size, and is quite likely the only organization with enough detailed records and knowledge of ancient Ustlav

to assist the PCs in researching the clues they've gathered so far—the Carrion Crown poem found in Feldgrau, the *Raven's Head* mace, and possibly the *moribund key*, as well as any other earlier information they gathered on the Whispering Way. In fact, a DC 20 Knowledge (local) check reveals that the Order's Caliphas cathedral contains a well-stocked collection of obscure lore known as the Esoteric Vaults.

The Order in Caliphas is even more secretive than Judge Daramid and her peers in Lepidstadt, but a DC 25

Knowledge (local) check or DC 30 Diplomacy check to gather information reveals that the Order meets at the Haraday Theater on Constance Street, and that its master is a man named Edjureus Modd. Gaining access to the secretive Order or its high-placed aristocratic master is another matter entirely, and inquiries at the theater or at Modd's estate are rebuffed unless the PCs succeed on a DC 20 Bluff or Diplomacy check. Mentioning Judge Daramid's name grants a +5 bonus on the roll, and success results in an invitation to attend one of the Order's social functions on the next Oathday at the Haraday Theater.

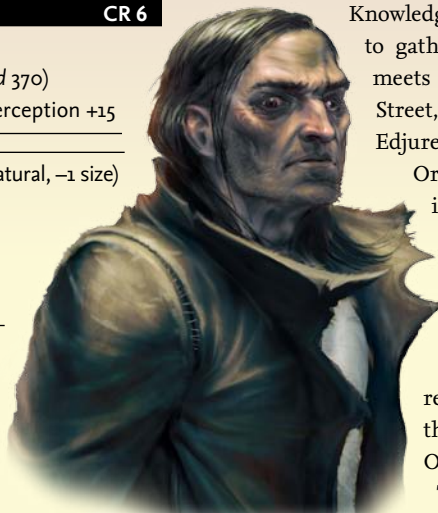
The PCs have until then to explore the city, purchase or sell equipment, and arrange lodging in one of the city's numerous inns. The city of Caliphas is

described in more detail beginning on page 60. If the PCs have not yet encountered the dullahan Barliss Rask, he should catch up to them during this time.

MORNING MURDERS

The morning after their arrival in Caliphas, the PCs awaken to find the common room of their inn abuzz with rumors of new murders in the city. The PCs can easily learn from the other guests that Caliphas has been plagued by a series of mysterious murders of late, in which bodies turn up on the city's streets drained of all fluids, only to dissolve into ash by morning. According to the town criers outside, the newest murder was discovered this very morning.

If the PCs decide to investigate the crime scene themselves, they can easily find it, surrounded by several constables, night watchmen, and a crowd of onlookers. They are gathered around a headless body lying on its stomach in an alleyway between an inn and a tavern. Any inquiries by the PCs are directed to **Captain Boverde Hoptler** (LN male human aristocrat 2/fighter 5), commander of the city watch, who is overseeing the investigation. A less-than-pleasant man on a good day, this pinched keeper of the peace is in especially ill humor this morning. His initial attitude is unfriendly, but if made at least friendly, he allows the PCs to observe the investigation as long as they don't interfere.



Boverde Hoptler

ASHES AT DAWN

As the investigation unfolds, the constables determine the body fell from the roof of the inn, though the proprietor denies renting a room to the pallid victim. On the roof, two large piles of ash in the shape of humanoid figures lie curiously stretched out in the morning sun, a sharpened wooden stake buried in each pile of ash. Soon after the discovery of these remains, constables call out from the street below—the body they've dragged from the alley into the sunlight has also decomposed into ash, leaving behind another wooden stake. The bodies are those of vampires murdered by Radvir Giovanni and drained of their humors by Aisa and Hetna Dublesse, the wooden stakes left in the vampires' bodies to immobilize them. When Radvir dumped the bodies on the roof before sunrise, one of them fell to the alley below and was shielded from direct sunlight until the constables removed it from the alley.

Despite this evidence, Captain Hoptler refuses to believe that someone is killing vampires, suggesting instead that the whole matter must be an elaborate hoax, as such creatures haven't been seen in Caliphass in centuries. Regardless of whatever courtesies he may have extended them thus far, Hoptler warns the PCs that the murders are none of their concern, and they would be well advised to mind their own business.

AN EVENING AT THE HARADAY THEATER

The following Oathday evening, the PCs can head to the Haraday Theater to meet with the Esoteric Order of the Palatine Eye.

The aged, stately structure of the Haraday Theater lies nestled among several shops. The rough wooden exterior bears the signs of numerous repairs and modifications, though it seemingly has need of many more. The building itself has two entrances, one to the west and another to the south, both illuminated by large, wall-mounted oil lamps. Well-dressed servants stand outside these doors, welcoming arriving carriages and turning away passersby who linger next to the glass windows of what appears to be a large meeting hall.

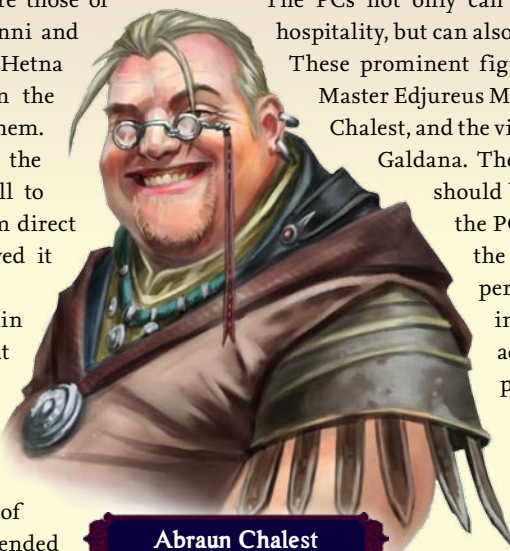
When the PCs arrive at nightfall, the door guards turn them away unless they have invitations or can Bluff their way in with a DC 20 Bluff check. Once inside, they are asked to wait in the lounge (area A2) or the gathering room (area A4) until the initiation ceremony of a new aspirant to the Order is over. A handful of the Order's lower-ranking acolytes already fill these rooms, conversing with one another over

wine and cigars. Though the PCs aren't allowed to view or participate in the ceremony itself, they may hear snippets of various chants or catch glimpses of the elaborate regalia worn by the Order's secretive members as they file out of the theater's gallery. Edjureus Modd and the rest of the Order's full members arrive soon after to polite applause and the welcoming of their newest acolyte.

MEMBERS OF THE ORDER

The PCs not only can avail themselves of the Order's hospitality, but can also mingle with its members as well.

These prominent figures in Caliphass society include Master Edjureus Modd, noted Osirionologist Abraun Chalest, and the visiting count of Amaans, Lucinean Galdana. The goal of these social encounters should be to convince the Order to grant the PCs access to the Esoteric Vaults in the theater's basement. Each of these personages can wield at least some influence in granting the PCs access to the Order's collections, provided the PCs properly impress or interest them in the course of their conversations.



Abraun Chalest

ABRAUN CHALEST

A pudgy, aged gentleman, **Abraun Chalest** (LN male human aristocrat 3/expert 6) wears a befuddled expression behind an expensive pair of silver spectacles. Always smiling and prone to loud laughter, he has an immediately likable demeanor. Chalest serves as a curator at the Quarterfaux Archives in Caliphass, occasionally (and secretly) "borrowing" certain pieces for the Order. A renowned expert on Osirian culture and quite well traveled, he proves especially curious about the PCs and their adventures. He spends most of the evening in the gathering room (area A4), but he soon seeks out the PCs if they do not come across him first. Chalest represents the easiest method of gaining access to the Esoteric Vaults since he has his own key to the basement downstairs.

Chalest has an initial attitude of friendly, but he won't open the Order's secret collection to just anyone. The PCs must first succeed on a DC 17 Diplomacy check to make him helpful. If the PCs wish him to open the vaults without mentioning it to Edjureus Modd, the DC becomes 23. The PCs can improve their chances by conversing with Chalest about ancient history and hidden lore. A DC 20 Knowledge (arcana), Knowledge (history), or Knowledge (religion) check grants the PCs a +2 bonus on their Diplomacy check with Chalest.

Story Award: If the PCs successfully make Chalest into a helpful supporter, award them 3,200 XP.

Carrion Crown

EDJUREUS MODD

The master of the Esoteric Order in Caliphass, **Edjureus Modd** (LN male human aristocrat 7) is the one who has the final say on granting the PCs access to the Esoteric Vaults. But the snobbish aristocrat remains quite stubborn about allowing strangers near the priceless relics he himself has only just begun to examine. Modd only recently ascended to his position after the death of the Order's previous master. Arrogant and pretentious, Modd cares little for adventurous sorts (including the PCs), remaining far more focused on the power and prestige he's cultivated among the club's prominent members instead. The tall, somewhat stocky aristocrat stands in the conservatory (area A5), preening under the adulation of his associates, who hang on his every word.

Modd starts out with an initial attitude of unfriendly. Before he will even consider granting them access to the Esoteric Vaults, the PCs must make him at least indifferent with a DC 27 Diplomacy check. Once indifferent, an additional DC 22 Diplomacy check is needed for him to agree to the request (if made helpful, he opens the vaults as well). PCs with an understanding of aristocratic etiquette can make a DC 20 Knowledge (nobility) check to gain a +2 bonus on the checks. Likewise, securing Count Galdana's aid (see below) may add an additional bonus to diplomacy with Modd.

Alternatively, a DC 19 Intimidate check can force Modd to open the vaults, but he becomes unfriendly afterward, and offers them no more aid. In this case, any further dealings with the Order in Caliphass will likely have to through Abraun Chalest or Count Galdana.

Story Award: If the PCs successfully convince Modd to let them use the Esoteric Vaults, award them 6,400 XP. If they actually make Modd helpful, award the PCs 12,800 XP instead.

COUNT LUCINEAN GALDANA

An imposing, rugged figure, **Lucinean Galdana** (NG male human aristocrat 2/ranger 6) is the adventurous count of Amaans, currently visiting Caliphass to attend the royal court. Galdana only begrudgingly holds membership in the Esoteric Order, more because of social expectation and to maintain connections with those controlling the nation's power and commerce than anything else. He appreciates

good fighting men more than the braggadocio of Ustalav's decadent nobles. Count Galdana can most likely be found in the trophy hall (area A6), but also in the lounge (area A2) or the gathering room (area A4).

Galdana has an initial attitude of indifferent, and requires a DC 22 Diplomacy check to make friendly and gain his support. He particularly enjoys stories about adventures involving dangerous beasts, discussions of hunting, and bawdy tales, and a DC 20 Knowledge (dungeoneering), Knowledge (nature), or DC 20 Perform (comedy) check grants the PCs a +2 bonus on Diplomacy checks with the count. If made helpful, Galdana agrees to intercede with Modd on the PCs' behalf, granting them a +5 bonus on checks to convince the master to grant them access to the Esoteric Vaults.

Story Award: If the PCs successfully make a friend of Count Galdana, award them 6,400 XP.

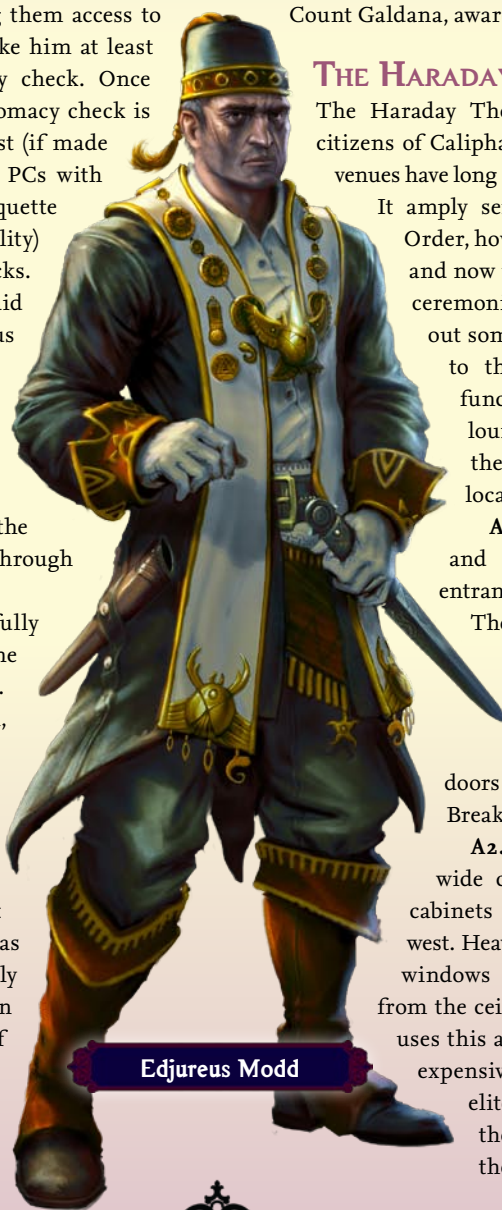
THE HARADAY THEATER

The Haraday Theater no longer entertains the citizens of Caliphass, as newer and more accessible venues have long since supplanted it in importance.

It amply serves the needs of the Esoteric Order, however, who purchased the theater and now use it for official gatherings and ceremonies. The Order occasionally rents out some of the facility's smaller rooms to their own members for private functions, and operates an exclusive lounge on the side. A summary of the Haraday Theater's rooms and locations follows.

A1. Foyers: Dark hardwood floors and paneled walls highlight the entrances to the secretive social club. The exterior doors stand open, while dim lamps illuminate those ahead. When no meetings are scheduled and the building is closed, these strong wooden doors are locked (hardness 5, hp 20, Break DC 25, Disable Device DC 30).

A2. Lounge: Round tables fill this wide chamber, and mahogany liquor cabinets line the walls to the east and west. Heavy drapes hang beside three large windows and lit iron chandeliers hang from the ceiling 15 feet overhead. The Order uses this area as an active tavern, albeit an expensive one, to ensure only the most elite clientele (and hence, usually their own membership) patronize the facility.



Edjureus Modd

ASHES AT DAWN

A3. Bar: Trusted servants of the Order serve drinks from this small bar, stocked with an impressive array of libations from across the Inner Sea region.

A4. Gathering Room: Large bookshelves and heavily draped windows line the walls of this room. The Order routinely rents out this space for private gatherings and social functions. A cigar box on one of the bookshelves contains rolled cigars from nearby Molthune.

A5. Conservatory: A large piano dominates the southwest corner of this room, with twin crystal chandeliers hanging overhead. The Order often uses this chamber as an upscale viewing hall for funerals, weddings, recitals, or dancing.

A6. Trophy Hall: This wide hallway displays a number of valuable paintings, miniature sculptures, and stuffed animal heads mounted along the north and south walls. Four alcoves lead to stairways going down, while burnished copper-bound doors close off either end of the hall.

A7. Atrium Observatory: This perfectly square chamber is open to the sky above, closed off only by a permanent *wall of force* 15 feet overhead. The Order occasionally uses this room to assess a variety of astrological auguries as well as for routine stargazing. Several runes mark the floor's inlaid tiles, each one activating a different *silent image* that overlays the night sky to trace one of the visible constellations.

A8. Gallery: This immense chamber includes four cushioned benches between columns supporting the rafters of the 20-foot-high ceiling. An open banister in front of the benches overlooks a performance space below, which contains an iron platform hanging from iron chains tied to a pulley and winch overhead. In years past this room played host to small theater performances. The Order rarely uses it for that purpose anymore, and has transformed the theater into a gallery for observing new member initiation rites and other allegorical ceremonies instead.

A9. Storerooms: These rooms all contain extra chairs, tables, and benches for reconfiguring the rooms that the Order occasionally rents out for special functions. They contain nothing of real value.

A10. Procession Hall: The walls of this hall depict a number of esoteric creeds and inscriptions, all serving as reminders for new initiates of their responsibilities to the Order. It serves as a mustering hall for processions into the ceremonial chamber (area **A11**). Two small doors lead north and south into privies.

A11. Ceremonial Chamber: This large basement contains several supports for the theater overhead. The large opening in the room's ceiling looks up into the gallery (area **A8**), where the audience can view ceremonies below. The Order uses this chamber for conducting secret meetings and esoteric rites and ceremonies.

A12. The Descending Spiral: The door into this area is made of strong wood, ironbound and locked with a

superior lock (hardness 5, hp 20, Break DC 25, Disable Device DC 40). Bookshelves groaning beneath the weight of hundreds of tomes line these wooden stairs, which descend in a spiral along this chamber's walls to the theater's subbasement 30 feet below. Most of the books here are relatively common reference works, but a single archway at the bottom of the stairs leads to the Order's more valuable collections (area **A13**).

A13. Esoteric Vaults: This area is described below.

A13. THE ESOTERIC VAULTS

Once they have obtained permission to access the Order's vaults, the PCs can venture into the basement below the Haraday Theater. If they secured Abraun Chalest's assistance, he accompanies the PCs into the vaults. If the PCs did not get permission, they can attempt to break in when the theater is empty.

Piles of statuary, pottery, paintings, and art fill these chambers, clustered around large wooden crates, barrels, and narrow bookshelves full of ancient, musty tomes, with only narrow, meandering pathways between them. In the final vault to the east, a large worktable lies half-buried under piles of scrolls, books, and clay tablets, illuminated by magical work lights overhead.

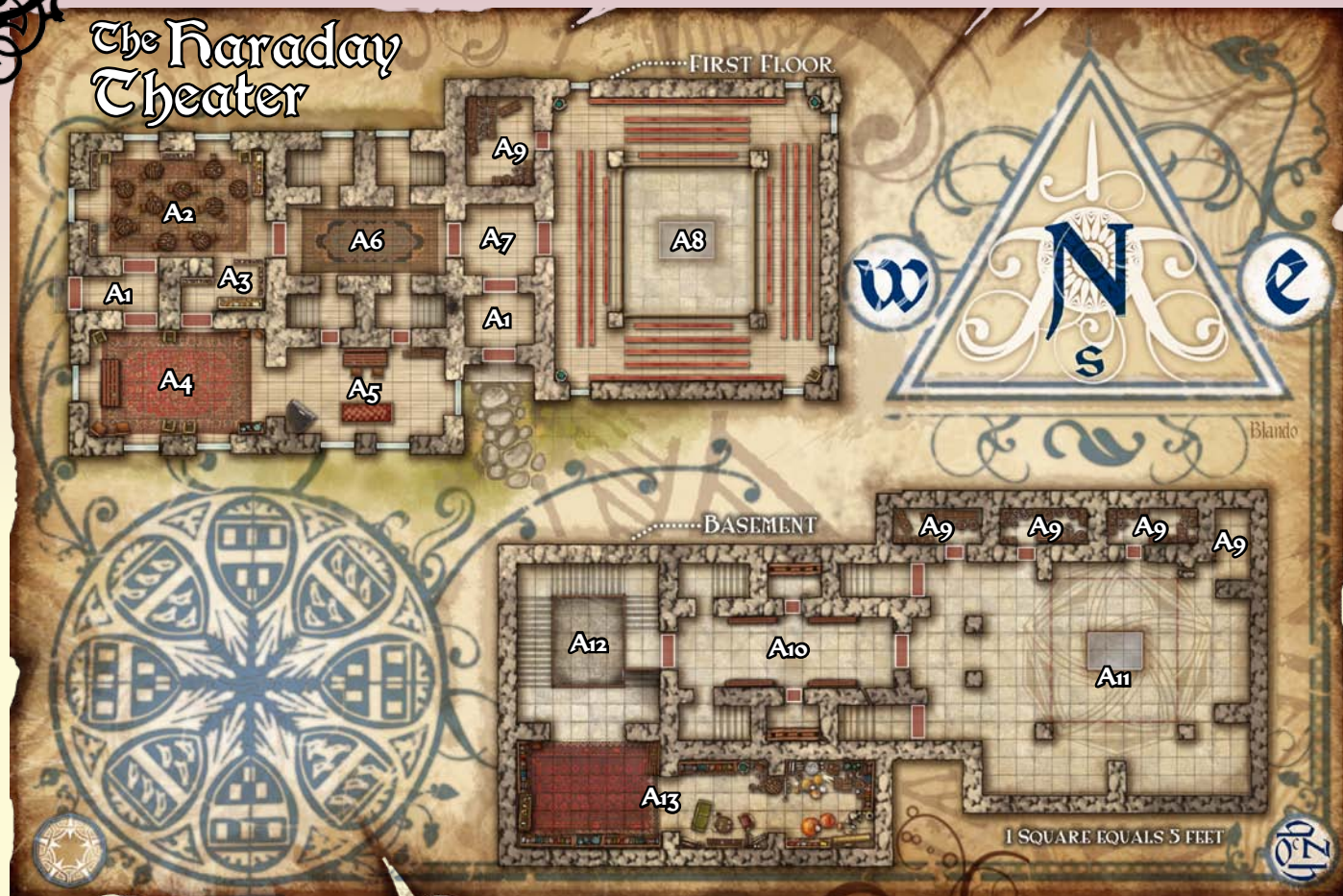
These linked subterranean chambers lie crammed full of treasures and accumulated lore important to the Order. All of the rooms in the vaults are considered difficult terrain because of the tight confines between boxes, crates, and stacks of scrolls, statuary, pottery, and stone tablets.

While in the vaults, the PCs can research the *Whispering Way*, the *Carrion Crown* poem, the *Raven's Head* mace, and the *dullahan's moribund key*. The PCs can make Knowledge checks to learn about these topics on their own, but the Esoteric Vaults allow them to make such checks untrained. If the PCs have ranks in the required skills, using the library grants a +6 bonus on these Knowledge checks. Each such check takes 1d6 hours of poring through old scrolls, tomes, and records.

If the PCs don't wish to research these topics themselves (or they don't possess the proper skills to make full use of the collection), they may seek additional help. If made helpful, Abraun Chalest is happy to do the research for them; otherwise, they can convince him to help with another Diplomacy check. Alternatively, the PCs can hire one of the Esoteric Order's other members to carry out the research at a rate of 1,000 gp per day.

The Carrion Crown Poem: If the PCs have not yet deciphered any of the *Carrion Crown* poem found in Feldgrau, they may use the Esoteric Vaults to do so. A DC 30 Knowledge (arcana) or Knowledge (religion) check recognizes that the poem is actually a formula for a magical elixir for creating

Carrion Crown



a lich. This check is enough to also realize that the formula is tied to a specific person, though who that person might be is unknown. A DC 25 Knowledge (arcana) or Knowledge (religion) check can identify the specific components collected by the Whispering Way for the formula, including the mace *Raven's Head*. See page 63 of *Pathfinder Adventure Path #45: Broken Moon* for more information on these components and the verses that identify them.

Raven's Head: If the PCs acquired the legendary mace *Raven's Head* in Illmarsh, they can use the Esoteric Vaults to research more of the weapon's history. A DC 35 Spellcraft check in conjunction with *detect magic* is enough to identify the item's properties, but a DC 20 Knowledge (history) or Knowledge (religion) check, or a DC 30 Knowledge (nobility) check, can learn some of the weapon's history, as presented on page 55 of *Pathfinder Adventure Path #46: Wake of the Watcher*. Alternatively, a *legend lore* spell can reveal much of the same information about the mace's history. If the PCs do not have access to this spell, Abraun Chalest can provide them with a *scroll of legend lore* from the Order's collection for the standard price.

The Whispering Way: The PCs have likely learned quite a bit about the Whispering Way by this point, but

you can use the Esoteric Vaults to fill in any remaining gaps in their knowledge. Knowledge (arcana) and Knowledge (religion) are the best skills to use to learn more about this mysterious organization. See page 16 of *Pathfinder Adventure Path #43: The Haunting of Harrowstone* for guidelines on skill check DCs. You may also provide them with additional information from "The Whispering Way" in *Pathfinder Adventure Path #45*. In addition, a DC 30 Knowledge (arcana) or Knowledge (religion) check discovers mention of a mysterious item used by the cult, known as a *moribund key* (see below).

The Moribund Key: If the PCs obtained the *moribund key* from the dullahan Barliss Rask, they can also use the Esoteric Vaults to learn more about this item. *Detect magic* and a DC 27 Spellcraft check identifies the item's magical properties, while a DC 30 Knowledge (arcana) or Knowledge (religion) check reveals the function of these items and their connection to the Whispering Way. In addition, a *legend lore* spell can also be used to discover this information. Once the PCs know how *moribund keys* are used, a DC 40 Knowledge (history) or Knowledge (local) check discovers a chronicle of several items the Whispering Way once kept in Caliphass, including a

ASHES AT DAWN

gargoyle statue reputed to show believers the way to the cult's hidden stronghold in the city.

If the PCs don't have the *moribund key*, they can still learn about it while researching the collections for information on the Whispering Way. In this case, the PCs must still succeed on a DC 40 Knowledge (history) check to locate the most useful information, including passages detailing the existence of *moribund keys*, their purpose, and the Caliph's gargoyle statue.

THE WHISPERING GARGOYLE (CR 13)

After researching the *moribund key*, the PCs will most likely want to find the statue that supposedly leads to the Whispering Way's hideout. If the PCs share this information with Abraun Chalest, he recognizes the drawings of the statue and recalls one just like it in the Esoteric Vaults. It was salvaged from a mausoleum when the city relocated its cemetery and built over several ancient gravesites in the course of expansion. Alternatively, the PCs can find the statue themselves with a DC 30 Perception check while searching through the vaults' crowded collection.

When the PCs find the statue, read or paraphrase the following description.

Half-covered by a fallen tapestry, a hideous stone gargoyle crouches upon a solid block of rough-hewn black granite. Its wings lie folded over its back, their sharp spurs reaching almost to the 10-foot-high ceiling overhead. The statue's claws, teeth, and strangely protruding ribs all appear crafted from iron. A carved necklace with a skull-shaped medallion bearing curious runes along its outer edge hangs upon the gargoyle's chest.

If the PCs examine the statue with *detect magic*, a DC 23 Knowledge (arcana) check determines it resonates with strong auras of abjuration and illusion. The runes on the statue's medallion show the proper arrangement of runes on the *moribund key* to activate the statue's stored spell effect. If the PCs don't have the *moribund key*, they can still activate the statue with a DC 25 Use Magic Device check.

Dialing the correct runes into the *moribund key* and then placing it over the statue's necklace triggers a *programmed image* lasting 13 rounds. The illusion depicts an aerial representation of ancient Caliph's with a single building highlighted by an unearthly green glow. This marks the location of the hidden stronghold used by the Whispering Way in Ustalav's capital, a site that predates the Shining Crusade. A DC 20 Knowledge (geography) or Knowledge (local) check recognizes the site as the Quarterfaux Archives in Caliph's. If he is present, Abraun Chalest immediately recognizes the site without a skill check.

Trap: The activation of the statue's *programmed image* also triggers a powerful protective ward. A translucent image of

four liches appears at the cardinal points surrounding the projection of the city, demanding the fifth catechism of the Whispering Way in harsh whispers. A DC 34 Knowledge (arcana) or (religion) check supplies the answer: "Undying form, undying opportunity." Failure to answer with the correct phrase immediately summons four bone devils to punish those who would seek to steal the secrets of the Whispering Way. The bone devils topple shelves, smash crates, and send books and scrolls flying as they suddenly appear among the narrow walkways between the piles of stored records. The cascade also inadvertently buries Abraun Chalest, if he is present, temporarily knocking the old scholar unconscious.

WHISPERING WARDENS TRAP

CR 13

XP 25,600

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger spell; **Reset** automatic (1 minute); **Bypass** password (DC 34 Knowledge [arcana] or [religion] check to know)

Effect spell effect (*summon monster IX*, summons four bone devils for 17 rounds)

BONE DEVILS (4)

CR —

hp 105 each (*Pathfinder RPG Bestiary* 74)

TACTICS

During Combat The devils target foes with *dimensional anchor* to keep them from escaping, then cast *quicken invisibility*. They cast *major image* to create illusions of more summoned bone devils and seal the room's exits with *walls of ice* before attacking their trapped foes.

Morale The bone devils fight to the death.

Story Award: Regardless of whether the PCs bypass, disable, or trigger the trap, award them XP equivalent to a CR 13 encounter.

AN UNLIKELY ALLY

Once the PCs identify the location of the Whispering Way hideout in the Quarterfaux Archives, Abraun Chalest can ensure they reach it without any trouble. The entrance to the cult's lair lies in the basement of one of the museum's older (and least visited) structures dedicated to the history of the former county of Grodlych. An ancient fresco in one of the displays depicts the first count of Grodlych, an excommunicated priest of Pharasma named Laudmeir Vandolmayne. The heretic is shown clutching a book whose cover bears eerily familiar, stylized symbols matching those on the *moribund key*. By setting the correct runes on the *moribund key*, the PCs can release the *arcane lock* barring the secret stone door behind the fresco. Alternatively, the PCs can discover the secret door with a DC 30 Perception check. Once found, a DC 40 Disable Device check opens

Carion Crown



the door, or the door can be broken down (hardness 8, hp 60, Break DC 38).

After opening the portal, however, the PCs face grave disappointment. Although the Whispering Way certainly used the hideout to conduct their operations in Caliphaz, the cult's agents have already moved on, heading into the Hungry Mountains of Virlych to enact the next phase of their plan to resurrect Tar-Baphon. Searching the cramped, musty confines of the bolt-hole beneath the archives turns up nothing more than discarded, battered furniture, broken alchemical equipment, and a few scraps of paper hinting at the Whispering Way's activities in gathering components for some elixir or potion, though none of these notes contain any specific information or clues as to the cult's current whereabouts.

Creature: A dhampir rogue named Quinley Basdel hides among the shadows, taking note of the PCs as they explore the abandoned hideout. Quinley is only half vampire, born from a pregnant mother bitten by a vampire midwife during childbirth. Quinley's mother

died while in labor, but when she rose from her grave as a vampire herself, she returned for her son and stole him away to raise on her own. Luvick Siervage granted Quinley's mother sanctuary among the vampire clans of Caliphaz, and the boy grew up in the city's Vampire Underground.

Quinley's mother was one of the first vampires slain by Radvir, and the dhampir has charged himself with doing everything possible to find her killer. His investigations into his mother's murder (and those of other slain vampires) have led only to dead ends, but he had heard rumors of increased activity by the Whispering Way in Caliphaz. Knowing of the vampires' historical enmity with the Whispering Way, Quinley tracked the cult's activities to this hideout, only to find it abandoned. With the arrival of the PCs, the dhampir believes he might be able to get some aid in solving the murders.

When the PCs are ready to leave, Quinley steps into view, holding out his empty hands in a gesture of peace. He greets the PCs as follows.

ASHES AT DAWN

“Good evening. It seems I’m not the only one searching for the Whispering Way. But alas, it appears that they deserted this place some time ago. My name is Quinley Basdel, and I’m searching for my mother’s killer. Perhaps we might be able to assist each other?”

The dhampir cares nothing for the Whispering Way, but he is dedicated to finding the murderer who killed his mother. Quinley offers the PCs a trade. He knows that the vampires of Caliphass turned their backs on the Whispering Tyrant after the Shining Crusade over 800 years ago, and are no friends of the Whispering Way. If the PCs help him solve his mother’s murder (and thus, the other vampire murders), Quinley can get them access to the Vampire Underground, where they can talk with the vampires and possibly gather more information about the Whispering Way. It doesn’t hurt that bringing such unsolicited aid to the vampires could also garner Quinley favor with Luvick Siervage.

Quinley answers the PCs’ likely questions as follows.

How can you assist us? “The vampires of Caliphass might be able to tell you where the Whispering Way went. I can introduce you to them.”

What do you want in return? “Someone is murdering vampires in the city, most notably my mother. I have no proof, but I suspect that another vampire is responsible. The killer has been too selective, too successful, and too secretive to be a normal living vampire hunter. I want you to help me find this serial killer, unmask him, and bring him to justice.”

Why would we want to stop someone from killing vampires? “Vampires are monsters, unrepentant villains, it’s true, but they have found a niche in this country. When the Whispering Tyrant fell at Gallowspire, the vampires laid down their weapons and conceded the field in exchange for peace. Since the Shining Crusade, the vampire clans of Caliphass have maintained the status quo. Now Ustalav’s rulers hold court without fear of the Tyrant’s return and the vampires are left alone. But these vampire slayings could create an entirely new war in the city and across the nation. And in a war between humans and vampires, who do you think would win?”

How do you know so much about vampires? “My mother was one. I am not, though I have her blood. I’m not affiliated with the clans of Caliphass, but I do work for them occasionally as a free agent. And I know their leader, Luvick Siervage, an elder vampire who predates even the Whispering Tyrant.”

Where can we find these vampires? “The Vampire Underground. Long ago, the streets of Caliphass were raised to install a proper sewer. The ground floors of many of the city’s buildings became basements, their basements became subbasements, and so on. The vampires claimed

some of these areas for themselves. I can take you there, but we may have to get past a few guardians on the way.”

How do we know they’ll talk to us rather than attack? “Once we get past their guardians, I can get you an audience with Luvick. If you tell him you can find whoever’s killing his people, he’ll listen to you.”

Why should we trust you? “Whatever your quarrel is with the Whispering Way doesn’t concern me. I just want to find my mother’s killer. She may have been a vampire, but she was still my mother. I’m just one man. I could use your help, and I can help you in return. I have connections aboveground as well, if you need references.”

If the PCs are unwilling to work with (or for) vampires, Quinley has no qualms working with the PCs against the vampires, as long as they help him find the killer. With the death of his mother, Quinley has no further personal ties to Luvick or the vampires of Caliphass. If the PCs want to slay all the vampires they meet, Quinley has no problem with that, so long as he can avenge his mother’s death. Note that Quinley is neither undead nor evil, so working with him should not be a problem for good clerics or paladins.

If the PCs attack Quinley, he drinks his *potion of invisibility* and tries to flee. He wants nothing more than to do with them, and focuses his efforts on finding his mother’s killer.

QUINLEY BASDEL

CR 8

XP 4,800

Male dhampir fighter 3/rogue 6 (*Pathfinder RPG Bestiary* 2 89)

CN Medium humanoid (dhampir)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 armor, +5 Dex, +1 dodge, +2 shield)

hp 72 (9 HD; 3d10+6d8+24)

Fort +7, **Ref** +13, **Will** +5; +1 vs. fear, +2 vs. disease and mind-affecting effects

Defensive Abilities bravery +1, evasion, negative energy affinity, resist level drain, trap sense +2, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *silver rapier* +15/+10 (1d6+3/18–20)

Ranged +1 *hand crossbow* +14 (1d4+1/19–20)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 9th; concentration +10)
3/day—*detect undead*

TACTICS

Before Combat Quinley drinks his *potion of cat’s grace* before combat. If expecting a truly difficult fight, he drinks his *potion of displacement* and *potion of invisibility* as well.

During Combat Quinley relies on his Mobility and Spring Attack

Carion Crown

feats for hit-and-run tactics, making sneak attacks if possible.
Morale If reduced to fewer than 20 hit points, Quinley drinks his *potion of invisibility* and flees. If unable to escape, he surrenders, counting on his high-level connections with both humans and vampires to pull him out of sticky situations.

Base Statistics Without his potion, Quinley's statistics are
Init +4; **AC** 22, touch 15, flat-footed 17; **Ref** +11; **Melee** +1 silver rapier +13/+8 (1d6+3/18–20); **Ranged** +1 hand crossbow +12 (1d4+1/19–20); **Dex** 18; **CMD** 24; **Skills** Acrobatics +14, Disable Device +12, Stealth +16.

STATISTICS

Str 14, **Dex** 22, **Con** 12, **Int** 12, **Wis** 8, **Cha** 12
Base Atk +7; **CMB** +9; **CMD** 26

Feats Dodge, Iron Will, Mobility, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +16, Bluff +15, Diplomacy +13, Disable Device +14, Knowledge (local) +12, Perception +12, Sense Motive +10, Stealth +18

Languages Common, Varisian

SQ armor training 1, rogue talents (charmer*, hard to fool*, honeyed words*), trapfinding +3

Combat Gear *potion of cat's grace*, *potion of displacement*, *potion of inflict serious wounds*, *potion of invisibility*, silver crossbow bolts (10); **Other Gear** +1 chain shirt, +1 buckler, +1 hand crossbow with 10 bolts, +1 silver rapier, cloak of resistance +1, thieves' tools, 57 gp

* See the *Advanced Player's Guide*.

Development: If the PCs seem hesitant to work with Quinley, the dhampir can provide references from none other than the Esoteric Order of the Palatine Eye. Though not a member of the Order, Quinley has worked for them on multiple occasions, and both Abraun Chalest and Edjureus Modd can vouch for his credentials. If the PCs tell them their intentions, Chalest and Modd warn them not to do anything that might shift the balance of power between humans and vampires in the city. The vampires have peacefully coexisted with the humans of Caliphass for hundreds of years, but rousing their ire could threaten the peace and stability of Caliphass and eventually spread throughout Ustalav.

If the PCs do decide to work with Quinley, he can be a valuable ally. The dhampir has one foot firmly planted in both the lands of the living and the dead, and can assist the PCs in navigating both societies. He is a free agent, working as a thief for hire or paid muscle, both as a daytime agent for the vampires of Caliphass as well as in human society, and has connections with organizations both high and low, from the Esoteric Order of the Palatine Eye to various criminal organizations.

CONCLUDING PART ONE

The Whispering Way is once again a step ahead of the PCs, but fortunately the PCs have allies they can turn to for help. If the PCs rebuffed Quinley Basdel's offer of mutual aid, the following NPCs can all set the PCs on the next step in their investigations. Exactly who can give them the best aid depends on your players and their characters, and the relationships they have developed so far.

Abraun Chalest or Edjureus Modd: These two members of the Esoteric Order of the Palatine Eye both know that the vampires of Caliphass turned their backs on the Whispering Tyrant after the Shining Crusade over 800 years ago, and are no friends of the Whispering Way. They are also aware of the mysterious unsolved murders plaguing Caliphass of late, and believe that the vampires



Quinley Basdel

ASHES AT DAWN

are the victims of these killings. They recommend going to the vampires for assistance, and offering to help solve the vampire murders in exchange for information about the Whispering Way. They can inform the PCs of a known entrance to the Vampire Underground under the Glass House in Restoration Park.

Lucinean Galdana: The visiting count of Amaans is busy at court and has no time to meet privately with the PCs, but he can recommend that they speak to either Edjureus Modd or Abraun Chalest at the Esoteric Order. Both men are extremely knowledgeable, and might be able to suggest other avenues of investigation that the PCs have not thought of.

Alternatively, if the PCs want to do things by themselves, a DC 30 Knowledge (history) or Knowledge (local) check is enough to know of the vampires' animosity to Tar-Baphon and the Whispering Way, and realize the possibility that the vampires may have information that the PCs can use. If the PCs want to seek out the vampires on their own, an additional DC 25 Knowledge (local) check locates the entrance to the Vampire Underground in Restoration Park (see Part Two).

PART TWO: INTERVIEW WITH THE VAMPIRES

With no other clues to follow, the PCs have no choice but to seek out the vampires of Caliphaz, who have long been opposed to the machinations of the Whispering Way. Quinley Basdel (or information from the Esoteric Order) can lead the PCs to the vampires, but in order to speak with their leader, Luvick Siervage, the PCs must enter the so-called "Vampire Underground," a warren of tunnels and subbasements below the city streets. The closest and most accessible entrance lies beneath the Glass House, a greenhouse in Restoration Park, which sits in the shadow of Prince Ordranti's Castle Strythe, but the PCs must first make their way past the vampires' guardians.

RESTORATION PARK

When the aristocrats of Caliphaz decided to build a city park over part of the buried level of the city, sealing off the underground sewers, a half-elf druid named Merrick Sais volunteered to take up their cause and serve as the park's warden. Merrick particularly enjoyed working in the moonlight so she could bask in the park's beauty away from so many of the city's visitors. Unfortunately, this habit also exposed her to the vampires who occasionally used the park to stalk their prey.

Luvick Siervage himself made Merrick a vampire, but has since released her from his thrall in exchange for guarding one of the few known entrances into the underground realm where most of the city's vampires make their lairs.

VAMPIRE SLAYERS

Certain PCs such as clerics of Pharasma, paladins, and even rangers with undead as a favored enemy might balk at the notion of working with evil vampires to solve the vampire murders of Caliphaz. After all, a serial killer who puts an end to such monsters could be viewed as a hero rather than a problem. It should be made clear to your players that working with the vampires might be necessary to oppose a greater evil (the Whispering Way and the return of the Whispering Tyrant), and to avoid the escalation of a costly and needless war between the vampires and the living citizens of Caliphaz. Most paladin codes are flexible enough to allow such temporary alliances for the greater good, and it is worth remembering that assisting the vampires in the short-term in no way obligates the PCs to continue aiding them after they stop the Whispering Way. In addition, the knowledge gained by meeting the vampires during this adventure could easily serve as the backdrop for a new campaign against the vampires of Caliphaz once the events of the Carrion Crown Adventure Path are concluded.

"Ashes at Dawn" assumes that the PCs are willing to work with the vampires (to a point at least) to solve the murders, but they are not required to do so to succeed in this adventure. If they want to kill all of the vampires they meet, they may certainly do so, though the adventure will be much more difficult. Nevertheless, the PCs should still be able to find all of the clues they need to track down the Whispering Way and move on to the next adventure whether they talk peaceably with the vampires or slay the monsters where they stand.

Merrick hasn't forgotten her former life, however. She still relishes landscaping and caring for the plants, and continues her maintenance of the park. Now, however, she does so exclusively at night, relying on dominated minions to handle the operation of the Glass House during the day while she sleeps. Merrick also has an extreme dislike of nighttime visitors, viewing them as legitimate prey to feed her own bloodlust, which she now embraces as an extension of the animal nature she's always felt inside.

With the recent spate of murders, Luvick has commanded Merrick to prevent anyone from entering the Vampire Underground, aside from other vampires. This includes the PCs and even the dhampir Quinley Basdel, who will need to battle their way through the deadly guardians who stand watch over the approaches to the underground. The PCs can proceed directly to the park if they want to seek out

Carion Crown

the vampires during the day, while they're likely resting in their coffins, or they can wait until the sun goes down. The primary locations in Restoration Park are described below.

B1. Park Entrance: This is the park's south entrance. The park is officially open from dawn to dusk, though there is no gate to stop nocturnal visitors. Watchmen from the city's constabulary pass this area about twice an hour, day and night, but generally do not venture into the park itself.

B2. Sesasgia Caliphvaso Memorial: This life-sized alabaster statue mounted on a block of granite depicts the austere countenance of Sesasgia Caliphvaso, the countess who refounded the city of Caliphvas after the defeat of the Whispering Tyrant.

B3. Standing Stones: Merrick's agreement with the city on the creation of Restoration Park allowed her to construct this trio of standing stones, establishing the whole park as her sacred grove. A DC 15 Perception check notices faded bloodstains on some of the stones. Most citizens ascribe these to vague druidic rituals, but in fact they mark this location as a frequent hunting ground for the city's vampires.

B4. Reflecting Pool: Tall columns line both sides of this reflecting pool, commissioned by Ilmhost Vheist, a scholar and early leader of Ustalav, in the aftermath of the Shining Crusade as a reminder to the inhabitants of Caliphvas of the dangers the nation has faced over its proud history. The tall columns along the pool's south side are carved in the likeness of Ustalavic soldiers facing a menagerie of threatening creatures carved on the pillars on the far side, including Kellid barbarians, Belkzen orcs, werewolves, and the undead knights of the Whispering Tyrant. This latter group includes both a headless dullahan as well as an armored blood knight. A sturdy stone footbridge crosses the pool, joining a path that ventures deeper into the park.

B5. The Valiant Charge: A massive statue dominates this clearing, depicting Soividia Ustav, the founder of Ustalav, astride a rampant destrier with an upraised blade.

B6. Pond of Contemplation: Merrick created this natural pond through a combination of *move earth* and *control water* spells. She finds its natural contours much more soothing than the reflecting pool. She often visits here at night and even during the day as well, by casting *tree stride* and remaining within the tree trunks to look out upon a world that sunlight denies her.

C. The Glass House: The park's greenhouse is described in more detail below.

THE GLASS HOUSE

The Glass House is a massive structure, towering 40 feet tall, easily as high as many of the park's trees. A relatively recent addition to the park, the greenhouse showcases a variety of flowering plants imported from warmer climes, and draws many visitors each year. Huge glass windows

stretch between the greenhouse's iron frameworks. Inside, Merrick has also crafted long canvas shades for the windows to block the sun when she desires. She often draws these shades at night before going out to hunt, locking the doors behind her. The adventure assumes the PCs arrive at night to better make contact with the vampires. If the PCs visit the Glass House during the day, however, each location notes what changes in each encounter.

C1. MAIN ENTRANCE

A small rise of steps leads to a wide portico. Two massive pillars of stone support a roof overhead and flank a pair of ornate, gold-clad doors inscribed with sun motifs.

The doors remain open during the day, but Merrick locks them after hours (hardness 5, hp 20, Break DC 25, Disable Device DC 25).

C2. GREENHOUSE

The cloying humidity and heat of an active greenhouse fill this huge atrium. Exotic flowers, creeper vines, shrubbery, and even trees grow throughout the open space. A vaulted ceiling arches forty feet overhead, supported by four thick columns, while a stone-tiled path winds past each exhibit.

All told, over 75 different species of plants and fungi grow in the Glass House, each one carefully labeled and cared for by Merrick and her assistants.

Hazard: Merrick has bred a variety of shrieker mushrooms that are active only at night. Four shriekers (see page 416 of the *Pathfinder RPG Core Rulebook*) grow by the main entrance to the greenhouse to serve as a natural alarm system. They are dormant during the day so they don't frighten visitors, but at night they sound the alarm whenever there is light or movement within 10 feet, alerting Merrick (at area C3), her guardian flytrap (at area C4), and even the vampire spawn in the basement (in area C9).

C3. PRUNING STATION (CR 12)

A small wooden table sits by the tiled path here, with a variety of shears and other pruning tools strewn across its surface.

Creature: If the PCs visit the Glass House at night, the half-elf vampire druid Merrick Sais is hard at work pruning several plants near this area. If alerted by the shriekers at area C2, she uses wild shape to transform into a bat. She flies into the trees to observe those entering her lair while hanging from a tree limb, waiting for the flytrap at area C4 to make a meal of them. During the day, Merrick rests in *tree shape* form in area C8.

ASHES AT DAWN



Carion Crown

MERRICK SAIS

CR 12

XP 19,200

Female half-elf vampire druid 11 (*Pathfinder RPG Bestiary* 270)

NE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +35

DEFENSE

AC 28, touch 14, flat-footed 24 (+4 armor, +3 Dex, +1 dodge, +10 natural)**hp** 119 (11d8+66); fast healing 5**Fort** +15, **Ref** +10, **Will** +14; +2 vs. enchantments, +4 vs. fey and plant-targeted effects**Defensive Abilities** channel resistance +4, resist nature's lure; **DR** 10/adamantine or magic and silver; **Immune** undead traits;**Resist** cold 10, electricity 10**Weaknesses** vampire weaknesses

OFFENSE

Speed 30 ft.**Melee** +1 *silver dagger* +16/+11 (1d4+8/17–20) or slam +17 (1d4+12 plus energy drain) or wooden fist +17/+12 (1d3+14)**Ranged** javelin +11 (1d6+7)**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19), wild shape 11 hours/day, wooden fist (+5, 8 rounds/day)**Druid Spells Prepared** (CL 11th; concentration +16)6th—*repel wood*^D, *sirocco** (DC 21)5th—*call lightning storm* (DC 20), *stoneskin*, *tree stride*, *wall of thorns*^D4th—*ball lightning** (DC 19), *command plants*^D, *dispel magic*, *flame strike* (DC 19), *ice storm*3rd—*call lightning* (DC 18), *greater magic fang*, *plant growth*^D, *quench*, *speak with plants*, *spike growth* (DC 18)2nd—*barkskin*^D, *bull's strength*, *chill metal* (DC 17), *flame blade*, *fog cloud*, *tree shape*1st—*charm animal* (DC 16), *entangle*^D (DC 16), *faerie fire*, *longstrider*, *magic stone*, *produce flame* (2)0 (at will)—*flare* (DC 15), *guidance*, *mending*, *resistance***D** Domain spell; **Domain** Plant

TACTICS

Before Combat While observing the PCs, Merrick casts *barkskin*, *bull's strength*, *greater magic fang*, and *stoneskin*.**During Combat** Merrick remains in bat form as long as she can, using Natural Spell to cast a *wall of thorns* to fill the greenhouse's paths. If the PCs leave the path and enter the undergrowth, she casts *spike growth* and *entangle*before attacking with her spells. If any opponents get separated from their companions, Merrick flies down and takes humanoid form, activating her bramble armor and attacking with her dagger, wooden fists, or *flame blade*.**Morale** Charged with defending this entrance to the Vampire Underground by Luvick Siervage himself, Merrick fights until destroyed, returning to her coffin in area C10 to recuperate.

STATISTICS

Str 24, **Dex** 16, **Con** —, **Int** 10, **Wis** 20, **Cha** 18**Base Atk** +8; **CMB** +15; **CMD** 29**Feats** Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Critical (dagger), Improved Initiative^B, Lightning Reflexes^B, Mobility, Natural Spell, Skill Focus (Perception)^B, Toughness^B, Wind Stance**Skills** Bluff +18, Knowledge (nature) +16, Perception +35, Sense Motive +17, Spellcraft +12, Stealth +20, Survival +15**Languages** Common, Druidic, Elven**SQ** bramble armor (1d6+5, 11 rounds/day), change shape (dire bat or wolf, *beast shape II*), gaseous form, nature bond (Plant domain), nature sense, shadowless, spider climb, trackless step, venom immunity, wild empathy +15, woodland stride**Combat Gear** *feather token* (tree), *javelins of lightning* (3); **Other Gear** +2 *leather armor*, +1 *silver dagger*, javelins (3), *cloak of resistance* +2, diamond dust (worth 750 gp), holly and mistletoe, spell component pouch, 218 gp* See the *Advanced Player's Guide*.

C4. GUARDIAN FLYTRAP (CR 11)

An unusual array of exotic plants dominates this part of the greenhouse exhibit, displaying every color of the rainbow. Their hues are made more vibrant by the backdrop of an enormous mass of cactuslike vines covered with white leaves.

The undergrowth in this exhibit conceals an earthen pit shaped by Merrick that accesses the

Glass House's basement and the sewers beneath the city streets through area C7. A DC 30 Perception check is required to notice the pit while its current guardian stands over it. Once the flytrap is killed, the entrance is clearly visible.

Creature: Among the varied plants in the Glass House grows a unique specimen of giant flytrap with white leaves, nurtured and cared for by Merrick like a prized pet. The half-elf vampire named the plant Dragon, and like its mistress, the huge



Merrick Sais

ASHES AT DAWN

monstrosity also has an unhealthy taste for blood. Merrick uses *command plants* to keep the flytrap dormant during the day, but it awakens each night to feed on the special “guests” that Merrick brings it. The plant assumes that PCs who wander into its reach to be just such guests, quickly assaulting them with its hungry mouths.

DRAGON CR 11

XP 12,800

Advanced giant flytrap (*Pathfinder RPG Bestiary* 134, 294)

hp 175

C5. SEWER GRATES

Two iron grates (hardness 10, hp 30, Break DC 28) outside the Glass House also provide access to the sewers, leading to small subterranean chambers (area C6). The vampires use *gaseous form* to pass through these grates, but Luvick doesn't want any unauthorized visitors using these entrances, so they are concealed with *illusory walls* (DC 16 Will save to disbelieve).

C6. STORM DRAINS (CR 8)

These 15-foot-diameter chambers lie beneath the concealed sewer grates above (area C5). A shallow trough in the floor carries a small trickle of water to the main sewer beyond (area C8). Large iron grates (hardness 10, hp 30, Break DC 28) block the passages leading to the sewer, while allowing air and water (and vampires in *gaseous form*) to freely pass through.

Trap: To further discourage unwanted visitors, the vampires have trapped these chambers with permanent *symbols of stunning* that trigger when someone stands on the floor. When triggered, the symbols also set off an *alarm* spell, alerting the vampire spawn in area C9, who immediately come to investigate any intrusions. Since the symbols are triggered by touching the floor, creatures in *gaseous form* do not trigger the traps (including vampires, who would be immune to the symbols' effects anyway).

SYMBOLS OF STUNNING (2) CR 8

XP 4,800 each

Type spell; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger location; **Duration** 130 minutes or 150 hp; **Reset** automatic (10 minutes)

Effect spell effects (*alarm* and *symbol of stunning*, stunned for 1d6 rounds, DC 20 Will save negates); multiple targets (all creatures in 60-ft.-radius burst, up to 150 total hp)

C7. BASEMENT ACCESS

A wide hole gapes in the ceiling of this circular chamber, where numerous roots have wormed their way between the ancient bricks of its walls.

The underground sewers of Caliphass include a number of these small bolt-holes, usually meant as storm drains to catch runoff water from the cobblestone streets overhead. Architects built over this particular chamber when the city planners reclaimed the land to turn it into a park. Merrick used *move earth* and *stone shape* to access the sewers from the Glass House, providing an easier route for vampires and their dominated thralls to come and go through the park. The hole in the ceiling leads to area C4. The two rectangular chambers to the west are used as storerooms, and contain extra gardening supplies for the park and greenhouse.

C8. SEWER

A narrow, five-foot-wide walkway hugs the wall of this low-ceilinged sewer. Its swift current pushes east, frothing and gurgling under a stone bridge crossing to the other side.

The citizens of Caliphass rely on the natural waterways and streams flowing under the city to carry sewage into the city harbor. As a result, Caliphass's sewers require less maintenance and upkeep than most, a fact that enables the vampire clans to keep an even lower profile than they might otherwise enjoy. These tunnels are 10 feet high, but the ceilings stand only 5 feet above the level of the walkways.

C9. COMMON ROOM (CR 10)

A large tapestry covers the north wall of this room. Two clay urns flank the southern door, while other doors lead east and west. Bloodstains cover a disturbingly large area of the floor underfoot.

Creatures: Merrick occasionally picks off late visitors to the Glass House or those taking midnight strolls through the park, keeping some of these victims as controllable vampire spawn to serve as additional guards and messengers when she needs to contact Luvick. There are a total of six vampire spawn here. Five of them are under Merrick's direct control; the sixth is her oldest spawn, whom she freed with the promise of someday rewarding her by making her a full vampire. During the day, the vampire spawn rest in their coffins (in area C11). At night, they bring their own dominated prey back here to take turns draining them of blood. When the PCs first enter, the spawn eagerly circle them in an unnerving manner, as if savoring a well-prepared meal, before attacking.

ENSLAVED SPAWN (6) CR 5

XP 1,600 each

Advanced vampire spawn (*Pathfinder RPG Bestiary* 271, 294)

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +10

Carrion Crown

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 38 each (4d8+20); fast healing 2

Fort +5, Ref +4, Will +7

Defensive Abilities channel resistance +2; DR 5/silver;

Immune undead traits; Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+4 plus energy drain)

Special Attacks blood drain, dominate (DC 16), energy drain (1 level, DC 16)

TACTICS

During Combat The vampire spawn take turns trying to dominate their foes so they can grapple and drain blood.

Morale The vampire spawn fight until destroyed.

STATISTICS

Str 16, Dex 16, Con —, Int 15, Wis 17, Cha 19

Base Atk +3; CMB +6; CMD 19

Feats Toughness, Weapon Focus (slam)

Skills Acrobatics +7, Disguise +11, Intimidate +11, Perception +10, Sense Motive +10, Stealth +18

Languages Common, Elven, Varisian

SQ gaseous form, shadowless, spider climb

C10. MERRICK'S SEPULCHER

The strong scent of pine and cedar permeates this chamber, emanating from three upright wooden coffins. In each corner of the room stands an ornate three-foot-tall clay urn decorated with carvings of gilded leaves and forest animals.

Several flagstones have been removed from the floor, forming a cross-shaped earthen trough between the coffins. Merrick maintains three separate coffins here, each one elaborately carved from a different type of tree—cedar, pine, and cherry. She doesn't normally use any of the coffins, however, saving them for vampire guests who are fleeing persecution after their own coffins are destroyed.

Creature: During the day, Merrick can be found resting in this chamber. Rather than sleeping in a coffin, she uses *tree shape* to take the form of an ash tree in the center of the earthen trough, reaching her roots into the natural earth.

MERRICK SAIS

CR 12

XP 19,200

hp 119 (see page 22)

C11. SPAWN CRYPT

Six alcoves line the sides of this narrow hallway, each one raised slightly above the floor and holding a stone sarcophagus. A stone door lies at the far end of the passage.

Merrick's six vampire spawn rest in these coffins during the day. The vampire druid used *stone shape* to form each one from the stone of the sewer walls. The exit to the west leads deeper into the city's sub-levels and the ultimately to the Vampire Underground.

THE VAMPIRE UNDERGROUND

After winning their way past the guardians of the Glass House, the PCs enter the heart of the vampires' underground territory. This decadent playground mimics the social politics of the city above, and just as in their former lives among Ustalav's nobility, the elder vampires hold their own versions of court, trading in a treacherous currency of favors, gossip, and intrigue.

Unless otherwise indicated, the underground ceilings reach 15 feet high in most rooms. Doors are made of either strong wood (hardness 5, hp 20, Break DC 23) or, in some places, heavy iron (hardness 10, hp 60, Break DC 28). Small lanterns and oil lamps provide normal illumination in rooms, but the passageways outside are unlit.

You should familiarize yourself with this entire section before running it, as the vampire inhabitants of these rooms can be encountered in almost any order, depending on which sections the PCs explore first. In particular, make sure you are familiar with area D6, the audience hall, as this is where the PCs meet Luvick Siervage, and this area sets the tone of the investigations to follow.

Although the PCs can make their way through the Vampire Underground by slaying every vampire they meet, the adventure assumes that they take a more peaceful approach. If the PCs gain the clues they need to find the murderer using social skills, diplomacy, and roleplaying to question the vampires instead of killing them, award them experience as if they had defeated those vampires in combat.

Unless otherwise stated, when any of the vampires in the following section are reduced to 0 hit points, they assume gaseous form and retreat to their hidden lairs elsewhere in the city. For the purpose of this adventure, those vampires are considered defeated—they will not return to face the PCs again, and the PCs should get full experience points for defeating them. If the PCs want to track down defeated vampires and destroy them for good, such actions are beyond the scope of this adventure, but you can look to the Caliphas article on page 60 for more inspiration, as well as this volume's bestiary for more encounters to throw against the PCs as they seek to cleanse Caliphas of its vampiric taint once and for all.

SEWER GUARDIANS (CR 11)

It takes the PCs over an hour of walking through the sewers to reach Luvick's court in the center of the Vampire Underground. This encounter takes place about halfway along the route.

ASHES AT DAWN

Creatures: A gang of eight vampire spawn accosts the PCs in a dank sewer tunnel. Enslaved thralls of one of the city's vampire nobles, these vampire spawn look upon the PCs as intruders in their territory. A successful DC 29 Diplomacy check convinces the spawn to refrain from attacking and bring the PCs to Luvick's court. If Quinley Basdel is with the PCs, they gain a +5 circumstance bonus on this check. Otherwise, the vampires seek to slake their thirst with the PCs' blood. A DC 25 Sense Motive check recognizes that the vampires are under the influence of some sort of drug. In fact, all of these vampire spawn are addicted to Radvir's *bloodbrew elixir* (see page 35) and have 8 additional temporary hit points as a result (already incorporated into their stat block).

ENSLAVED SPAWN (8) **CR 5**
XP 1,600 each
 hp 46 each (see page 23)

D1. GUARD POST (CR 12)

A handful of wooden chairs and flimsy tables fill this room, and a weapon rack takes up the entire western wall. Three iron doors lead north, while a set of double doors stand open to the south.

Following the tunnels from the Glass House, the PCs enter Luvick Siervage's demesne from the western passage near this guard post. The rear half of the guard post has been converted into a prison for confining unruly guests, both living and undead, though the cell is currently empty.

Creatures: Four vampire enforcers guard this approach to the Vampire Underground from the subbasement of an old warehouse. If the PCs were brought here by other vampires, or are accompanied by Quinley Basdel, the guards escort them to Luvick Siervage in the audience hall (area D6). If alone, the PCs must make a DC 30 Diplomacy check to convince the guards to take them to Luvick. Otherwise, the guards attack on sight.

VAMPIRE ENFORCERS (4) **CR 8**
XP 4,800 each

Human vampire fighter 7 (*Pathfinder RPG Bestiary* 270)
 LE Medium undead (augmented humanoid)
Init +8; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 26, touch 16, flat-footed 20 (+3 armor, +4 Dex, +2 dodge, +6 natural, +1 shield)

hp 92 each (7d10+49); fast healing 5

Fort +11, **Ref** +10, **Will** +7; +2 vs. fear

Defensive Abilities bravery +2, channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 60 ft.

Melee +1 *longsword* +16/+16/+11 (1d8+9/19–20) or slam +14/+14 (1d4+8 plus energy drain)

Ranged mwk light crossbow +13/+13/+8 (1d8/19–20)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), weapon training (heavy blades +1)

TACTICS

Before Combat The vampires drink their *potions of haste* and *magic fang* before combat.

During Combat The vampires move quickly into melee and make Vital Strikes, using their slam attacks and energy drain against less armored foes. The guards work together to flank more difficult opponents.

Morale The vampires fight until destroyed.

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +12; **CMD** 28

Feats Alertness^B, Blind-Fight, Combat Reflexes^B, Disruptive, Dodge^B, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Mobility, Rapid Reload, Stand Still, Toughness^B, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +10, Bluff +13, Intimidate +15, Knowledge (local) +5, Perception +18, Sense Motive +12, Stealth +17

Languages Common, Varisian

SQ armor training 2, change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Combat Gear *potion of haste*, *potion of inflict moderate wounds*, *potion of magic fang*, *screaming bolts* (2), *silversheen*, silver bolts (10), tanglefoot bag; **Other Gear** masterwork studded leather, darkwood buckler, +1 *longsword*, masterwork light crossbow with 10 bolts, *cloak of resistance* +1, 34 gp

D2. VENTS

A 2-foot-square shaft penetrates the ceiling here, climbing into darkness above.

These vents lead to iron grates (hardness 10, hp 30, Break DC 28) on the streets of Caliphaz 30 feet above. Far too narrow for most Small or Medium-sized creatures to traverse, the vampires use gaseous form to access the vents, either to prey upon the unwary at night or as emergency escapes. Two vampire enforcers (from either area D1 or D8) patrol these exits every hour.

D3. RECEIVING ROOM (CR 11)

Comfortable chairs and small tables decorate this opulent chamber, and a plush rug covers the floor. The sounds of music and laughter emanate from doors to the south.

Carrion Crown

Creatures: Four vampire nobles occupy this chamber, spawn of the vampire elder Lady Evgenya in area **D4**. The vampires graciously welcome visitors and invite them inside, appearing as friendly aristocrats having a small party in the next room, but they attempt to dominate any unsuspecting guests to keep as their unwilling slaves and feed on them. If the PCs have Luvick's signet (see area **D6**), the nobles question the PCs as to their business, alerting Evgenya via their telepathic link so she can listen in as well. Once Evgenya is satisfied that the PCs mean her no harm, she telepathically instructs her spawn to allow the PCs to enter her decadent apartments.

VAMPIRE NOBLES (4) CR 7

XP 3,200 each

Human vampire aristocrat 7 (*Pathfinder RPG Bestiary* 270)

CE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 73 each (7d8+42); fast healing 5

Fort +8, **Ref** +9, **Will** +9

Defensive Abilities channel resistance +4, **DR** 10/magic and silver; **Immune** undead traits, **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d6+4/18–20) or slam +10 (1d4+6 plus energy drain)

Ranged mwk dagger +9 (1d4+4/19–20)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels, DC 17)

TACTICS

During Combat The nobles attempt to dominate as many foes as they can, using these unwilling allies to attack foes while the vampires make energy drain attacks.

Morale If reduced to fewer than 35 hit points, the nobles flee into the next room to join their mistress, where they fight until destroyed.

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 12, **Wis** 11, **Cha** 19

Base Atk +5; **CMB** +9; **CMD** 23

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Mobility, Persuasive, Toughness^B, Weapon Focus (rapier), Weapon Focus (slam)

Skills Bluff +22, Diplomacy +16, Intimidate +16, Knowledge (nobility) +11, Perception +20, Sense Motive +20, Stealth +11

Languages Common, Varisian

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Gear masterwork rapier, masterwork dagger, *cloak of resistance* +2, courtier's outfit, jewelry worth 100 gp

D4. LADY EVGENYA'S SALON (CR 13)

The celebratory strains of lutes and harpsichords fill the air in this well-appointed, if ostentatious, chamber. Several figures dressed in finery befitting nobles of Ustalav's ancient past dance on a parquet floor.

The vampire noble Lady Evgenya Zunaida holds court in this opulent chamber, surrounded by her spawn and their dominated thralls.

Creatures: The room is filled with vampires and humans engaged in decadent revelry. The most seductive of these wanton revelers is Lady Evgenya, the daughter of a minor Caliph noble. Becoming a vampire has allowed her access to an even greater world of prestige, built upon a large court of enslaved spawn, four of whom are in attendance. She hand-selects these sycophants, choosing them for their beauty and skill at pleasing her. In addition to the vampires, a dozen dominated humans (N human aristocrats 2 or commoners 2) mingle in the room, dancing or playing a variety of musical instruments. The vampires occasionally slip away to enjoy further pleasures of the flesh with these playthings in the apartments to the south. A DC 15 Sense Motive check is enough to recognize that the humans in the room are under some sort of enchantment effect. If the PCs attack, the vampire spawn rush to defend their mistress, using their dominated slaves as living shields. If the PCs want to question Lady Evgenya, see Development on page 27.

ENSLAVED SPAWN (4) CR 5

XP 1,600 each

hp 38 each (see page 23)

TACTICS

During Combat The vampire spawn attack with slams and energy drain, though they take advantage of any weakened foe by making blood drain attacks as well.

Morale The vampire spawn flee in gaseous form if Evgenya abandons the fight. Otherwise, they fight until destroyed to defend their mistress.

LADY EVGENYA ZUNaida CR 12

XP 19,200

Female human vampire aristocrat 1/sorcerer 10 (*Pathfinder RPG Bestiary* 270)

NE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 27, touch 17, flat-footed 22 (+4 armor, +2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 141 (11 HD; 1d8+10d6+102); fast healing 5

Fort +11, **Ref** +11, **Will** +15

ASHES AT DAWN

Defensive Abilities channel resistance +4, **DR** 10/magic and silver; **Immune** undead traits, **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21)

Sorcerer Spells Known (CL 10th; concentration +16)

5th (4/day)—*cone of cold* (DC 21)

4th (6/day)—*crushing despair* (DC 22), *dimension door*, *phantasmal killer* (DC 20)

3rd (7/day)—*blink*, *dispel magic*, *lightning bolt*, *suggestion* (DC 21), *twilight knife**

2nd (8/day)—*acid arrow*, *false life*, *glitterdust* (DC 18), *hideous laughter* (DC 20), *invisibility*

1st (8/day)—*charm person* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17)

o (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 18), *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *read magic*, *resistance*

Bloodline Arcane

TACTICS

Before Combat Evgenya casts extended *false life* and *mage armor* on herself every evening.

During Combat Evgenya casts *blink* and tries to avoid direct combat while her spawn engage opponents. She targets foes with her spells and wands, and uses *charm person*, *suggestion*, or her dominate ability to gain further allies. If forced into melee combat, Evgenya casts *twilight knife* and uses it to flank while she makes slam attacks.

Morale Evgenya flees most battles if reduced to fewer than 70 hit points, casting quickened *dimension door* with her metamagic adept power to escape.

STATISTICS

Str 16, **Dex** 18, **Con** —,

Int 14, **Wis** 15, **Cha** 23

Base Atk +5; **CMB** +8; **CMD** 25

Feats Alertness^B, Combat Casting, Combat Reflexes^B, Craft Wand, Dodge^B, Eschew Materials, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative^B, Iron Will, Lightning Reflexes^B, Quickened Spell, Spell Focus (enchantment), Spell Penetration, Toughness^B

Skills Appraise +5, Bluff +20, Diplomacy +20, Fly +10, Intimidate +20, Knowledge (arcana) +14, Knowledge (nobility) +10, Perception +18, Sense Motive +18, Spellcraft +14, Stealth +12

Languages Common, Draconic, Varisian

SQ arcane bond (raven familiar named Aripa), bloodline arcana, change shape (dire bat or wolf, *beast shape II*), gaseous form, mastermind (44 HD, telepathy), metamagic adept (2/day), new arcana, shadowless, spider climb

Combat Gear *wand of acid arrow* (15 charges), *wand of magic missile* (CL 7th, 25 charges); **Other Gear** *cloak of resistance* +2, *ring of protection* +2, jewelry worth 300 gp, noble's outfit, signet ring

SPECIAL ABILITIES

Mastermind (Su) Evgenya can have a number of enslaved spawn totaling four times her total Hit Dice. In addition, Evgenya has the telepathy ability, and can communicate telepathically with her spawn. Evgenya may exercise or end her use of this ability as a standard action and maintain her connection to her

spawn for as long as she wishes. She may only use this ability with one spawn at a time. While using this ability, Evgenya enters a catatonic state similar to her daily rest and is treated as helpless, though she is alert to any jarring noises, the presence of any visible creature within 5 feet, or any damage that befalls her body (*Pathfinder Campaign Setting: Classic Horrors Revisited* 50).

* See the *Advanced Player's Guide*.

Development: If the PCs wish to question Lady Evgenya, they first have to entertain her whims. She takes a fancy to any PC with a high Charisma score, regardless of gender, asking that PC to dance with her while they talk. If the chosen PC makes a DC 15 Perform (dance) check, or if any PC makes a DC 25 Knowledge (nobility) check to engage her with the proper etiquette, Lady Evgenya takes an active interest in helping them. Otherwise, the PCs must make DC 21 Diplomacy check to make her at least friendly toward them.

Lady Evgenya is upset by the vampire slayings, as many of her friends have fallen victim to the murderer. She's noticed several things about the murders, however. One thing that the victims all have in common is that they each controlled large numbers of enslaved spawn. These spawn, now freed by their masters' deaths, have been acting strangely—almost as if they have a new master, though she has



Lady Evgenya Zunaida

Carrion Crown

no idea who that might be (in fact, the spawn have no masters, but their addiction to Radvir's *bloodbrew* makes it seem so). Given the size of her own undead court, Lady Evgenya suspects the murderer will soon come for her as well. In addition, Lady Evgenya believes she has found a pattern in the slayings—namely, that many of the victims have disappeared after hunting in Restoration Park, which has led many vampires to avoid that area in fear of attracting attention to themselves.

If the PCs kill Lady Evgenya and her vampires instead of talking to them, they can still question any surviving human slaves, now freed from the domination of their vampire masters. Each of the three clues mentioned above can be learned with a separate DC 20 Diplomacy check to convince the poor victims to tell the PCs what they know. Alternatively, a DC 30 Perception check while searching the back rooms turns up Lady Evgenya's diary, in which she has recorded all of her suspicions, as outlined above.

If the PCs can make Lady Evgenya helpful, she agrees to help them lure the killer into an ambush. If the PCs accept her help, see To Catch a Killer on page 35.

D5. CATHEDRAL (CR 11)

A small shrine stands in the middle of this large chamber, centered on a statue of a horned man with fangs and bat wings holding a wickedly spiked flail in one hand. Beyond the shrine sit two long tables with elaborately carved darkwood chairs.

This shrine is the Vampire Underground's cathedral, dedicated to the infernal duke Zaebos, whom the vampires venerate as lord of arrogance, nobility, and perversion. A DC 20 Knowledge (religion) check recognizes the statue of the devil and his symbols. The ceiling is 20 feet high in the central chamber, while the smaller side rooms have 10-foot-high ceilings.

Creatures: A vampire inquisitor named Desmond Kote occupies this ancient cathedral, long buried and forgotten by the world above. Currently, Kote is leading two vampire nobles in honoring Zaebos, but they turn to confront any infidels invading their god's sanctum. Kote cast *desecrate* on the statue of Zaebos earlier in the day, granting all of the vampires in the room a +2 profane bonus on attack rolls, damage rolls, and saving throws. If the PCs have Luvick's signet (see area D6) and want to question Kote, see Development on page 29.

DESMOND KOTE

CR 9

XP 6,400

Male human vampire inquisitor 8 of Zaebos (*Pathfinder RPG*

Bestiary 270, *Pathfinder RPG Advanced Player's Guide* 38)

LE Medium undead (augmented humanoid)

Init +12; **Senses** darkvision 60 ft.; **Perception** +26

DEFENSE

AC 27, touch 14, flat-footed 23 (+6 armor, +3 Dex, +1 dodge, +6 natural, +1 shield)

hp 87 (8d8+48); fast healing 5

Fort +14, **Ref** +11, **Will** +15

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 20 ft.

Melee +1 *morningstar* +15/+10 (1d8+12) and +1 *spiked shield* +14 (1d4+7) or

+1 *morningstar* +17/+12 (1d8+12) or

slam +15 (1d4+11 plus energy drain)

Special Attacks bane (8 rounds/day), blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), judgment 3/day, scythe of evil (4 rounds, 1/day), second judgment, solo tactics

Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect chaos*, *detect evil*, *detect good*, *detect law*

8/day—*touch of evil* (4 rounds)

8 rounds/day—*discern lies* (DC 18)

Inquisitor Spells Known (CL 8th; concentration +13)

3rd (3/day)—*retribution** (DC 18), *righteous vigor**, *searing light*

2nd (5/day)—*desecrate*, *flames of the faithful**, *hold person* (DC 17), *weapon of awe**

1st (6/day)—*bane* (DC 16), *command* (DC 16), *divine favor*, *magic weapon*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 15), *brand** (DC 15), *detect magic*, *disrupt undead*, *resistance*

Domain Evil

TACTICS

Before Combat In addition to the *desecrate* effect, Desmond casts *magic weapon* on his spiked shield, *weapon of awe* on his morningstar, and *divine favor*.

During Combat Desmond casts *righteous vigor* and *flames of the faithful* while his noble followers engage opponents, then activates his scythe of evil ability on his morningstar. Desmond attacks with his morningstar and spiked shield, taking advantage of his nobles' positions to use his Outflank and Precise Strike feats. He uses his judgment ability as necessary to boost the attacks of his allies and himself, and casts *retribution* on anyone striking him in combat.

Morale Desmond fights until destroyed.

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 12, **Wis** 20, **Cha** 18

Base Atk +6; **CMB** +11; **CMD** 25

Feats Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Shield Bash, Intimidating Prowess, Lightning Reflexes^B, Outflank*, Precise Strike*, Toughness^B, Two-Weapon Fighting, Weapon Focus (morningstar)

Skills Bluff +20, Diplomacy +12, Intimidate +24, Knowledge

ASHES AT DAWN

(local) +5, Knowledge (planes) +8, Knowledge (religion) +12, Perception +26, Sense Motive +24, Spellcraft +12, Stealth +19, Survival +12

Languages Common, Infernal, Varisian

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, monster lore +5, shadowless, spider climb, stern gaze, track +4

Combat Gear *wand of inflict moderate wounds* (10 charges);

Other Gear masterwork breastplate, masterwork spiked light steel shield, +1 *morningstar*, *cloak of resistance* +2, 83 gp

* See the *Advanced Player's Guide*.

VAMPIRE NOBLES (2)

CR 7

XP 3,200 each

hp 73 each (see page 26)

TACTICS

During Combat The vampire nobles maneuver themselves into flanking positions so Desmond can use his teamwork feats.

Morale The vampires fight until destroyed, eager to show their devotion to their diabolic patron.

Development: Desmond Kote is impressed by shows of strength and religious knowledge. Before he agrees to talk with the PCs, they must convince him of their worth. A DC 25 Knowledge (religion) check proves the PCs' knowledge of Hell's hierarchy, or a DC 23 Intimidate check displays their prowess and mettle. Alternatively, the PCs can make a DC 29 Diplomacy check to make Kote friendly toward them.

Kote has begun investigating the murders, and has collected the wooden stakes found in the ashes of the victims. He has discovered that all of the stakes seem to be of similar make, carved from furniture legs made in the same pattern. If the PCs kept the wooden stakes found at the murder scene earlier (see *Morning Murders* on page 10) and compare them with Kote's stakes, they can confirm that all of the stakes follow the same pattern. If the PCs wish to investigate these distinctive stakes further, see *To Catch a Killer* on page 35. Kote can also confirm Lady Evgenya's suspicions that the freed spawn of the victims have been acting strangely, but like her, has no idea why.

If the PCs slay the vampires instead of talking to them, they can find Kote's collected stakes with a DC 25 Perception check. See *To Catch a Killer* on page 35 if the PCs want to track down the origin of the wooden stakes.

If the PCs make Desmond Kote helpful and come to him with suspicions that Radvir Giovanni is the murderer, the inquisitor provides them with six *undead bane arrows*, but warns them not to use the arrows against vampires loyal to Luvick Siervage or risk incurring Zaebo's wrath.

D6. AUDIENCE HALL (CR 12)

A grand promenade opens into a wide audience hall, decorated with elaborate tapestries and art befitting a royal of Ustalav's ancient bloodlines. An immense throne dominates the far wall, while two antechambers stand to either side of the promenade to the east and west.

Luvick Siervage, the undisputed leader of the vampire clans of Caliphass, rules the Vampire Underground from this massive chamber. How you run this encounter depends on your players' goals. If the PCs are seeking a peaceful audience with the elder vampire, offering their help in solving the murders in exchange for information on the Whispering Way, then Luvick himself is present, holding court among his nobles. If the PCs are instead going through the Vampire Underground slaying vampires, he is not here.



Desmond Kote

Carion Crown

Luvick Siervage is an ancient CR 18 vampire, far too powerful for the PCs to face at this level. In this case, Luvick has left a decoy in his place. With the current spate of murders among his kind, the vampire elder has taken refuge in some secure bolt-hole until the killer is found and it is safe to emerge once again. Luvick's decoy is one of his most trusted spawn, a vampire bard named Florian Lamorath, who wears a *hat of disguise* to appear as his master. Through his mastermind ability, Luvick is telepathically linked with Florian, allowing the elder vampire to communicate with his proxy and give him commands as needed. All that being said, if you think the PCs are up to the challenge of fighting Luvick himself, his stats may be found in *Pathfinder Adventure Path #48: Shadows of Gallowspire*. Replacing Florian with Luvick himself makes this a CR 18 encounter.

Creatures: In addition to Luvick (or Florian), four vampire nobles are currently attending court, discussing the politics of the day and their measured, subtle, plans for manipulating the powers that openly rule Ustalav. Dressed in archaic finery befitting ancient Ustalavic nobles, these vampires eye the PCs hungrily, curious about the intentions of prey who would willingly walk into a predator's lair.

Luvick Siervage displays a calculating, controlled demeanor, which makes his rage all the more potent when he drops his mask of civility in favor of the bloodthirsty beast within. A well-practiced swordfighter and skilled aristocrat, the elder vampire has lived for over 2,000 years, having slain more beasts and humanoids than nearly anyone else in Ustalav's storied past. He predates even Tar-Baphon's rise to power and, as such, holds himself above the Whispering Tyrant's schemes. After all, while the lich-king provoked and eventually fell to his combined enemies, Luvick has successfully maneuvered the vampires to ensure their secret survival in the shadows of mortal civilization. He proves an interesting conversationalist for any PCs who linger to speak with him, but the vampire may well take in more information about them than they gain from him.

When the PCs first come before Luvick, the ancient vampire speaks:

"As in the days of old, those of mortal flesh stand before me. Yet you do not cower like most who look upon my undying face. My servants tell me you came of your own free will, even with the knowledge that many here would feast upon the blood surging in your veins. But is it bravery you possess, or foolishness? I respect your boldness... for now. Why have you come here, mortals?"

Luvick respond to the PCs' most likely statements and questions as follows:

We want to solve the vampire murders. "How very noble of you. What concern of yours are they?"

We were told you might have information about the Whispering Way. "Very interesting. And what business do you have with the Whispering Way?"

If we solve the murders, can you help us find the Whispering Way? "I am no friend of the Whispering Way, and I would prefer to see the Whispering Tyrant remain confined in Gallowspire, as he has been these last fourscore decades. If you find me the killer, I will tell you what I know of this cult, and where they might have gone."

What do you know about the murders so far? "My people are being killed—what more do I need to know? My agents are still gathering information, but in truth, we know little."

Are there any suspects? "We have someone in custody, a nosferatu named Ramoska Arkminos. He claims to have nothing to do with the slayings, but that one has played a mysterious game for many years. In addition, one of my retainers has acquired evidence suggesting that Caliphas's nobility are behind these attacks. Perhaps the two are related."

A nosferatu? "A creature cursed with eternal life and hunger, but without the grace and elegance and eternal youth of a true vampire. More beast than vampire, really."

Can we interview your people and see this evidence? "I see no reason to deny you. Speak with Lady Evgenya—she knew many of the victims, and is convinced that she is next. Her apartments lie west of here. Desmond Kote, in the cathedral to the north, may have some insight, as well. If you wish to see the evidence we have gathered so far, speak to my retainer Radvir Giovanni in his store to the east. Ramoska Arkminos is being held in the old pump room, also to the east. You can question him as well, if you wish, though I doubt you'll get any more out of him than we have."

Can you assure our safety while here? "I can. Take this signet—any vampire who sees it will know you are my creatures, and leave you unharmed. But take care—vampires are a fractious lot, and even my most loyal subject would not hesitate to drain your blood if provoked. Remember always that to them you are prey, and show them the respect accorded to predators."

Anything else? "I demand only one thing. When you find this killer, you bring it to me. Anyone who strikes down vampire elders will face judgment from one as well."

Luvick has nothing more to add. He gives the PCs a signet ring with his sigil and dismisses them. Should the PCs attack Luvick unexpectedly, he immediately assumes gaseous form and escapes through a narrow crack in the wall while his nobles hold off any pursuers. He swears vengeance against the PCs, and can become a recurring enemy of the PCs for the remainder of the campaign and even beyond. Should the PCs attack Florian in Luvick's guise, he orders the nobles to attack while he threatens the PCs from his throne.

ASHES AT DAWN

FLORIAN LAMORATH

CR 9

XP 6,400

Male human vampire bard 8 (*Pathfinder RPG Bestiary* 270)
LE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 24, touch 16, flat-footed 18 (+2 armor, +5 Dex, +1 dodge, +6 natural)

hp 95 (8d8+56); fast healing 5

Fort +8, **Ref** +14, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities channel resistance +4, **DR** 10/magic and silver; **Immune** undead traits,

Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee mwk silver longsword +12/+7
(1d8+5/19–20) or

slam +11 (1d4+7 plus energy drain)

Ranged mwk dagger +12 (1d4+5/19–20)

Special Attacks bardic performance

23 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19)

Bard Spells Known (CL 8th; concentration +13)

3rd (3/day)—*charm monster* (DC 18), *haste*, see *invisibility*

2nd (5/day)—*blur*, *hold person* (DC 17), *mirror image*, *silence* (DC 17)

1st (6/day)—*charm person* (DC 16), *expeditious retreat*, *grease* (DC 16), *hideous laughter* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *read magic*

TACTICS

During Combat Florian casts *blur*, *mirror image*, and *expeditious retreat* while his nobles engage foes, then uses his bardic performance and spells as needed. If forced into melee combat, he casts *haste* and fights with his silver longsword.

Morale Florian fights until destroyed to protect his master.

STATISTICS

Str 20, **Dex** 20, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +6; **CMB** +11; **CMD** 27

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Deceitful, Dodge^B, Eschew Materials, Improved Initiative^B, Lightning Reflexes^B, Mobility, Toughness^B, Vital Strike

Skills Bluff +26, Diplomacy +16, Disguise +16 (+26 with *hat of disguise*), Intimidate +16, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nobility) +17, Perception +22, Perform (act) +16, Perform (oratory) +16, Sense Motive +22, Stealth +24

Languages Common, Elven, Varisian

SQ bardic knowledge +4, change shape (dire bat or wolf, *beast shape II*), gaseous form, lore master 1/day, shadowless, spider climb, versatile performance (act, oratory)

Combat Gear *potion of inflict light wounds*; **Other Gear**

masterwork dagger, masterwork silver longsword, *bracers of armor* +2, *cloak of resistance* +1, *hat of disguise*, jewelry worth 100 gp, noble's outfit, signet ring worth 50 gp

VAMPIRE NOBLES (4)

CR 7

XP 3,200 each

hp 73 each (see page 29)

TACTICS

During Combat The vampire nobles attack any enemies in the audience hall, attempting to dominate strong foes to bolster their own defenses and making energy drain attacks on those remaining.

Morale The vampires fight until destroyed or until Florian is defeated, at which point they assume gaseous form and flee.



Luvick Siervage

D7. TAILOR SHOP (CR 13)

A sign bearing the symbol of a needle and thread hangs outside a wooden door, marking this buried building as some sort of tailor shop.

The vampire tailor Radvir Giovanni maintains this satellite storefront to cater to those vampires unwilling or unable to visit his larger shop in the city's artisan district—many of them seek out his expertise to alter or repair the outfits they most cherished in life. Inside the shop, a variety of meticulously crafted outfits in several different styles hang along every wall.

Creature: Well-traveled and long-lived, Radvir Giovanni produces outfits from nearly every historical period of Ustalav dating back for the last several hundred years. If the PCs are here to talk to Radvir at Luvick's request, the vampire tailor is here, making alterations to a 300-year-old courtier's outfit. See Development on page 32 for Radvir's answers. If the PCs attack him, Radvir immediately assumes gaseous form and flees to his lair, the Nobleman's Stitch (see Part Three), as he has no wish to fight the PCs here, surrounded by vampires who would kill him for his treachery. If the PCs are slaying vampires in the Vampire Underground instead of questioning them, Radvir is not here. In this case, the PCs will encounter him later in Part Three.

RADVIR GIOVANNI

CR 13

XP 25,600

hp 149 (see page 40)

Carrion Crown

Development: If questioned about the vampire murders, Radvir relies on his Bluff skill to hide his own role in the slayings. He sticks to the same story he provided Luvick—that the human nobles of Caliphass are hunting down vampire elders. To support his claims, he can show the PCs documents purportedly taken from several minor members of Caliphass's aristocracy. These missives identify specific vampire elders and their lairs, and commission their deaths in an attempt to deprive the vampires of leadership. Radvir claims to believe that Ramoska Arkminos, a known servant of one of Ustalav's nobles, was contracted to carry out the killings. In fact, Radvir forged these documents, and has been trying to convince Luvick to order attacks against the nobility in retaliation. If Radvir is not present (or if the PCs slay him), the forged documents can be found with a DC 20 Perception check.

Any character examining the documents can make a DC 29 Linguistics check to recognize them as forgeries. Should the PCs wish to track down any of the actual nobles mentioned in the letters, a DC 20 Knowledge (nobility) or DC 30 Knowledge (local) check discovers that all of them have conveniently left Caliphass, a fact Radvir was keenly aware of when he framed them for the crimes.

After the PCs have questioned him, Radvir decides they are too dangerous to his plans to let them live. Shortly after they leave, he initiates a plan to permanently eliminate the PCs (see *Tying Up Loose Ends* on page 35). If confronted with his forgeries, Radvir immediately assumes gaseous form and flees to his lair. Once there, he sends his agents to likewise accomplish the same task.

D8. PUMP ROOM (CR 12)

A collection of rusted metal machinery lies behind these double-doors with many broken pipes extruding from the eastern wall.

City engineers once used the machinery in this room to manually pump sewage through the adjoining pipes. Once they built over the existing street level, the pump was abandoned. Now it lies disused and in disrepair. A locked iron door to the south (hardness 10, hp 60, Beak DC 28, Disable Device DC 30) leads to a secure cell (area D9), where Luvick has imprisoned the nosferatu Ramoska Arkminos.

Creatures: Four vampire enforcers guard the eastern approach to the Vampire Underground from these ruins. The guards attack on sight, unless the PCs carry Luvick's signet (see area D6) or are accompanied by Quinley Basdel. If the PCs ask to speak with Ramoska Arkminos, the guards escort them to area D9.

VAMPIRE ENFORCERS (4)
XP 4,800 each
 hp 92 each (see page 25)

CR 8

D9. SECURE CELL (CR 14)

The worked walls of this bare room end in rubble to the south, where the ceiling has collapsed. Rats, centipedes, and other vermin crawl over the floor in a living carpet.

Luvick has turned this half-collapsed chamber beyond the pump room into an impromptu cell for his lead suspect in the vampire murders.

Creature: Imprisoned within this cell sits a nosferatu wizard and alchemist named Ramoska Arkminos, servant of the vampire noble Ristomaur Tiriac, count of Varno. Although a captive of Luvick Siervage, Arkminos represents a powerful potential ally and source of aid to the PCs, and they to him, if they work together.

For years, Countess Carmilla Caliphass of Caliphass has sought to extend her life and looks, and she recently contacted Conte Ristomaur Tiriac of Varno for assistance, knowing of his secret interest in alchemy. Conte Tiriac agreed to loan her his head researcher, Ramoska Arkminos, in return for some future favor. At the countess's behest, Arkminos put his considerable mind to the task of creating an elixir of life. Over the course of several months, Arkminos failed to gain the results Carmilla desired, and she replaced him with the witches of Barstoi.

At some point during his work for the countess, the Whispering Way also made contact with Arkminos, seeking his assistance in testing the potency of their *Carrion Crown* elixir. They gave him a small sample of the elixir, which Arkminos confirmed would support the transformative process of creating a lich, but neglected to pay him for his work. Indeed, Adivion Adrissant regards Arkminos and his master as elder vampires who will need to be removed from the equation anyway once the Whispering Tyrant returns, so the cult absconded with all of Arkminos's research when they left Caliphass for Virlych, leaving the nosferatu with only the *Carrion Crown* sample, too small to be of any use.

With his subsequent capture by Luvick Siervage's vampires, these events have soured Arkminos against Caliphass. As such, he's more than happy to help steer the PCs into conflict with the Whispering Way, provided they can clear his name with Luvick. In exchange, Arkminos can provide the PCs with details of both the Whispering Way and the *Carrion Crown*.

When the PCs first enter Arkminos's cell, read or paraphrase the following.

"Good evening. More of Luvick's spawn, are you, come to gloat some more? No, I can see you're no vampires. His loyal slaves, then, fawning over 'His Grace' while your true minds scream silently and helplessly inside. No? Then what business do you

ASHES AT DAWN

have with me? Perhaps you came to free me. If so, I can assure you I would be most grateful.”

Imprisoned here by himself, Arkminos is more than willing to engage the PCs in conversation, if only to assuage his boredom. In their ensuing discussion, Arkminos responds to their likely questions as follows:

Who are you? “I am Ramoska Arkminos, a servant of the count of Varno.”

Why are you here? “Luvick Siervage suspects I might have something to do with the murders of vampires in the city, but he is sadly mistaken.”

Why haven't you escaped? “My kind cannot turn to mist like other vampires. I can only take the form of vermin, and neither rat nor bat, centipede nor spider, can pass through solid wood and stone.”

Why does Luvick suspect you? “He is scared. And my kind and his, though similar in some ways, are actually quite different. I am an outsider who serves a powerful master, and Luvick feels threatened by this. He needs a scapegoat, and I fit the role well. I suspect my recent work with the Whispering Way might have something to do with it as well.”

What is your relationship with the Whispering Way? “I am both a student of the arcane and an alchemist by trade. The Whispering Way hired me to test the potency of a potion they're creating, a powerful admixture providing a path to lichdom. I hasten to add that I am no supporter of their goals, but the opportunity to test my expertise on such a concoction proved too enticing to resist.”

Why do they want such a potion? “Obviously, they mean to administer it to someone. Judging by the formula I studied, someone of great importance, as it was crafted for a specific person. My personal favorite for the potion's recipient is Prince Aduard Ordranti, ruler of all Ustalav.”

Why would the prince want to become a lich? “I do not believe the cultists created this elixir at the prince's request. It's meant to poison someone, to force such a transformation, even against the unwilling. You could save him, or whoever it's meant for, if you help me.”

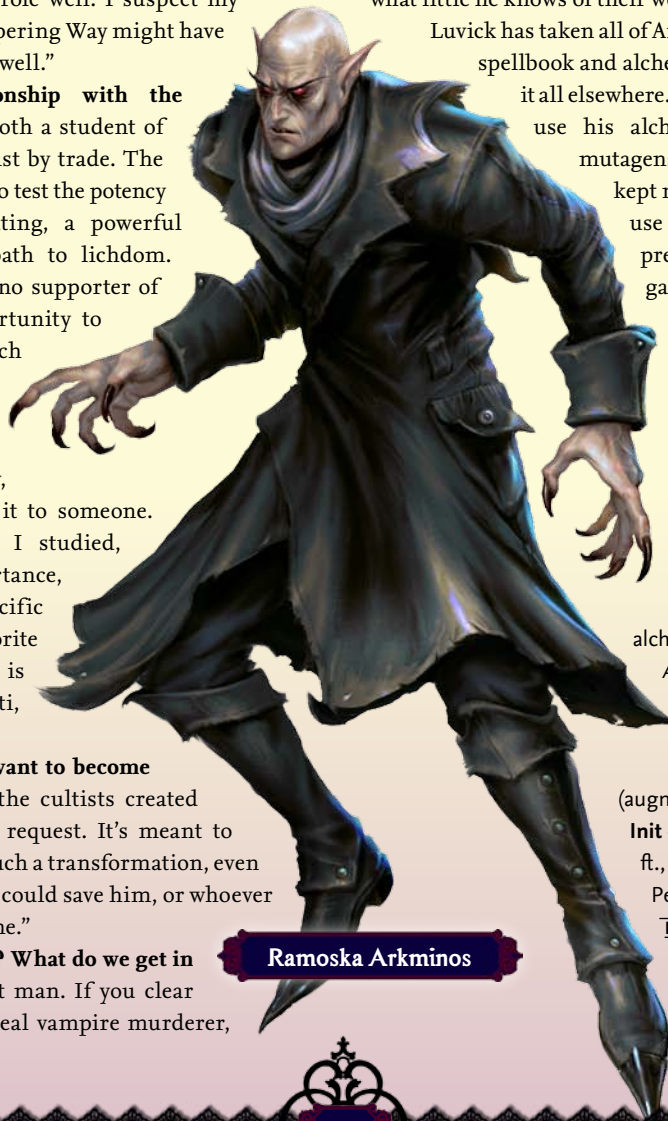
Why would we help you? What do we get in return? “I am an innocent man. If you clear my name by finding the real vampire murderer,

I'll tell you all I know of the Whispering Way and their recent activity. I'm sure you already know that they've left Caliphas. I can tell you where they've gone, and perhaps study the sample of their elixir in more detail to see if I can find anything more. All I learn I'll share with you.”

Why would you turn on the Whispering Way? “Because they neglected to pay me. As I said, I was just a simple hireling, not a loyal follower, and I expect payment for my work. If I can repay them for their treachery with the points of your swords, then I'll consider it a fair trade. All that matters to me now is escaping here and returning home. Politics and religion hold no interest for me.”

Arkminos will answer any other questions the PCs might have, but he will tell them nothing about the Whispering Way until they've proved that Radvir is responsible for the murders and cleared the nosferatu's name. Arkminos also has nothing to say about the witches of Barstoi, as he has no knowledge of their connections to the murders or the Whispering Way. If the PCs later bring him information about the witches' involvement, however, Arkminos shares what little he knows of their work for Countess Caliphvaso.

Luvick has taken all of Arkminos's gear, including his spellbook and alchemical formula book, storing it all elsewhere. As a result, Arkminos cannot use his alchemist extracts, bombs, or mutagens. Fortunately, Arkminos has kept most of his spells prepared to use if the opportunity to escape present itself (and is able to gain some spells back each day with his Spell Mastery feat), so he is not helpless. Nevertheless, he has no wish to fight the PCs, and does so only for as long as it takes him to escape.



Ramoska Arkminos

RAMOSKA ARKMINOS CR 14

XP 38,400

Male human nosferatu
alchemist 4/wizard 9 (*Pathfinder
Adventure Path* #8 88,
*Pathfinder RPG Advanced
Player's Guide* 26)
LE Medium undead
(augmented humanoid)

Init +7; **Senses** darkvision 60
ft., low-light vision, scent;
Perception +24

DEFENSE

AC 25, touch 13, flat-footed
22 (+4 armor, +3 Dex, +8
natural)

Carion Crown

hp 126 (13 HD; 9d6+4d8+74); fast healing 5

Fort +13, Ref +12, Will +14; +2 vs. poison

Defensive Abilities channel resistance +4; **DR** 5/wood and piercing; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6)

Special Attacks blood drain, bomb 9/day (2d6+5 fire, DC 17), dominate (DC 20), hand of the apprentice (8/day), metamagic mastery (1/day), telekinesis (DC 20)

Alchemist Extracts Prepared (CL 4th)

2nd—*resist energy*, see *invisibility*

1st—*detect undead*, *disguise self*, *expeditious retreat*, *shield*, *true strike*

Wizard Spells Prepared (CL 9th; concentration +14)

5th—*cone of cold* (DC 20), *hold monster* (DC 21)

4th—*crushing despair* (DC 20), *detonate** (DC 19), *phantasmal killer* (DC 19)

3rd—*deep slumber* (DC 19), *dispel magic*, *lightning bolt* (DC 18), *stinking cloud* (DC 18)

2nd—*invisibility*, *scorching ray*, *summon swarm*, *touch of idiocy*, *web* (DC 17)

1st—*mage armor*, *magic missile*, *memory lapse** (DC 17), *ray of enfeeblement* (DC 16), *shocking grasp*, *silent image* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *message*

TACTICS

Before Combat Ramoska casts *mage armor* before combat, using his Spell Mastery feat.

During Combat If pressed into combat, Ramoska uses his dominate ability to gain an ally to defend him. He uses his spells to hold off opponents as long as possible, but only so long as he is winning.

Morale Ramoska has no interest in fighting the PCs. If unable to defeat them, he casts *detonate*, followed by quickened *invisibility* (using metamagic mastery) to make his escape, in swarm form if possible.

STATISTICS

Str 10, **Dex** 16, **Con** —, **Int** 21, **Wis** 20, **Cha** 18

Base Atk +7; **CMB** +7; **CMD** 20

Feats Alertness^B, Brew Potion, Combat Casting, Eschew Materials, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Master Alchemist*, Persuasive, Quickened Spell, Scribe Scroll, Skill Focus (Craft [alchemy])^B, Skill Focus (Heal)^B, Spell Focus (enchantment), Spell Mastery (*dispel magic*, *hold monster*, *invisibility*, *mage armor*, *magic missile*), Throw Anything, Toughness

Skills Craft (alchemy) +31, Diplomacy +20, Fly +10, Heal +17, Intimidate +20, Knowledge (arcana) +20, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +10, Perception +24,

Sense Motive +20, Spellcraft +20, Stealth +20, Use Magic Device +10; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Ancient Osiriani, Common, Draconic, Hallit, Infernal, Necril, Varisian; telepathy 60 ft.

SQ alchemy (alchemy crafting +4, identify potions), arcane bond (rat named Andrzej), discoveries (precise bombs [5 squares], smoke bomb), mutagen (+4/-2, +2 natural, 40 minutes), poison use, spider climb, swarm form, swift alchemy

Gear none

SPECIAL ABILITIES

Blood Drain (Su) This functions as the vampire ability of the same name (*Pathfinder RPG Bestiary* 271).

Damage Reduction (Su) A nosferatu has damage reduction 5/wood and piercing (this includes all wood-shafted weapons like arrows, crossbow bolts, spears, and javelins, even if the weapon's head is made of another material).

Dominate (Su) This functions as the vampire ability of the same name (*Pathfinder RPG Bestiary* 271).

Spider Climb (Ex) This functions as the vampire ability of the same name (*Pathfinder RPG Bestiary* 271).

Swarm Form (Su) As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The swarm has the same number of hit points as the nosferatu, and any damage done to the swarm affects the nosferatu. A nosferatu in swarm form is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by the nosferatu itself, which treat the nosferatu as one single creature if it so chooses. While in swarm form, a nosferatu cannot use its natural claw attacks or any of its special attacks, although it gains the natural weapons and extraordinary special attacks of the swarm it transformed into. It also retains all of its usual special qualities. While in swarm form, a nosferatu is still considered an undead creature with its total number of Hit Dice. It can remain in swarm form until it assumes another form, retakes its original form as a standard action, or until the next sunrise.

Telekinesis (Su) As a standard action, a nosferatu can use *telekinesis*, as the spell (caster level 12th).

* See the *Advanced Player's Guide*.

D10. DRUG MERCHANTS (CR 13)

A rank odor permeates this large chamber. To the northeast stand the bricked-up walls of some nameless building's subbasement, while a natural cavern stretches to the south.

Creatures: Two free-willed vampire sorcerers loyal to Radvir run an illicit business from this ruined cellar, selling Radvir's *bloodbrew elixir* to addicted vampire spawn, eight of whom lounge about the chamber enjoying the

ASHES AT DAWN

addictive drug. A DC 25 Sense Motive check is enough to recognize the signs of addiction to some mind-altering substance in both the dealers and their customers. If the PCs take an interest in the vampires' activities here or ask questions about the murders or the *bloodbrew*, the dealers grow suspicious and use their Silent Spell and Still Spell feats to cast *expeditious retreat* followed by *greater invisibility* to flee. Before adopting gaseous form and escaping through the sewers back to the Nobleman's Stitch (see Part Three), they launch fireballs into the southern cavern to destroy all evidence of the *bloodbrew*. This action knocks the vampire spawn addicts out of their stupor, and they immediately attack the intruders who threatened their supply of the drug. Both the vampire drug dealers and the vampire spawn addicts currently have 8 temporary hit points from the *bloodbrew* in their systems (already incorporated into their stat blocks).

VAMPIRES (2) CR 9

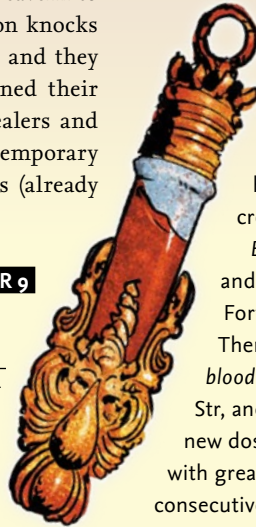
XP 6,400 each

hp 110 each (*Pathfinder RPG Bestiary* 270)

TACTICS

During Combat If forced into combat, these vampires attack with *magic missile*, *scorching ray*, *vampiric touch*, and *web*.

Morale The vampires rely on *greater invisibility* and gaseous form to facilitate their escape.



VAMPIRE SPAWN ADDICTS (8) CR 5

XP 1,600 each

Enslaved spawn (see page 23)

hp 46 each

Treasure: A wooden crate in the southern cavern holds 5 full doses of *bloodbrew elixir* (see sidebar), in addition to 20 ampoules containing samples of the drug. None of these samples are powerful enough to represent a full dose of the elixir, but they are enough to start building an addiction in any vampire who samples them.

TYING UP LOOSE ENDS (CR 11)

Once he becomes aware of the PCs' intention to solve the vampire murders, or if discovered and forced to flee to his lair, Radvir decides to eliminate the PCs as threats. He sends his two vampire drug dealers from area D10 (or two vampire lookouts from area E1, if the drug dealers have been slain) to hopefully remove the PCs from the equation. To avoid attracting unwanted attention, the vampires only attack once the PCs leave the Vampire Underground.

VAMPIRES (2) CR 9

XP 6,400 each

hp 102 each (*Pathfinder RPG Bestiary* 270)

BLOODBREW ELIXIR

Aura faint necromancy; CL 3rd

Slot none; Price 1,000 gp; Weight —

DESCRIPTION

This ruby red wine carries an aroma of fresh-spilled blood with a persistent finish tasting of iron and scarberries.

Anyone who drinks the concoction gains 1d10+3 temporary hit points for 1 hour. In addition, an enslaved vampire or vampire spawn who drinks the elixir is freed from its creator's control for 1 hour, becoming a free-willed undead creature for that time. At the end of the hour, the vampire is once again enslaved under its creator's control.

Bloodbrew elixir is highly addictive to vampires, and any vampire who drinks it must make a DC 20 Fortitude save or become addicted to the *bloodbrew*. Thereafter, the vampire must drink a new dose of *bloodbrew* every day, or take a –2 penalty to Dex, Con, Str, and Wis and lose her fast healing ability, until a new dose is taken. The addiction can only be cured with greater restoration, or the vampire must make three consecutive saves, one per day, against the elixir's DC, after a day of not taking the drug. Should the vampire take a new dose of the elixir before the addiction is cured, any past successful saves are negated.

A living creature who drinks the elixir gains the temporary hit points, but takes a –2 penalty on saves against energy drain and negative energy effects, including channeled negative energy, for 1 hour. *Bloodbrew elixir* is not addictive to living creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (alchemy) DC 25, *false life*, *protection from evil*; **Cost** 500 gp

TACTICS

During Combat The vampires cast *false life* and *mage armor* before going into combat, and mask their approach with *greater invisibility* before attacking with *fireball*, *scorching ray*, and *magic missile*. If pressed into melee combat, the vampires make slam attacks coupled with *vampiric touch* or *chill touch*.

Morale The vampires fight until destroyed.

TO CATCH A KILLER (CR VARIES)

After obtaining as much information as possible from the vampire clans, the PCs have several possible avenues to explore to apprehend the murderer. Regardless of which

Carion Crown

course of action they choose, the PCs should eventually find themselves heading to Radvir's tailor shop, the Nobleman's Stitch, in Part Three.

If the PCs discovered the addictive properties of the *bloodbrew elixir* making its way through the vampire spawn population, they can follow Radvir's drug dealers from area **D10** back to his lair, which they visit every 3 days or so for a new batch.

After finding Desmond Kote's collection of wooden stakes in area **D5**, the PCs can also trace the origin of the distinctive carvings on the stakes. A DC 20 Craft (carpentry) check, a DC 25 Diplomacy check to gather information, or a DC 30 Knowledge (local) check can trace the unusual carvings on the stakes to a furniture maker located just across the street from Radvir's tailor shop. If questioned, the carpenter can easily identify his neighbor the tailor as the buyer of the furniture legs.

If the PCs found Radvir's "evidence" and recognized the documents as forgeries, any of the vampires (or a DC 15 Knowledge [local] check) can tell the PCs the location of Radvir's shop.

Finally, the PCs can attempt to stake out Restoration Park in the hope of catching the killer in the act. If they managed to establish positive relations with Lady Evgenya, the vampire sorceress will assist them with their ambush. While she will not put herself at risk, Evgenya casts *disguise self* on one of her spawn (or one of the PCs), instructing that spawn or PC to masquerade as her and sending the character into Restoration Park as bait. Radvir already intends to target Evgenya next, so this ruse automatically works in drawing an attack.

Creatures: If the PCs lure Radvir into another murder attempt, the vampire shows up late at night accompanied by four of his vampire enforcers from area **E13**. Vampires are notoriously difficult to kill, even for other vampires, so Radvir and his minions have carefully worked out a strategy to ensure their success. While his enforcers hide themselves among the evening mists in gaseous form, Radvir uses his *hat of disguise* to appear as a lone, drunken reveler, a perfect target for hungry vampires. When the enforcers drift close enough to Radvir's target, they assume their normal forms and attack with surprise. Their job is only to distract the victim and keep it from escaping. While the victim is dealing with his enforcers, Radvir employs his Use Magic Device skill to activate his *wand of halt undead*. Once the victim is paralyzed and helpless, Radvir stakes the vampire through the heart, slaying it, and he and his enforcers carry the body back to his shop.

Naturally, these tactics most likely fail if the vampires try them against the PCs. In this case, Radvir orders his enforcers to hold off the PCs while he assumes gaseous form and flees back to his lair. Even if Radvir escapes,

however, the PCs can slay his enforcers and follow their gaseous forms back to his shop.

RADVIR GIOVANNI

CR 13
XP 25,600
hp 149 (see page 40)

VAMPIRE ENFORCERS (4)

CR 8
XP 4,800 each
hp 92 each (see page 25)

PART THREE: THE TRAITOR REVEALED

After acquiring clues in the Vampire Underground, and possibly staking out Restoration Park to catch the vampire murderer in the act, the PCs should now know that Radvir Giovanni is the murderer, and can trace him to his lair, the tailor shop called the Nobleman's Stitch.

THE NOBLEMAN'S STITCH

Radvir makes his primary lair in the basement of his upscale tailor shop. He runs one of the more affluent shops in Caliphas, catering to the nobility and other members of the upper class to establish many of the city's fashion trends. He has a reputation for impeccable style and skill, and many wealthy customers seek him out for the latest fashions and outfits for special occasions. Radvir relies on a staff of dominated humans to run his shop; these humans are present during the day, but return to their homes in the city at night.

The Nobleman's Stitch takes up an entire block in the heart of the city's artisan district, just across the street from a furniture shop (whose chair legs Radvir uses for wooden stakes). A handful of long-burning oil lamps hang from street poles spaced along the street. The tailor shop is two stories tall with a basement that opens onto the subterranean tunnels that eventually connect to the Vampire Underground. The old-style building has superior masonry walls with good wooden doors that are barred outside of normal business hours (hardness 5, hp 15, Break DC 25). The ground floor and second floor of the main building have 15-foot-high ceilings, while the adjoining warehouse (area **E7**) is a full 20 feet in height. Ceilings in the basement are only 10 feet high. Radvir keeps heavy drapes pulled over every window during daylight hours, but opens them at night, allowing dim light from the moon and stars to filter inside.

Most of the locations in the Nobleman's Stitch are free of encounters, though combat could certainly spill over into these rooms. Encounter areas that warrant additional details are described after the following summary of the

ASHES AT DAWN

building's rooms. Remember to take into account any of Radvir's minions whom the PCs have already encountered, and adjust the following encounters accordingly.

E1. Display Windows: Two sets of windows displaying well-dressed mannequins look out onto the streets of Caliphas. This area is described in more detail below.

E2. Shop Floor: A variety of wares are on display on numerous shelves and tables on this open shop floor. During the day, Radvir's charmed servants see to the operation of the shop, though the vampire occasionally takes a direct hand closer to sunset when the drapes are drawn across the windows. The staircase to the north leads to the shoe room (area E10) on the second floor.

E3. Dressing Rooms: Customers try on tailored garments in these small dressing rooms with full-length mirrors. Radvir avoids interacting with clients here in order to hide his aversion to mirrors. The stairway at the end of the hall leads down to the basement (area E13) and bears a permanent *alarm* spell that mentally alerts Radvir in area E14 when anyone passes it.

E4. Fitting Room: Radvir takes his clients' measurements in this fitting room. Several shears, pincushions, and measuring tapes lie scattered across a table in the corner. On the rare occasion when he inadvertently pricks a client with a pin, Radvir hurriedly calls for his staff to finish the job before the urge to taste the client's blood overcomes him.

E5. Kitchen: A large fireplace warms this small kitchen, occasionally used by Radvir's charmed staff to prepare and take their meals.

E6. Storerooms: Radvir uses these small storerooms to store the items necessary for running a successful tailoring business, including cleaning supplies, props for his display windows, and his inventory of trade goods. The contents of the easternmost storeroom in the basement have been cleared to make room for three wooden coffins belonging to Radvir's enslaved vampire spawn.

E7. Warehouse: This large warehouse, used to store raw materials for cloth making and shipments to clients outside Caliphas, is detailed below.

E8. Bulk Cloth Storage: A long wooden cabinet filled with bolts and pallets of cloth covers the western wall of this room, where Radvir keeps the cloth he dyes and other special orders. Though far too bulky for easy removal, the more expensive fabrics have a net value of nearly 2,500 gp.

E9. Balcony: This wooden balcony overlooks the shop floor (area E2) 15 feet below.

E10. Shoe Room: Several racks of shoes, boots, and other footwear take up most of this upstairs loft. The stairs to the south lead down to the main shop floor (area E2). Hidden among the footwear on the shelves are *boots of levitation*, *boots of the winterlands*, and *slippers of spider climbing*, noticeable only with *detect magic* or the like.

E11. Sewing Room: Four mannequins wearing unfinished garments stand in this poorly ventilated room, where Radvir employs half a dozen skilled seamstresses during the day. He has seduced and dominated every one of them during their tenure in his shop.

E12. Upstairs Apartments: These rooms, which house Radvir's dominated guards, are detailed below.

E13. Basement: This large basement of the shop is detailed below.

E14. Dye Room: This chamber houses dyes for Radvir's creations. It is detailed below.

E15. False Coffins: This chamber, which contains four stone coffins, is detailed below.

E16. Coffin Room: Nine wooden coffins and a single larger stone sarcophagus lie spread throughout this long chamber. Radvir's free-willed vampire allies use these coffins as their resting places, retreating here if reduced to 0 hit points in battle. The stone sarcophagus at the northern end of the room is actually a false tomb. A lever inside the sarcophagus opens both of the secret passages to the east, which lead to Radvir's crypt (area E17) and the shattered foyer (area E18). A DC 25 Perception check is required to notice the secret doors, each of which contains minute cracks that the vampires can pass through in gaseous form.

E17. Radvir's Crypt: Radvir keeps his personal coffin, a massive stone sarcophagus atop an elevated dais, in this hidden chamber. A long tapestry depicting shining Taldan knights battling the undead legions of the Whispering Tyrant hangs on the far wall. The tapestry is worth 5,000 gp. If Radvir flees to his crypt, he summons the sentries from area E18 to stand guard over his coffin until his fast healing can restore him.

E18. Shattered Foyer: This hidden, half-collapsed room, which connects to the underground tunnels beneath Caliphas, is detailed below.

E19. Underground Access: Rubble from the partially collapsed wall of the subbasement foyer spills out into this subterranean passageway, which serves as an emergency escape route into the sewers and an easy access point into the Vampire Underground.

E1. DISPLAY WINDOWS (CR 12)

Three mannequins stand in the shop windows overlooking the streets of Caliphas. Each wears the latest, most elegant fashions of the day.

Radvir displays his newest sartorial creations in these windows during the day.

Creatures: At night, three free-willed vampire lookouts replace the mannequins, holding completely still and staring out the display windows with unblinking eyes. If the PCs

Carrion Crown



break into the shop, the vampires cast *invisibility* and *expeditious retreat* before leaving the windows to attack intruders.

FREE-WILLED VAMPIRES (3) CR 9

XP 6,400 each

AC 27, touch 17, flat-footed 22

hp 115 each (*Pathfinder RPG Bestiary* 270)

Speed 60 ft.

TACTICS

Before Combat The vampires cast *false life* and *mage armor* before going on lookout duty.

During Combat The vampires rely on their *invisibility* to hide their approach, striking the strongest-looking opponents with *vampiric touch*. If hard pressed, they assume gaseous form or change into dire bats to fly up to the balcony (area E9) where they fire *scorching rays* and *magic missiles*. The vampires will not cast *fireball* while inside the shop, but have no problems doing so outside.

Morale The vampires retreat once they fall below 30 hit points. One moves to the upstairs apartments to awaken Radvir's charmed guards in area E12, while another passes through the floorboards in gaseous form to warn Radvir

in the basement (area E14). If slain, the vampires return to their coffins in area E16.

E7. WAREHOUSE (CR 11)

Wooden rafters support the ceiling of this large warehouse. A number of crates and barrels containing ingredients for dyes and other materials lie stacked to the north and south.

Creatures: Adivion Adrissant provided Radvir with three of the Whispering Way's allies—nabasu demons—to help him overthrow Luvick. These hideous batlike fiends have taken up residence in Radvir's warehouse as guardians. In addition, eight ghouls, victims slain by the nabasu's death-stealing gazes, lurk among the warehouse's crates. The demons usually lair within the warehouse rafters, hanging upside down from them while maintaining *deeper darkness* to hide their presence.

NABASU DEMONS (3) CR 8

XP 4,800 each

hp 103 each (*Pathfinder RPG Bestiary* 64)

ASHES AT DAWN

TACTICS

During Combat Two of the demons teleport to the floor to prevent opponents from fleeing while the third casts *mass hold person* in tandem with its death-stealing gaze. The nabasus employ *telekinesis* to lift unaffected foes into the air and attempt to summon babau demons to join the fight.

Morale The nabasus fight to the death, casting *regenerate* or *vampiric touch* as needed to stay in the battle.

GHOULS (8)**CR 1****XP 400 each**hp 13 each (*Pathfinder RPG Bestiary* 146)**E12. UPSTAIRS APARTMENTS (CR 12)**

A single bunk bed and a handful of accompanying furniture occupy this room. The window on the south wall looks out over the rooftop of the adjoining warehouse.

Creatures: Radvir has used his dominate ability to charm a number of mercenary guards into defending his shop. He concentrates on maintaining his connection to them every morning, and he renews the domination every other day before it wears off. During daylight hours, they guard the shop and its staff while Radvir sleeps in the basement. At night, Radvir's enslaved vampire spawn take over guard duties, and the guards sleep in these chambers, two to a room. A DC 15 Sense Motive check is enough to tell that the guards are under some sort of enchantment effect.

CHARMED GUARDS (6)**CR 7****XP 3,200 each**

Human fighter 8

N Medium humanoid (human)

Init +2; **Senses** Perception +9**DEFENSE****AC** 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)**hp** 80 each (8d10+32)**Fort** +10, **Ref** +6, **Will** +1; +2 vs. fear**Defensive Abilities** bravery +2**OFFENSE****Speed** 30 ft.**Melee** +1 longsword +16/+11 (1d8+8/19–20)**Ranged** mwk light crossbow +11 (1d8/19–20)**Special Attacks** weapon training (heavy blades +1)**TACTICS**

During Combat The guards use Vital Strike and Power Attack, assaulting enemies with their longswords.

Morale The guards defend the shop to the death unless freed from Radvir's domination.

STATISTICS**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +8; **CMB** +12; **CMD** 24

Feats Alertness, Cleave, Great Fortitude, Greater Weapon Focus (longsword), Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +10, Intimidate +12, Perception +9, Ride +8, Sense Motive +1

Languages Common**SQ** armor training 2

Combat Gear *potions of cure moderate wounds (2)*; **Other Gear** +2 breastplate, +1 longsword, masterwork light crossbow with 10 bolts, 200 gp

E13. BASEMENT (CR 12)

A flight of stairs descends into the northwest corner of this basement room. The ceiling rises fifteen feet overhead, and several boxes and crates stacked along the south wall reach nearly the same height.

Creatures: Four free-willed vampire enforcers guard Radvir's sanctum beneath the shop. These vampires all owe him for freeing them from the service of their masters. Now they eagerly embrace Radvir's vision for overthrowing Luvick and the other elders and ushering in a new age of vampirism for Ustalav. They attack anyone entering the basement.

FREE-WILLED VAMPIRE ENFORCERS (4)**CR 8****XP 4,800 each**

hp 92 each (see page 25)

TACTICS

Morale The vampires fight until destroyed, then retreat to their coffins in area E16.

E14. DYE ROOM (CR 13)

The stench of powerful chemicals overlaid by blood fills this large chamber. A large vat of pale yellow liquid sits to the north. Three gaunt bodies, stripped and impaled with wooden stakes, hang from iron crossbars on the south wall.

This room usually operates as a dye factory for Radvir's tailor's shop, but now serves a more sinister purpose—chemically preserving and storing the collected bodies of the vampires captured by him and his allies.

Creatures: When not actively hunting more victims, Radvir Giovanni and three of his enslaved spawn occupy this room each night, preparing the bodies for delivery to the Abbey of Sante-Lymirin—a process he entrusts to no one else. Unwilling to risk an escapee making it back to Luvick, Radvir stakes each vampire through the heart, then places it in a simple pine box from his warehouse and ferries it across up the coast to the abbey in a small boat. The vampire traitor and his enslaved spawn attack anyone entering the chamber.

Carrion Crown

ENSLAVED SPAWN (3)

CR 5

XP 1,600 each

hp 38 each (see page 23)

TACTICS

During Combat The vampire spawn attack with slams and energy drain, positioning themselves to flank with Radvir so their master can make sneak attacks.

Morale The vampire spawn fight until destroyed in defense of their master, retreating to their coffins in area E6, but they flee the shop in gaseous form if Radvir is defeated.

RADVIR GIOVANNI

CR 13

XP 25,600

Male human vampire rogue (spy) 12 (*Pathfinder RPG Bestiary* 270, *Pathfinder RPG Advanced Player's Guide* 135)

NE Medium undead (augmented humanoid)

Init +11; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 30, touch 19, flat-footed 22 (+5 armor, +1 deflection, +6 Dex, +2 dodge, +6 natural)

hp 149 (12d8+92); fast healing 5

Fort +9, **Ref** +18, **Will** +5

Defensive Abilities channel resistance +4, evasion, improved uncanny dodge; **DR** 10/magic and silver; **Immune** undead traits, **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 60 ft.

Melee +1 *conductive* bladed scarf* +19/+19/+14 (1d6+8/19–20 plus energy drain) or

slam +17/+17 (1d4+7 plus energy drain) or

wooden stake +12/+12/+7 (1d4+5)

Ranged wooden stake +17 (1d4+5)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21), poison use, sneak attack +6d6

TACTICS

Before Combat If alerted to the PCs' presence, Radvir drinks a draught of *bloodbrew elixir* and his potions of *cat's grace*, *displacement*, and *haste*.

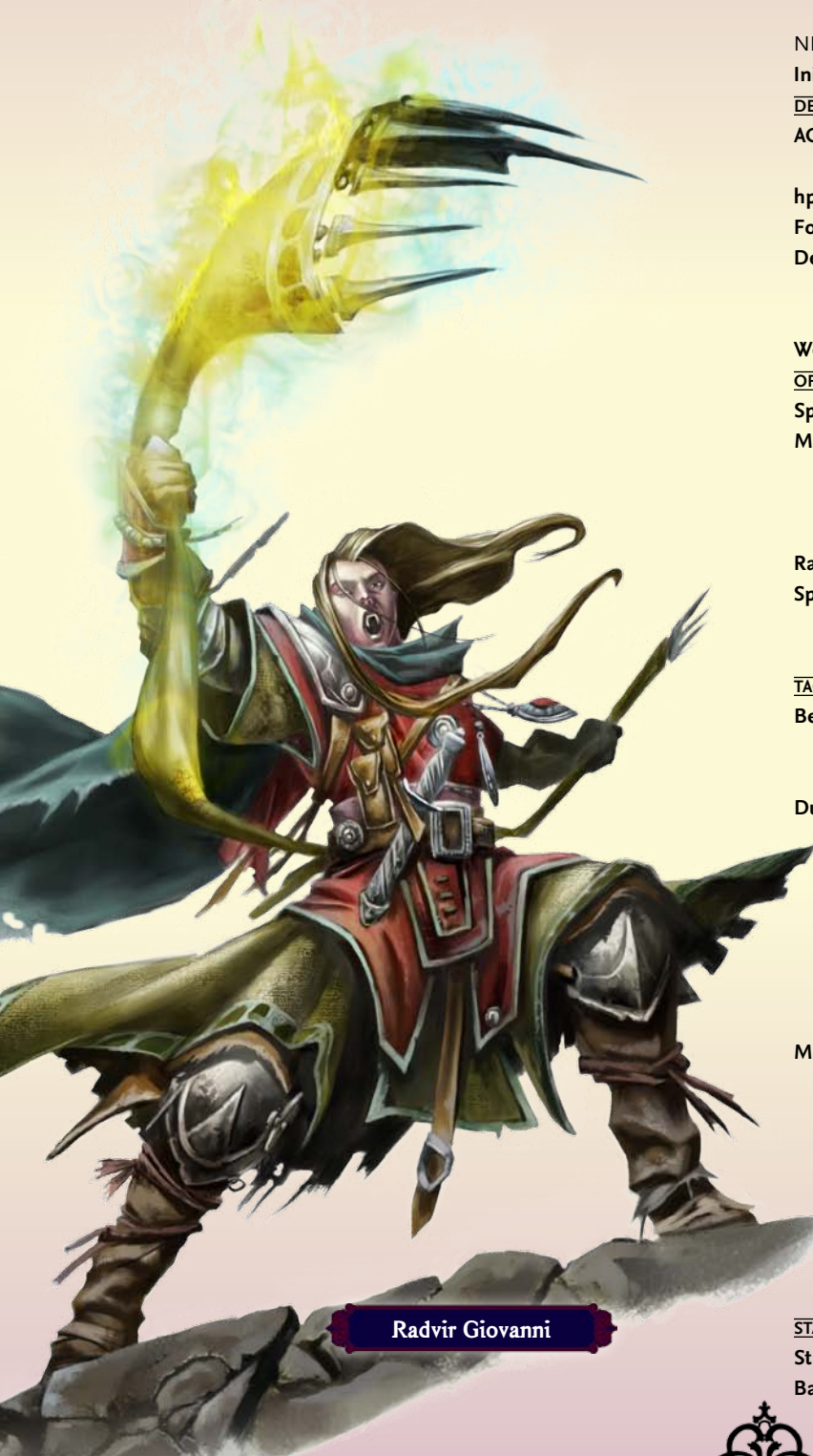
During Combat Radvir makes sneak attacks as often as possible, flanking with his enslaved spawn if needed. If surrounded by multiple opponents, he uses Whirlwind Attack to strike all of them. He channels his energy drain ability through his *conductive bladed scarf*, focusing his energy drain attacks on the same foe. If overwhelmed, Radvir assumes gaseous form and flees, only to return later to make hit-and-run sneak attacks.

Morale Knowing his fate if taken back to Luvick for judgment, Radvir fights until destroyed. He uses his familiarity with his shop to his advantage, always retreating in gaseous form to another location so his fast healing can restore him to fighting shape. If forced to abandon his shop, Radvir makes for the Abbey of Sante-Lymirin to warn Aisa and Hetna Dublesse of the danger posed by the PCs. If reduced to 0 hit points, Radvir returns to his coffin in area E17.

STATISTICS

Str 20, **Dex** 25, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 34



Radvir Giovanni

ASHES AT DAWN

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Dodge^B, Exotic Weapon Proficiency (bladed scarf), Improved Critical (bladed scarf), Improved Initiative^B, Lightning Reflexes^B, Lunge, Mobility, Spring Attack, Toughness^B, Weapon Finesse, Weapon Focus (bladed scarf), Whirlwind Attack

Skills Acrobatics +22 (+34 jump), Bluff +34, Craft (clothing) +17, Craft (shoes) +11, Disable Device +16, Disguise +15 (+25 with *hat of disguise*), Escape Artist +16, Knowledge (local) +11, Knowledge (nobility) +11, Linguistics +15, Perception +20, Sense Motive +23, Sleight of Hand +22, Stealth +25, Use Magic Device +20

Languages Abyssal, Common, Draconic, Elven, Halfling, Hallit, Infernal, Kelish, Skald, Tien, Undercommon, Varisian, Vudrani

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, rogue talents (another day*, bleeding attack +6, combat trick, honeyed words*, hunter's surprise*, weapon training), shadowless, skilled liar*, spider climb

Combat Gear *bloodbrew elixir* (4 doses; see page 35), *potions of cat's grace* (2), *potions of displacement* (2), *potions of haste* (2), *wand of halt undead* (12 charges); **Other Gear** +1 mithral chain shirt, +1 *conductive** bladed scarf, wooden stakes (9), *hat of disguise*, *ring of protection* +1, courtier's outfit, jewelry worth 100 gp, 208 gp

* See the *Advanced Player's Guide*.

Development: The bodies on the rack are staked vampires awaiting transport to the Abbey of Sante-Lymirin. If the stakes are removed, the vampires immediately return to life with 0 hit points and assume gaseous form, fleeing back to their coffins elsewhere in Caliphast to recover. If the PCs follow the vampires and confront them, use the normal vampire statistics on page 270 of the *Pathfinder RPG Bestiary*.

Incredibly meticulous, Radvir keeps a journal in a drawer in the table. The journal contains a list of not only the vampire elders he's targeted, but also the nobles of Ustalav he framed by falsifying evidence against them. The journal makes it clear that Radvir was acting on behalf of Adivion Adrissant and the Whispering Way to help pave the way for the return of Tar-Baphon. The book also includes several notes in individual envelopes from Aisa and Hetna Dublesse. These missives detail ongoing requests for more vampire

bodies to be delivered to the Abbey of Sante-Lymirin in exchange for additional *bloodbrew elixir*. The journal includes the abbey's location and Radvir's own musings on the witches' intentions for the bodies. He believes the sisters are trying to create a potion for undead transformation, but wrongly associates it with the Whispering Way, not realizing that Aisa has been working to turn herself into a vampire.

E15. FALSE COFFINS (CR 12)

Four stone coffins lie on the floor of this dark chamber. The room is devoid of further decoration.

Creatures: Only one of the coffins in this room is real—the closest one to the door lies empty and unused. The other coffins are actually advanced mimics that Radvir keeps as pets. Each one has assumed a form similar to the real coffin to fool would-be vampire-slayers. The mimics attack if someone attempts to open the coffin lids, or cast *ghost sound* to further lure and trick the unwary.

COFFIN MIMICS (3)

CR 9

XP 6,400 each

Mimic rogue 7 (*Pathfinder RPG Bestiary* 205)

N Medium aberration (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

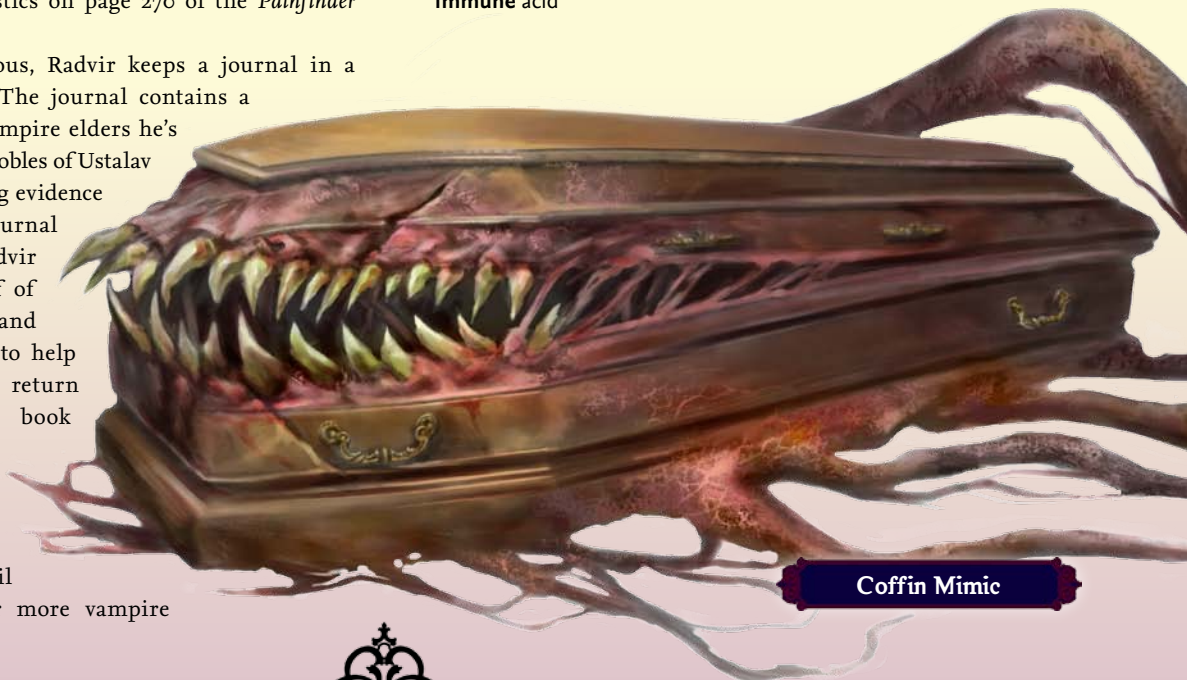
AC 24, touch 15, flat-footed 19 (+4 armor, +4 Dex, +1 dodge, +5 natural)

hp 118 each (14d8+56)

Fort +8, **Ref** +13, **Will** +8

Defensive Abilities evasion, trap sense +2, uncanny dodge;

Immune acid



Coffin Mimic

Carion Crown

OFFENSE

Speed 15 ft.

Melee slam +17 (1d8+9 plus adhesive)

Special Attacks adhesive (DC 19), constrict (slam, 1d8+9), sneak attack +4d6

Rogue Spell-Like Abilities (CL 7th, concentration +8)

3/day—*ghost sound* (DC 11)

2/day—*mage armor*

TACTICS

Before Combat If alerted to intruders, the mimics cast *mage armor*.

During Combat The mimics attack anyone nearby, making sneak attacks and flanking with one another if possible.

Morale The mimics fight to the death, pursuing foes throughout the shop if necessary.

STATISTICS

Str 22, **Dex** 18, **Con** 19, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +16; **CMD** 31 (can't be tripped)

Feats Dodge, Fleet, Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Perception), Weapon Focus (slam)

Skills Bluff +16, Climb +22, Disguise +16 (+36 when mimicking objects), Escape Artist +20, Knowledge (dungeoneering) +18, Perception +24, Sleight of Hand +16, Stealth +21

Languages Common, Varisian

SQ mimic object, rogue talents (major magic, minor magic, surprise attack), trapfinding +3

E18. SHATTERED FOYER (CR 10)

To the south of these two linked rooms, a cascade of fallen rubble leads into subterranean tunnels, likely sewers, judging by the stench emanating from the opening.

The underground tunnels eventually connect to the Vampire Underground after passing through several of the city's smellier sewers.

Creatures: Radvir has posted two vampire sentries at this hidden entrance to his lair. The vampires usually remain in dire bat form, hanging from wooden beams supporting the shop's ground floor. They attack any intruders.

FREE-WILLED VAMPIRE ENFORCERS (2) CR 8

XP 4,800 each

hp 92 each (see page 25)

TACTICS

Morale The vampires fight until destroyed, retreating to their coffins in area E16.

LUVICK'S JUDGMENT

If the PCs successfully capture Radvir and deliver him to Luvick Siervage, the vampire elder executes the traitor, first wrapping him in enchanted chains to prevent transformation into gaseous or animal form, then mounting

Radvir on a pike at the top of one of the city's towers to burn away in the morning sun. If Radvir manages to escape the PCs, however, he flees to the Abbey of Sante-Lymirin, taking up residence with the witches Aisa and Hetna Dublesse. In either case, once Luvick is made aware of the role played by the witches in harvesting vampire bodies, he requests that the PCs put an end to them as well.

Story Award: If the PCs are working with Quinley Basdel to find his mother's killer, award them 4,800 XP when they defeat Radvir. Likewise, if the PCs agreed to help Ramoska Arkminos, award them 38,400 XP for clearing his name when Radvir is defeated.

PART FOUR: THE BELLS OF SANTE-LYMRIN

With the information gleaned from their raid on the Nobleman's Stitch, the PCs should now be aware of Radvir's association with the Whispering Way and his alliance with the witches of Barstoi at the remote Abbey of Sante-Lymirin outside Caliphass. This ancient monastery dates back to the end of the Shining Crusade, but since then, it has fallen into disrepair. Countess Caliphvaso bought the abbey a few years ago and converted it into a winery and warehouse. Now the twin witches Aisa and Hetna Dublesse use the place as their base of operations, working for both the countess and Advion Adrissant, even as they anxiously search for their mentor's skull.

THE ABBEY OF SANTE-LYMRIN

A simple dirt road climbs these high bluffs overlooking Avalon Bay, leading to a two-story stone abbey connected to a squat carriage house by a tree-lined terrace. An adjoining bell tower rises sixty feet from its southern exposure, commanding a wide view of Caliphass to the south.

Located a few miles north of Caliphass along the coast, the abbey is dedicated to Saint Lymirin, a divine servant of Iomedae, and perhaps coincidentally, the patron saint of first blood. Although Countess Carmilla Caliphvaso bought the abbey and turned it into a winery, she has also used it for more self-serving purposes. One of the countess's best-kept secrets is the fact that she has been artificially extending her life and beauty for years, using drops from a single dose of Thuvian *sun orchid elixir*, which she stole from her mother long before the woman's death from old age. This vital elixir is now running out, however, and Carmilla's secret bids to obtain another dose have repeatedly failed. Thus, she has been seeking a new method to extend her life without the use of *sun orchid elixir*. To this end, Carmilla has quietly gathered many learned arcanists

ASHES AT DAWN

to devise a new fountain of youth, including the nosferatu Ramoska Arkminos, whom she later dismissed, and the witches Aisa and Hetna Dublesse, who claimed knowledge of blood magic well suited for such experimentation, and now occupy the monastery.

The abbey's sizeable estate includes not only the monastery and winery, but also several acres of vineyards and woodlands. The main buildings possess 5-foot-thick walls of superior masonry, and unless otherwise noted, doors are made of strong wood (hardness 5, hp 20 hp, Break DC 23). The ground and upper floors (including the bell tower) all have 20-foot-high ceilings, while the rooms in the abbey's basement only reach a height of 15 feet. During the day, natural light illuminates those rooms with windows. Torches and oil lamps provide the only light belowground.

F1. CARRIAGE HOUSE (CR 13)

The musty smell of hay and manure permeates this carriage house. A large carriage and a smaller cart are parked next to a large pile of hay beside five horse stalls.

Creatures: The witches Aisa and Hetna used a scroll of *planar ally* to summon a glabrezu named Dolthysuun to guard the abbey's ground floor while they focused on their own tasks. Currently, the demon uses *veil* to make himself appear as a standoffish stablehand in the carriage house. Once every half hour or so, he uses *greater teleport* to check on the storehouse (area F2), the dining hall (area F3), and the winery (area F12). Dolthysuun lures any newcomers into a false sense of security before falling upon them with ravenous glee.

In addition, one of Oothi's spider swarms also keeps watch here (see sidebar on page 45). The spiders hide among the rafters, ready to assist Dolthysuun in defending the abbey, or fleeing to warn the other witches if he falls. If anyone falls to the ceiling as a result of Dolthysuun's *reverse gravity*, Oothi's spider swarm moves over them to deal swarm damage. If forced to flee, the swarm escapes through a hole in the roof to reach the outdoor terrace (area F13).

DOLTHYSUUN

CR 13

XP 25,600

Glabrezu demon (*Pathfinder RPG Bestiary* 61)

hp 186

TACTICS

During Combat Dolthysuun invokes his *power word stun* against any obvious spellcaster among the PCs, then uses *reverse gravity* to cause opponents trying to close with

him to fall to the ceiling 20 feet overhead. He casts *mirror image* before attacking in melee, and uses *chaos hammer*, *confusion*, or *unholy blight* to further harm foes.

Morale Dolthysuun only agreed to serve Aisa and Hetna in exchange for 12 opals worth 1,000 gp each. If reduced to 50 hit points or fewer, he attempts to bargain for his life, offering to leave the abbey in exchange for an equal payment.

F2. STOREHOUSE

This stone-tiled chamber stores barrels, crates, boxes, and half-filled sacks of grain.



Dolthysuun

Carion Crown



This room handles the delivery of supplies to the abbey and shipments of wine into Caliphas. The small storerooms to the east and west only contain empty crates and barrels.

Treasure: Seven casks of fine aged wine sit in the main storehouse; each bears the markings of Countess Carmilla Caliphaso's estate and is worth 500 gp.

F3. DINING HALL (CR 12)

A wide foyer to the east leads into this huge dining hall. Wooden chandeliers with luminous candles hang from the ceiling overhead, their long ropes strung through the rafters and tied off on the eastern walls. Twin staircases descend from the north and south ends of the hall.

The two stairways lead down to the basement beneath the abbey.

Creatures: Six mercenary guards occupy this wide dining hall. Aisa and Hetna purposefully chose them for their weak minds and physical prowess and cast *charm monster* on each of them to secure their loyalty. The witches renew these spells as necessary, and have come to enjoy

the guards as playthings. All of the guards believe they're in love with the witches and will do anything to please them, including defending the abbey against unwelcome intruders. A DC 25 Sense Motive check notices that the guards are under some sort of enchantment effect.

Occasionally, the demon Dolthysuun (in area F1) comes to check on them, taking on the guise of the abbey's nonpracticing, rotund abbot. In this disguise, Dolthysuun can command the guards just as easily as Aisa or Hetna and joins them in battle if alerted in the carriage house.

CHARMED GUARDS (6)

CR 7

XP 3,200 each

hp 80 each (see page 39)

TACTICS

During Combat The guards hold off intruders while one runs to warn Dolthysuun in area F1.

Morale The guards defend the abbey to the death.

F4. PANTRY

This unusually cool chamber is filled with a heavy, cloying fog.

ASHES AT DAWN

This room contains all of the perishable foodstuffs for feeding the abbey's inhabitants. It bears a permanent chilled *solid fog* effect to keep everything cool.

F5. KITCHEN

A large fireplace dominates the southern half of this kitchen, which is used to prepare food for the abbey's current inhabitants. Wooden cabinets line the west and northeast walls, while a butcher's block takes up the center of the room.

F6. WORKROOM

The witches and their servants use this workroom as a meeting place to discuss their active search for Oothi's skull. A large piece of parchment lies on a table, bearing a crude drawing of the abbey grounds. Several markings on the map indicate where they've searched for the skull with no success, including the bell tower (area F7), carriage house (area F1), storehouse (area F2), and winery (area F12).

F7. BELL TOWER (CR 12)

A set of stone stairs winds along the walls of this square tower. In the center of the roof, long ropes descend through a perfectly round hole about a foot in diameter.

This massive bell tower once helped warn the citizens of Caliphass of attacks on the city's outskirts. Now its bell and upper stories are silent and in disrepair. A DC 15 Strength check is required to pull the ropes to properly ring the bell.

Trap: If the Strength check to ring the bell exceeds the DC by more than 5, the bell pulls free and comes crashing down through the center of each tower floor.

FALLING BELL CR 12

XP 19,200

Type mechanical; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; Reset none

Effect falling bell (10d6 bludgeoning damage, DC 25 Reflex save for half damage); multiple targets (all targets in a 20-foot-square area)

F8. SEA CAVE

The waters of Lake Encarthan lap at a narrow strand of rocky beach. A dark cave opening looms in the side of the bluff beneath the abbey.

The cave opens into a 10-foot-wide, natural stone passage that leads to an underground cavern in the abbey's basement (area F33).

ALONG CAME A SPIDER...

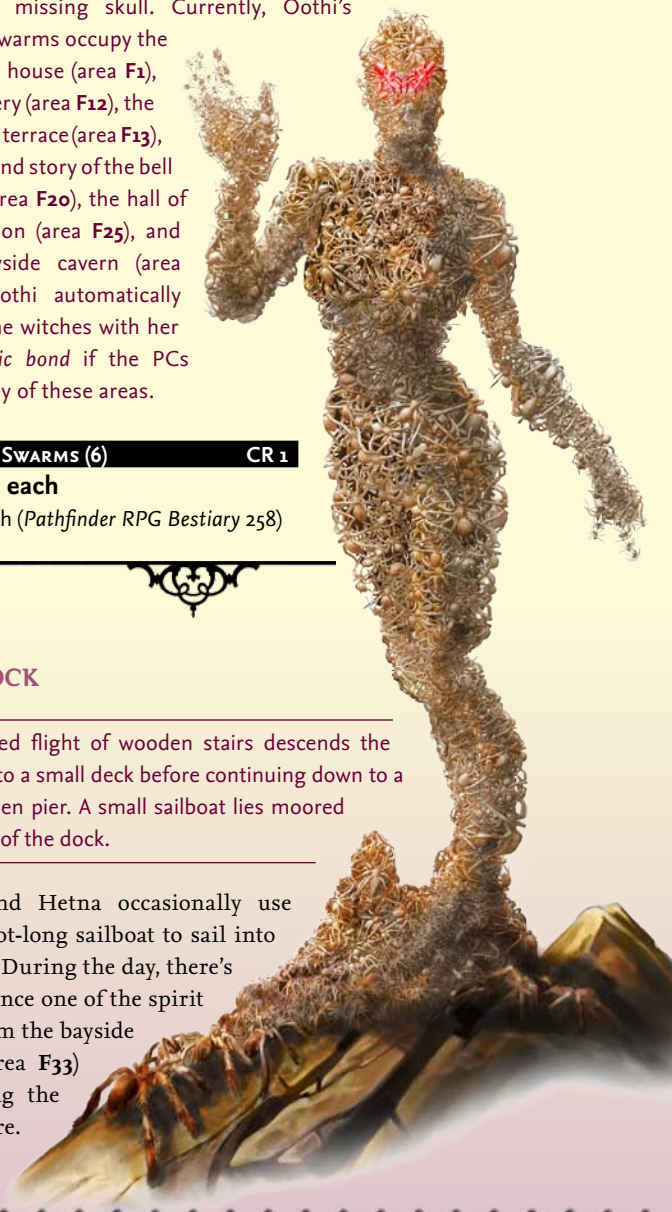
Six scuttling spider swarms have taken shelter in the nooks and crannies of the aging walls and rafters of the Abbey of Sante-Lymirin. These creatures are all that remain of the sinister intellect of the great annis hag Oothi, who trained and mentored Aisa and Hetna Dublesse in witchcraft before she transformed herself with a *swarm skin* spell (*Pathfinder RPG Advanced Player's Guide* 248) to escape execution. Oothi cannot use any of her own abilities while in swarm form, and she cannot re-form her body until all of her bones have been retrieved and reassembled, but she can perceive what the swarms do and control their actions, which makes her an ideal lookout for virtually every part of the monastery as the two sisters search for her missing skull. Currently, Oothi's spider swarms occupy the carriage house (area F1), the winery (area F12), the outdoor terrace (area F13), the second story of the bell tower (area F20), the hall of procession (area F25), and the bayside cavern (area F33). Oothi automatically alerts the witches with her *telepathic bond* if the PCs enter any of these areas.

SPIDER SWARMS (6) CR 1
XP 400 each
hp 9 each (*Pathfinder RPG Bestiary* 258)

F9. DOCK

A weathered flight of wooden stairs descends the bluff here to a small deck before continuing down to a long wooden pier. A small sailboat lies moored at the end of the dock.

Aisa and Hetna occasionally use this 15-foot-long sailboat to sail into Caliphass. During the day, there's a 50% chance one of the spirit nagas from the bayside cavern (area F33) is hunting the waters here.



Carion Crown

F10. WELL

A large stone well sits here in the shade of a grove of young apricot trees.

This deep well serves as the primary source of fresh water for the abbey. The original monks dug it so they wouldn't have to venture down the bluffs to fetch water from the bay every morning. About 15 feet down the slick stone walls of the well, a secret door opens into the abbey's catacombs (area F24). It can be found with a DC 20 Perception check by anyone who climbs down into the well. Unknown to the witches of Barstoi, Oothi's skull lies at the very bottom of the well under 15 feet of water, shielded from divination by a permanent *nondetection* effect (CL 17th). If the PCs discover the skull, they might be able to use it as a bargaining chip with the witchfires in area F12, the nagas in area F33, or Aisa and Hetna (in areas F18 and F30).

F11. VINEYARD

The grapevines in this tilled field were picked clean from the last harvest. The servants of Countess Caliphvaso have already harvested and processed the grapes from this vineyard, storing the resulting wine in the casks in the winery (area F12).

F12. WINERY (CR 12)

Three huge wine casks dominate the warehouselike interior of this stone building, beneath a vaulted ceiling rising nearly twenty feet overhead. Four wooden vats line the western wall next to a pair of double doors, and five smaller barrels sit on the tiled floor near a similar exit to the southeast. Smaller doors exit to the north and south.

Over the years since the Abbey of Sante-Lymirin was founded, many of Iomedae's followers relocated from Ustalav to Lastwall or farther north to the Worldwound, and the abbey was abandoned. Recently, Countess Carmilla Caliphvaso purchased the estate and repurposed it into a winery. With the coming of the witches of Barstoi (and the last harvest of grapes already processed into wine), however, the countess's retainers have relocated to her estate on the far side of the city, leaving the abbey and its resources to Aisa and Hetna. The large wine casks hold new wine from the last harvest, still fermenting. The wooden vats are for crushing grapes, while the barrels next to the southeast door are empty, waiting to be filled with aged wine. A secret trap door in the northeast corner leads to the smuggler's tunnels in the basement (area F23). It may be found with a DC 20 Perception check.

Creatures: Oothi's rivals once included a coven of green hags named Besda, EriLu, and Mertine. After many

conflicts, Oothi finally slew them, but the malevolent trio proved too tenacious for death—they came back as witchfires and continued to oppose the annis hag's plans. When Oothi was forced to transform into spider swarms, the undead hags turned their attentions to Oothi's proteges. Now, as the witches of Barstoi stand on the brink of reassembling their mentor's bones, the witchfires have redoubled their efforts to oppose the witches and gain revenge by destroying Oothi once and for all. Aisa and Hetna have thus far driven the witchfires away from the abbey proper, but have been unable to destroy them entirely, and the three undead hags have taken up residence in the abbey's winery. The witchfires appear as young, beautiful women with insubstantial bodies wreathed in auras of sickly green fire, but they are currently hiding within the large wine casks. If they realize the PCs are working against the witches of Barstoi, the malevolent undead hags might attempt to bargain with them in the hope of acquiring Oothi's skull and preventing her restoration. They can also fill in the PCs on the nature of Oothi and her spider swarms. Otherwise they attack, passing through the sides of the casks to take the PCs by surprise.

Unknown to the witchfires, another of Oothi's spider swarms (see the sidebar on page 45) quietly hides beneath the large wine cask in the northeast corner of the winery. She watches over the trap door leading to the basement and only attacks if the PCs discover this secret entrance. The swarm waits until most of the PCs are climbing down the wall of the shaft before moving into the shaft to cover and bite them. Anyone swarmed in the shaft must make a DC 15 Climb check with a –5 penalty or fall 15 feet to the floor below and take 1d6 points of falling damage.

BESDA, ERILU, AND MERTINE (3)

CR 9

XP 6,400 each

Witchfires (*Pathfinder RPG Bestiary* 2 284)

hp 115 each

TACTICS

During Combat One of the witchfires attempts to summon will-o'-wisps while her companions attack intruders with witchflame bolts. The witchfires use *pyrotechnics* on any fire source brought into the winery, and focus their attacks on any opponents engulfed in witchflame.

Morale The witchfires flee if reduced to fewer than 40 hit points, but if confronted with Oothi's skull (see area F10), the witchfires fight until destroyed to claim the skull for themselves.

F13. OUTDOOR TERRACE

A layer of soil covers this outdoor terrace, teeming with small flowering trees and shrubs. A stone table with twin benches sits by the eastern balcony, next to a small herb garden.

ASHES AT DAWN



Creature: Another of Oothi's spider swarms (see the sidebar on page 45) hides among the shrubs here. The swarm preys on birds that land among the trees and serves as an outdoor lookout, monitoring the abbey's storehouse entrance below (area F2). Oothi avoids using this swarm for combat at all costs, holding it in reserve above all others so she can survive. Because of the thick undergrowth, an active search and a DC 25 Perception check are required to notice the swarm. If discovered, the swarm retreats by fleeing over the terrace wall or into the carriage house (area F1) through small cracks in the masonry.

F14. STUDY

A pair of large windows in this study look out upon the terrace. This room served as a quiet place for the abbey's abbot to meet with outside guests when Iomedae's monks occupied its halls. Now it lies empty and is seldom used.

F15. LIBRARY (CR 12)

Large bookshelves cover the walls of this room, broken only by an occasional window overlooking the abbey's grounds to the west.

A headless skeleton stands erect in the northwest corner, lashed to a long wooden pole, its bones tied together with bits of string.

The headless skeleton of Aisa and Hetna's mentor, the annis hag Oothi, stands by one of the windows, meticulously strung together with each piece labeled to indicate where it goes. A DC 21 Knowledge (nature) check can identify the skeleton as that of an annis hag.

Creatures: Aisa and Hetna summoned four powerful invisible stalkers to safeguard this library and Oothi's bones. The invisible stalkers attack anyone who disturbs the hag's skeleton, but otherwise remain hidden by hovering against the ceiling.

ADVANCED INVISIBLE STALKERS (4) CR 8
XP 4,800 each
 hp 94 each (*Pathfinder RPG Bestiary* 181, 294)

Treasure: The books and scrolls on the table also hide a libram on transformative blood magic, a resource Hetna and Aisa have routinely consulted since liberating it from a traveling bloatmage from Kaer Maga, substituting the blood

Carrion Crown

knight's blood for many of its recipes. The book is also a spellbook, and contains the following wizard spells: *clone*, *horrid wilting*, *insanity*, *iron body*, *transformation*, and *vision*.

F16. MAIN BEDCHAMBER

A massive canopy bed dominates this chamber, next to a comfortable seating area centered around an ornate rug. Twin dressers stand on either side of the bed, and paintings of the Ustalavic countryside hang on the southern wall.

This master bedroom once belonged to the abbey's abbot. Now the sisters Aisa and Hetna share it. The full-length paintings on the southern wall actually hide two secret doors (DC 30 Perception check to notice) connecting to the guest rooms (area F17).

F17. GUEST ROOMS

A sturdy, if spartan, bed, dresser, and table with a single chair occupy this small bedroom.

Aisa and Hetna assign these guest rooms to the infrequent visitors they receive at the abbey. Currently, only the easternmost room is inhabited, and a simple wooden coffin lies next to the bed here. The coffin belongs to the vampire ex-paladin Halloran Idriss (see area F24), but he spends as little time here as possible.

F18. LABORATORY (CR 12 OR 13)

The pungent odor of strange chemicals and reagents hangs in the air of this wide chamber. Several tables fill the room; they're covered with dozens of glass bottles and flasks, some placed upon small burners, connected to one another with elaborate glass tubing. A large cauldron sits over an open flame in the southern fireplace, bubbling with a dark reddish liquid.

Creature: Hetna Dublesse, the older of the witch twins by 5 minutes, occupies this laboratory, using it as a small factory to produce Radvir's *bloodbrew elixir*. Of the two witches, she still holds the most loyalty to Oothi. However, because of her sister's expertise in necromancy, she left Aisa in charge of the search for their mentor's skull (and in control of their undead blood knight) in the basement below. Meanwhile, Hetna busies herself with managing their charmed guardians and erstwhile allies while fending off Countess Caliphvaso's frequent inquiries about their progress with the elixir of youth, on which little actual work has been accomplished.

If alerted to the PCs' presence, Hetna assumes her vindictive host has finally sent someone to throw her and Aisa out of the abbey. Hetna calls on the charmed guards

in area F19 to join her, instructing them to hide behind the tables or wait in one of the adjoining rooms until she calls for them to attack. Hetna then casts *invisibility* and flies to the ceiling on her *broom of flying*.

HETNA DUBLESE

CR 12

XP 19,200

Female human witch 12 (*Pathfinder RPG Advanced Player's Guide* 65)

CE Medium humanoid (human)

Init +4; **Senses** darkvision 60 ft., see *invisibility*; Perception +10

DEFENSE

AC 25, touch 18, flat-footed 20 (+4 armor, +3 deflection, +4 Dex, +1 dodge, +3 natural)

hp 131 (12d6+87)

Fort +12, **Ref** +12, **Will** +15

OFFENSE

Speed 30 ft.

Melee +1 dagger +6/+1 (1d4/19–20)

Ranged +1 dagger +11/+6 (1d4/19–20)

Special Attacks hexes (cauldron, charm [2 steps, 6 rounds], coven, evil eye [–4, 9 rounds], misfortune [2 rounds], retribution [6 rounds], waxen image [6 uses/image])

Witch Spells Prepared (CL 12th; concentration +18)

6th—*cloak of dreams** (DC 23), *mass suggestion* (DC 23), *unwilling shield** (DC 22)

5th—*baleful polymorph* (DC 21), *cure critical wounds*, *mass pain strike** (DC 21), *mind fog* (DC 22)

4th—*charm monster* (DC 21), *confusion* (DC 21), *dimension door*, *poison* (DC 20)

3rd—*blink*, *dispel magic*, *extended false life*, *lightning bolt* (DC 19), *suggestion* (DC 20)

2nd—*cure moderate wounds*, *hold person* (DC 19), *invisibility*, *extended mage armor*, *vomit swarm**, *web* (DC 18)

1st—*burning hands* (DC 17), *charm person* (DC 18), *command* (DC 18), *ill omen**, *ray of enfeeblement* (DC 17), *unseen servant*

0 (at will)—*daze* (DC 17), *detect magic*, *message*, *read magic*

Patron Deception

TACTICS

Before Combat Hetna casts *extended false life* and *extended mage armor* every day, and casts *poison* into her *witching gown* (activating its *spite* effect; see page 51). She also drinks a *potion of bear's endurance* before combat.

During Combat Hetna casts *cloak of dreams* on the first round of combat. While her guards deal with intruders, Hetna prepares a waxen image of the PCs' most dangerous-looking warrior, making that character run through the window by the fireplace and fall to the ground 20 feet below. Thereafter, she attacks enemies with *mass pain strike*, *confusion*, *mind fog*, *mass suggestion*, or *lightning bolt*. Once anyone closes with her in melee, Hetna casts *blink* and *unwilling shield*, then targets her opponent with *ill omen* followed by *baleful polymorph* or *charm monster*.

ASHES AT DAWN

Morale If reduced to 65 hit points or fewer, Hetna smashes her *elemental gem* to summon a Large air elemental with which to occupy the PCs while she flies to the ceiling or out a window to heal herself. She returns to the battle until she reaches 30 hit points or fewer, at which point she casts *dimension door* to join her sister Aisa in area F3o.

STATISTICS

Str 8, **Dex** 18, **Con** 18, **Int** 23, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +5; **CMD** 23

Feats Brew Potion, Combat Casting, Craft

Wondrous Item, Dodge, Extend

Spell, Iron Will, Spell Focus (enchantment), Toughness

Skills Bluff +10, Craft

(alchemy) +25,

Diplomacy +10, Fly

+19, Intimidate +19,

Knowledge (arcana) +21, Knowledge (history) +21,

Knowledge (nature) +21, Knowledge (planes) +21,

Perception +10, Spellcraft +21, Stealth +10, Use Magic

Device +15

Languages Abyssal, Aklo, Common, Draconic, Giant,

Sylvan, Varisian

SQ exceptional resources, permanent spells, witch's familiar (bat named Murk [stores all prepared spells and patron spells, plus *beguiling gift**, *glyph of warding*, *spite**, *summon monster V*, and additional spells of your choice])

Combat Gear *elemental gem* (air), *potions of bear's endurance* (2), *potions of cure moderate wounds* (2); **Other Gear** +1 dagger, *amulet of natural armor* +3, *belt of incredible dexterity* +4, *broom of flying*, *headband of vast intelligence* +4 (Knowledge [history] and [planes]), *ring of protection* +3, *witching gown* (contains *poison*; see page 51), alchemist's lab, spell component pouch, 723 gp

SPECIAL ABILITIES

Exceptional Resources (Ex) Hetna inherited a great many magical resources from her mentor Oothi, giving her the wealth of a PC rather than an NPC. This equipment increases her CR by 1.

Permanent Spells (Ex) Hetna benefits from the following permanent spells cast on herself: *darkvision*, *see invisibility*, and *telepathic bond* (with Oothi).

* See the *Advanced Player's Guide*.

Trap: Among the many bottles and flasks on Hetna's tables lies a polished oak box holding seven glass vials labeled "Youth Tonic." All of the vials contain a *magic aura* effect to appear as potions, but they actually contain lich dust poison (see page 560 of the *Core Rulebook*) dissolved in water. The box is trapped with a *glyph of warding* that triggers a *beguiling gift* effect (see page 205 of the *Advanced Player's Guide*), forcing the character opening the box to drink one of the "potions." Anyone sampling one of these concoctions is afflicted with the poison.

Hetna Dublesse



GLYPH OF WARDING CR 7

XP 3,200

Type magic; Perception DC 28; Disable

Device DC 28

EFFECTS

Trigger spell; Reset none

Effect spell effect (*beguiling gift*, drink vial of lich dust, DC 18 Will save negates)

Treasure: In addition to the vials of lich dust, the bubbling cauldron in the fireplace is a *cauldron of brewing* (see page 302 of the *Advanced Player's Guide*). It contains a half-completed batch of *bloodbrew elixir* (see page 35). PCs who meet the construction requirements can finish Hetna's work by spending half the item's cost (250 gp) and working for 4 hours.

Numerous research notes are also scattered about the lab. Most of these are Aisa and Hetna's, detailing both their work in searching for an elixir of youth at the behest of some noble patron, as well as the alchemical process for manufacturing *bloodbrew elixir*. A DC 25 Craft (alchemy) check or DC 23 Spellcraft check identifies the *bloodbrew elixir* recipe. Also among the notes are four *scrolls of protection from evil*, used by Hetna to create the *bloodbrew elixir*. Several more notes were left behind by Ramoska Arkminos when

Carion Crown

he left Countess Caliphvaso's employ. His penmanship is markedly different from Hetna's, and each page bears the nosferatu's initials. His notes also deal with the extension of life through both magical and alchemical means, but a DC 20 Craft (alchemy) check or Spellcraft check reveals that his research was never completed. There is no mention of the *bloodbrew elixir* in Ramoska's notes.

Finally, a small, elaborate glass vial sits in a velvet lined coffer on the table, containing just two or three drops of a golden fluid. This is all that remains of Countess Caliphvaso's precious *sun orchid elixir* (see page 301 of *The Inner Sea World Guide*), given over to the witches for experimentation. The elixir can be identified with *detect magic* and a DC 32 Spellcraft check. There is far less than a full dose of the elixir left, but there is enough to grant someone who drinks the few drops that remain 1d12 years of additional life.

F19. BARRACKS (CR 11)

Eight bunk beds occupy this common sleeping room; its windows look out over the abbey's grounds and vineyards.

Creatures: The monks of the original abbey shared this room as a communal dormitory. Now, the mercenary guards charmed by Aisa and Hetna sometimes use it to stay overnight when the witches need help with another shipment of *bloodbrew*. Four off-duty guards occupy the room during the day, though Hetna likely summons them for added protection as soon as she becomes aware of the PCs' intrusion (see area F18). If found here, the guards attack any intruders. A DC 25 Sense Motive check notices that the guards are under some sort of enchantment effect.

CHARMED GUARDS (4)

CR 7

XP 3,200 each

hp 80 each (see page 39)

TACTICS

Morale The guards defend the abbey to the death unless freed from the witches' charms.

F20. BELL TOWER (SECOND FLOOR)

Four windows allow a modest amount of natural light into the second floor of the abbey's bell tower. Stone stairs along the walls lead both up and down, while two doors open to the west and north.

Creature: One of Oothi's spider swarms (see the sidebar on page 45) occupies the center of the bell tower, clinging

to the walls and ceiling above the staircase. It recently drank (and crawled through) a spilled *elixir of hiding* among the potions in Hetna's laboratory (area F18), so a DC 23 Perception check is required to notice the swarm overhead. After warning Hetna, the swarm withdraws, climbing the bell tower's ropes and attempting to lure the PCs onto the weakened floor in area F21.

F21. BELL TOWER (THIRD FLOOR) (CR 13)

Nine windows allow a tremendous amount of natural light inside the third floor of the abbey's bell tower, while two ropes continue up through a small hole in the ceiling.

Trap: Most of the abbey's inhabitants know to avoid climbing any higher than the bell tower's second story, because the floor on this level is extremely weak. Only Oothi's spider swarms have explored the higher levels of the bell tower. She uses this area as a retreat to hide herself or to lure PCs into a sudden fall. Though the stairways remain intact, the center floor gives way if more than 100 pounds is placed on it. Those in the area when the floor collapses take not only falling damage, but are buried beneath a cascade of loose rock and timber that falls down as well.

WEAKENED FLOOR

CR 13

XP 25,600

Type mechanical; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger location; **Reset** none

Effect 40-ft.-deep pit (4d6 falling damage, DC 30 Reflex save avoids); falling debris (Atk +20 melee, 4d6 bludgeoning damage); multiple targets (all targets in a 20-foot-square area)

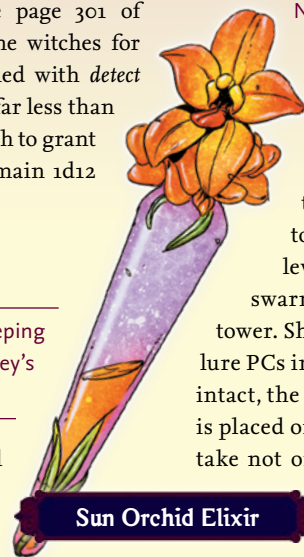
F22. BELL TOWER (FOURTH FLOOR)

A single flight of stairs reaches the highest floor of the abbey's bell tower. A massive iron bell hangs from wooden pivot posts in the center of the tower floor.

Once, the 8-foot-tall bell called the abbey's monks to their prayers and meals, and helped warn the city of attacks, but because of the tower's instability, it no longer sees any use.

ABBAY BASEMENT

Beneath the abbey lie several hidden passageways and an underground chapel dedicated to one of Iomedae's greatest saints, Saint Lymirin, but the abbey's current owner, Countess Caliphvaso, has done little to revive the



Sun Orchid Elixir

ASHES AT DAWN

shrine's original purpose. The basement now play host to the countess's wine cellars and the minions of the witches of Barstoi rather than the honored dead of Iomedae.

F23. SMUGGLER'S TUNNELS

After the abbey was abandoned, smugglers built these secret passageways to access the basement and store their contraband. A trap door in the ceiling of the southernmost room leads to the winery (area F12). All of the secret doors in this area (to areas F12, F24, and F27) require DC 20 Perception checks to find.

F24. OSSUARY (CR 12)

Carved stone columns resembling angels with outstretched wings support the ceiling of this wide, long chamber. Decayed bones and half-rotten burial shrouds spill out of ten five-foot-wide alcoves in the chamber's walls.

This ossuary houses the honored remains of the abbey's monks and Iomedae's faithful. The witches' frenzied search for their mentor's skull has disturbed the bones interred here, which now lie strewn across the floor. Secret doors in the alcoves lead to the abbey's well (area F10), the smuggler's tunnels (area F23), and the wine vaults (area F31). All of them can be found with DC 20 Perception checks.

Creature: Among these catacombs lurks a dangerous, if reluctant, opponent—but also a potential ally. Halloran Idriss, a vampire ex-paladin of Iomedae, is one of Radvir's newest enslaved spawn. Investigating the murders in Caliphaz, Halloran staked out Restoration Park and encountered Radvir, but proved no match for the vampire turncoat. Once he had killed the paladin, Radvir carried Halloran's body to the witches' lair, offering him up as a guardian for the abbey, while slyly placing an ally among the witches to keep an eye on their progress with the *bloodbrew elixir*. Radvir instructed the witches to never let Halloran partake of the *bloodbrew* or risk the ex-paladin turning on them all. The witches use *command undead* to order Halloran about, renewing the spell occasionally to maintain his loyalty to them. For now, they've kept him busy in the ossuary, searching through the bones buried in the abbey's walls for Oothi's skull.

If the PCs killed Radvir or turned him over to Luvick for execution, Halloran has become a free-willed vampire, no longer under Radvir's control. However, the ex-paladin is still miserable as a vampire and cannot bring himself to leave the Abbey of Sante-Lymirin while the witches pervert its sanctity. He has heard the witches mention Oothi and recognizes her name as that of a powerful annis hag who once led the coven of Barstoi. Halloran is quite familiar with Oothi's atrocities and has done everything in his power to hide the skulls in the catacombs and prevent them

WITCHING GOWN

Aura moderate abjuration; **CL** 7th

Slot body; **Price** 35,000 gp; **Weight** 1 lb.

DESCRIPTION

Spun from combed cotton, this simple, unassuming gown bears a strong aura of witchcraft. These magical garments are highly sought after by witches, for though anyone may wear a *witching gown*, only a witch may realize its full potential. A *witching gown* grants its wearer a +2 resistance bonus on all saving throws and a +2 competence bonus on all Bluff, Diplomacy, and Intimidate skill checks. When worn by a witch, these bonuses double.

In addition, a witch may change the appearance and style of the gown to match her whims (as the glamered armor special ability) and adopt virtually any disguise, gaining a +10 bonus on Disguise checks that incorporate the gown's appearance. Only a true seeing spell or similar magic can pierce this effect.

Lastly, a witch may cast a single touch range spell of 4th level or lower into the gown. Thereafter, the gown holds the magic for up to 24 hours, functioning as a spite spell against the next foe to strike the witch with a successful melee attack or combat maneuver. The gown's spite spell counts as an active spite effect for the witch wearing the gown.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*, *disguise self*, *resistance*, *spite* (*Pathfinder RPG Advanced Player's Guide* 246); **Cost** 17,750 gp

from returning the hag-witch to her natural form. He also knows the spider swarms contain Oothi's intelligence and loathes their presence.

Though evil, Halloran still reviles what he's become. Over the past few days, he's had to feed on the witches' charmed guards, an act that further shames him. He wishes nothing more than to die rather than endure an undead existence preying on others in such a fashion. If the PCs hesitate in slaying Halloran, he requests they stay their hand, offering aid against the witches and servants in exchange for redemption (see Development on page 52). He can tell the PCs about the witches and Oothi, and their work with Radvir to slay the elder vampires of Caliphaz (though he knows none of the details of the witches' arrangement with Adivion Adrissant and the Whispering Way). He can also tell the PCs about the wood golems in area F28, the blood knight Konas Esprillan in area F29, as well as Aisa's transformation into a vampire.

Carion Crown

HALLORAN IDRIS

CR 12

XP 19,200

Male human vampire fighter 4/ex-paladin of Iomedae 8
(*Pathfinder RPG Bestiary* 270)

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 30, touch 14, flat-footed 26 (+7 armor, +3 Dex, +1 dodge, +6 natural, +3 shield)

hp 174 (12d10+104); fast healing 5

Fort +17, **Ref** +8, **Will** +9; +1 vs. fear

Defensive Abilities bravery +1, channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +2 *ghost touch* longsword +20/+15/+10 (1d8+9/17–20) or slam +17 (1d4+7 plus energy drain)

Ranged mwk light crossbow +16 (1d8/19–20)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 23), energy drain (2 levels, DC 23)

TACTICS

During Combat Halloran eschews his slam attacks in favor of the sword he once wielded in service to Iomedae, making good use of his combat feats when possible.

Morale Halloran fights until destroyed, unless the PCs manage to dispel or suppress the control Radvir, Aisa, and Hetna have over him. If no longer under their command, Halloran ceases to attack and attempts to parley with the PCs, asking for their assistance in atoning for his fall from grace (see Development, below).

STATISTICS

Str 20, **Dex** 17, **Con** —, **Int** 10, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +17; **CMD** 31

Feats Alertness^B, Cleave, Combat Reflexes^B, Dodge^B, Great Cleave, Improved Critical

(longsword), Improved Initiative^B, Improved

Vital Strike, Lightning Reflexes^B,

Power Attack, Stand Still, Step

Up, Toughness^B, Vital Strike,

Weapon Focus (longsword), Weapon

Specialization (longsword)

Skills Bluff +15, Diplomacy +15,

Intimidate +15, Knowledge (nobility)

+11, Knowledge (religion) +11,

Perception +15, Ride +5, Sense Motive +16,

Stealth +12

Languages Common

SQ armor training 1, change shape (dire

bat or wolf, *beast shape II*), gaseous

form, shadowless, spider climb

Gear +1 *breastplate*, +1 *heavy steel shield*,

+2 *ghost touch longsword*, masterwork light crossbow with 10 bolts

Development: If the PCs spare Halloran, they may attempt to redeem the fallen paladin.

This requires an *atonement* spell cast by a lawful good spellcaster, or by a curate of the Dawngrace Memorial in Caliphas (see page 63). If he receives atonement, Halloran changes his alignment to lawful good and immediately tries to redeem himself by seeking out a righteous death of his own choosing in the light of the sun. If prevented from killing himself, Halloran eventually returns to his previous alignment of lawful evil, as the temptations of his undead form prove too much for him.

Story Award: If the PCs redeem Halloran, award them XP as if they had defeated him in combat.



Halloran Idriss

ASHES AT DAWN

F25. HALL OF PROCESSION

A single torch mounted in a sconce along the wall at the base of the stairs lights this long hallway. Double doors seal the way south, while two chambers lie open to the east and north.

Creature: One of Oothi's spider swarms (see the sidebar on page 45) watches the stairs to the dining hall (area F3) in the event anyone ventures into the basement to disturb Aisa. If confronted, the swarm skitters beneath the doors to the south, hoping to occupy intruders with the vampire Halloran Idriss in the ossuary (area F24).

F26. MORTUARY (CR 7)

This chamber lies empty and disused, covered in a fine layer of dust. A mural of a winged human woman with an eagle's head covers the east wall.

The mural depicts the eagle-headed form of Saint Lymirin, one of Iomedae's greatest celestial servants.

Trap: The stone door to the south bears a *symbol of fear* to dissuade anyone from entering or disturbing Aisa's resting place (area F27). Aisa has attuned the symbol so that she, Hetna, and Oothi's spiders can freely pass it.

SYMBOL OF FEAR CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; **Duration** 120 minutes or 150 hp; **Reset** none

Effect spell effect (*symbol of fear*, panicked for 12 rounds, DC 23 Will save negates); multiple targets (all creatures in 60-ft.-radius burst, up to 150 total hp)

F27. ABBOT'S TOMB

A large stone sarcophagus lies in the center of this chamber, surrounded by lit candles in iron candelabras.

The abbey's monks laid their last abbot to rest in this chamber, but Aisa has repurposed it as a resting place for her own coffin. The secret door to the smuggler's tunnels (area F23) can be found with a DC 20 Perception check.

F28. EXSANGUINATION ROOM (CR 11)

The rank smell of blood fills this dark chamber, overlain by the even stronger scent of garlic emanating from several cloves strung inside the doors. Four bodies lie prostrate on the slightly slanted floor. Blood and other fluids drain from several hollow sticks perforating their skin, trickling through individual troughs to collect in large basins against the back wall.

USING THE HARROW DECK

If the PCs redeem Halloran Idriss, award each player a free draw from the Harrow Deck, as outlined in the *Carrion Crown Player's Guide*. If you are using the optional system presented in the *Carrion Crown Player's Guide*, the entire party receives The Crows card instead. This specific card can be played to grant all of the PCs a +2 bonus on initiative, a +2 dodge bonus to AC, and a +2 insight bonus on Reflex saves for the duration of one battle. The Crows card can only be used once, and the entire party must agree to use the card.



This room once served as an embalming chamber for bodies buried in the abbey's catacombs. Aisa and Hetna have since turned it into a collection facility for harvesting the vital fluids and humors from vampires to be used in creating Radvir's *bloodbrew elixir*. One of the basins near the far wall is filled with holy water rather than vampiric humors, and contains several severed heads floating within. These are all that remains of the witches' previous victims—once the vampires were drained of all their fluids, the twins decapitated them and deposited their heads here, to prevent them from returning to life if their stakes were removed before the morning sun turned their bodies to ash. The heads are in various stages of decay and cannot be brought back to life (or unlife), as the vampires' bodies have all been destroyed by sunlight.

Creatures: Four advanced wood golems (gifts from Countess Caliphvaso) stand guard over the bodies in this chamber. The countess ordered the golems to follow the witches' instructions in her absence. Aisa carved one of each golem's arms in the form of a wooden stake (*Pathfinder RPG Advanced Player's Guide* 179) and assigned the golems to guard this room and impale any vampire that regains awareness and mobility. The golems also attack anyone entering the room other than Aisa or Hetna.

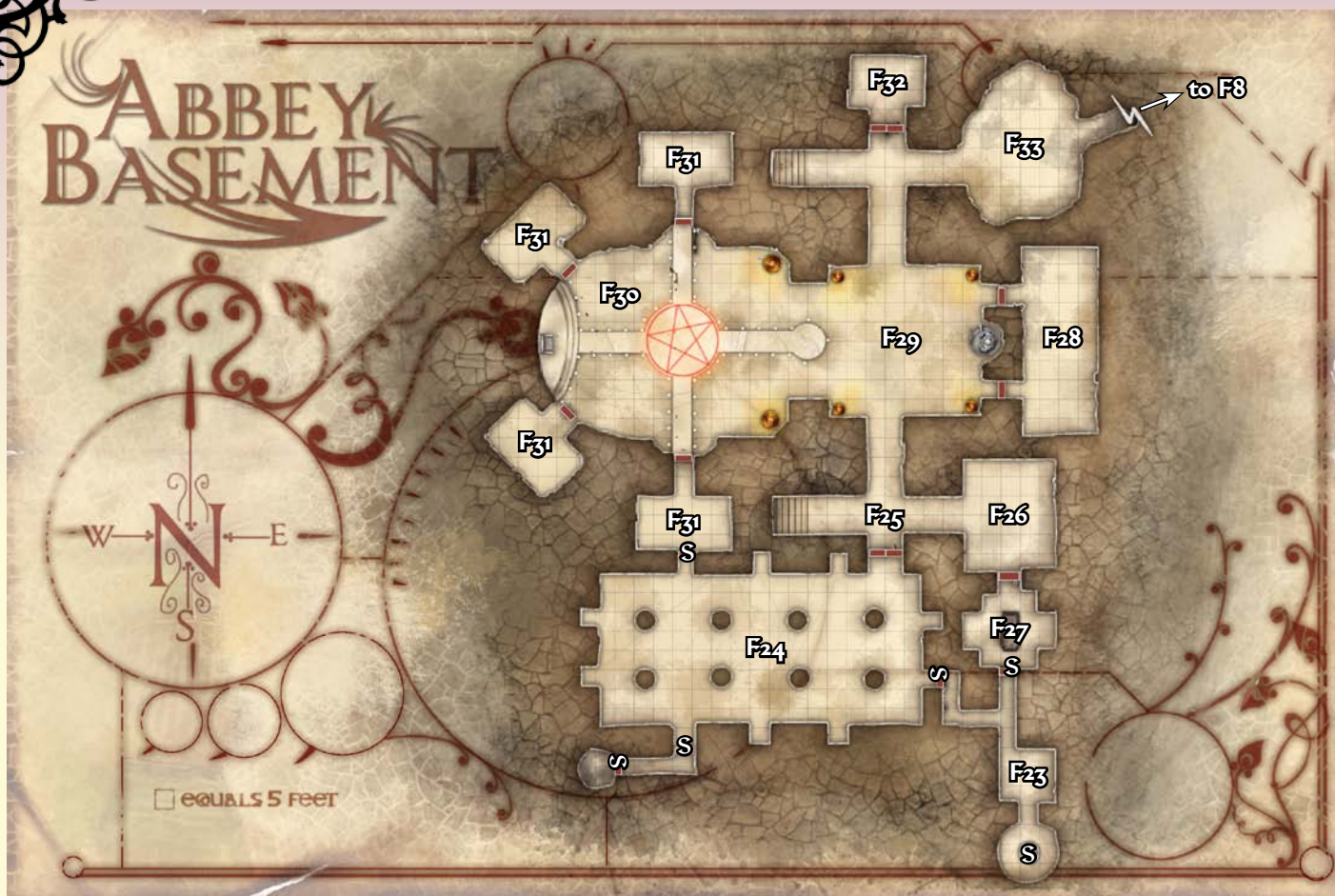
ADVANCED WOOD GOLEMS (4) CR 7

XP 3,200 each

hp 64 each (*Pathfinder RPG Bestiary* 164, 294)

Melee 2 slams +14 (2d6+6) or wooden stake +14 (1d4+6)

Carion Crown



TACTICS

During Combat The golems pulverize and bludgeon anything that moves, taking turns with their splintering attacks to bring down foes. They attack any vampires in the room with their wooden stakes.

Morale The golems fight until destroyed.

Development: The four bodies in the room are more of Radvir's victims, each one a slain vampire with a stake through its heart. If the stakes are removed, the vampires immediately return to life with 0 hit points and assume gaseous form, fleeing back to their coffins in Caliphas to recover. If the PCs track the vampires back to their coffins to destroy them, use the normal vampire statistics on page 270 of the *Pathfinder RPG Bestiary*.

F29. SHRINE OF SAINT LYMIRIN (CR 13)

Four bronze braziers light each corner of this chamber. To the west, a small circle of candles illuminates a pathway through a wide arch that leads deeper into this long hall. A massive statue depicting a winged woman with an eagle's head and

holding aloft a longsword stands between two alcoves against the eastern wall.

Like the mural in the mortuary (area F26), the statue depicts Saint Lymirin, to whom the abbey and this shrine are dedicated.

Creature: Before Saint Lymirin's statue stands an undead atrocity in direct defiance of the goddess of honor and valor. Konas Esprillian is an undead knight who fought on the blood-soaked battlefields of the Shining Crusade in service to the lich-king Tar-Baphon. Bathed in the blood of his slain enemies, Konas found his ultimate resurrection and reward from the Whispering Tyrant when Tar-Baphon transformed him into a blood knight. But when his master was imprisoned beneath Gallowspire, the knight fell into madness, bereft of guidance and thought. He retreated into the mountains of Virlych, where Aisa and Hetna found him while retrieving the spine of their mentor Oothi. Through their necromantic charms, the witches substituted their guidance for that of Konas's lost master and brought him with them to Barstoi and then to Caliphas. Since then,

ASHES AT DAWN

Aisa has used the knight's never-ending blood to fuel many of her most potent experiments, including Radvir's *bloodbrew elixir* and the transfusion that turned her into a free-willed vampire.

The witch casts *command undead* on the blood knight every few days, making Konas the sisters' most powerful guardian. He is standing watch over the Shrine of Saint Lymirin to ensure no one interrupts Aisa in the meditation hall (area F30). If alerted to the PCs' presence in the abbey, Aisa orders Konas to defend the entrance to the hall, buying her time to prepare herself.

KONAS ESPRILLIAN**CR 13****XP 25,600**Male human blood knight fighter 12 (*Advanced Bestiary* 29)

LE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +10**Aura** blood slick (10-ft.-radius spread, DC 20)**DEFENSE****AC** 26, touch 15, flat-footed 22 (+10 armor, +1 deflection, +4 Dex, +1 shield)**hp** 142 (12d10+72)**Fort** +14, **Ref** +12, **Will** +7; +3 vs. fear**Defensive Abilities** bravery +3; **DR** 10/bludgeoning; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** +2 *bastard sword* +24/+19/+14 (1d10+14/17–20 plus bleed) or +2 *bastard sword* +20/+15/+10 (1d10+14/17–20 plus bleed) and +1 *bastard sword* +19 (1d10+10/17–20 plus bleed) or slam +19 (1d4+10 plus blood drinking plus grab)**Special Attacks** bleed 2, blood drinking, fountain of blood (DC 20), poison blood (DC 20), weapon training (heavy blades +2, natural +1)**TACTICS**

During Combat Konas attacks with two bastard swords, one in each hand. He uses his fountain of blood ability to produce a blood slick to poison and knock down opponents, focusing his attacks on prone foes. He moves to threaten any spellcasters with his Disruptive feat and to eliminate any clerics before they can channel positive energy to harm him.

Morale The blood knight fights until destroyed.

STATISTICS**Str** 22, **Dex** 18, **Con** —, **Int** 8, **Wis** 12, **Cha** 19**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 33

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Disruptive, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Lightning Reflexes, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Escape Artist +12, Intimidate +19, Knowledge (engineering) +5, Perception +10; **Racial Modifiers** +10 Escape Artist

Languages Common**SQ** armor training 3, blood body, bonded armor**Gear** +1 *full plate*, +2 *bastard sword*, +1 *bastard sword*, *brooch of shielding*, *cloak of resistance* +2, *ring of protection* +1**SPECIAL ABILITIES**

Blood Body (Ex) A blood knight can store items within its liquefied form. It can retrieve any item stored in its body as a move action or as a free action that is part of a move. An item to be stored must be of a size and shape that fits within whatever portion of the blood knight's armor it is placed.

Blood Drinking (Ex) Any living creature damaged by a blood knight's slam attack takes 1 point of Constitution damage in addition to the normal damage. If the blood knight grapples an opponent, it deals 1d4 points of Constitution damage each round that the grapple is maintained. The blood knight gains 5 temporary hit points for 1 hour each round it drains blood.

Blood Slick (Ex) A blood knight constantly drips slippery blood in a 10-foot-radius spread around itself. The blood slick functions as a *grease* spell with a save DC of 20. Blood knights are immune to any blood knight's blood slick.

Bonded Armor (Ex) A blood knight always wears the armor in which it died. It cannot remove this armor or exchange it for another suit. If the armor is destroyed, the blood knight is destroyed as well. The blood knight has a +5 bonus on saving throws made on behalf of its armor.

Fountain of Blood (Ex) As a full-round action, a blood knight can spray blood from its armor in a great cascade. Each creature within a 15-foot radius is covered in blood and must succeed on a DC 20 Fortitude save as though it had ingested the blood knight's poisonous blood. The blood fills the area until the blood knight's next turn. Creatures entering the spray while it persists are subject to its effects, but a creature can be affected only once per round. The area covered by the blood spray becomes coated as though by a blood slick and remains slippery for 6 rounds, or until the blood is washed away with at least 5 gallons of water or other liquid, or burned away with normal or magical fire as a full-round action. Creatures and objects within the area that do not have total cover are coated with the blood, which functions as a *grease* spell for the purpose of using and handling items (DC 20 Reflex save negates). Failure means the item is immediately dropped. A creature coated in blood gains a +10 bonus on Escape Artist checks. Once the blood knight has used its fountain of blood attack, it must wait 1d4 rounds before it can do so again. Blood knights are immune to any blood knight's fountain of blood.

Poison Blood (Ex) Fountain of blood—contact or ingested; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *initial effect* 1 Con damage; *secondary effect* nauseated for 1 minute; *cure* 2 consecutive saves.

Carrion Crown

F30. MEDITATION HALL (CR 14)

Two large braziers sit to either side of the archway leading into this domed chamber, casting a disturbing green glow and flickering shadows across the walls and ceiling. Walkways lined with candles lead to a pentagram inscribed in blood in the center of the floor. Against the western wall, a throne sits atop a raised dais.

Creatures: Aisa Dublesse sits atop the throne in this chamber. Unlike her older (by 5 minutes) sister Hetna, Aisa no longer has any interest in finding Oothi's skull. Tired of hunting down the hag's skeleton, she judges that she and her sister have both now surpassed Oothi's skill in witchcraft. Aisa rather enjoys the absence of their mentor, and is toying with the notion of taking over their coven by recruiting a lesser, more controllable hag to replace the annis hag. For now, Aisa has effectively abandoned the coven for the pursuit of personal power through vampirism. She has recently become a willing vampire—not through the blood drain or energy drain of another vampire, but from an alchemical-magical process of her own devising involving the transfusion of copious amounts of alchemically-treated blood from the blood knight Konas Esprillian and vampiric humors drained from slain vampires—and she revels in her newfound power. Assuming that Adivion Adrissant lives up to his promise, Aisa is looking forward to exploring lichdom in addition to vampirism as a method of expanding her power beyond anything the sisters had ever dreamed. Unfortunately, Hetna seems less interested in this new avenue of possible power, but with every day that passes in which Oothi's skull remains unfound, Aisa works to convince her sister to abandon the search.

Aisa feeds her vampiric hunger with frequent draughts of *bloodbrew elixir*, and is now strongly addicted to the magical concoction. She attacks anyone who interrupts her work here, eager to create enslaved spawn to serve her. If Hetna escaped the PCs in the laboratory (area F18) and fled here to join her sister, Aisa has turned on her twin, draining Hetna of all of her blood. This kills Hetna, who will rise again as a vampire in 1d4 days. It also empowers Aisa with 30 additional temporary hit points (not reflected in her stats below).

AISA DUBLESSE

CR 14

XP 38,400

Female human vampire witch 12 (*Pathfinder RPG Bestiary* 270, *Pathfinder RPG Advanced Player's Guide* 65)

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +18

DEFENSE

AC 29, touch 19, flat-footed 24 (+4 armor, +4 deflection, +4 Dex, +1 dodge, +6 natural)

hp 160 (12d6+116); **fast healing** 5

Fort +15, **Ref** +14, **Will** +16

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +11 (1d4+7 plus energy drain) or
staff of cackling wrath +11/+6 (1d6+7)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 23), energy drain (2 levels, DC 23), hexes (agony [12 rounds], cackle, cauldron, coven, evil eye [-4, 9 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 12 minutes/day], retribution [6 rounds], slumber [12 rounds])

Witch Spells Prepared (CL 12th; concentration +18)

6th—*cone of cold* (DC 22), *mass fester** (DC 23), *slay living* (DC 23)

5th—*cloudkill* (DC 21), *inflict critical wounds* (DC 22), *suffocation** (DC 22), *waves of fatigue* (DC 22)

4th—*black tentacles*, *dimension door*, *poison* (DC 21), *solid fog*

3rd—*dispel magic*, *lightning bolt* (DC 19), *suggestion* (DC 19), *twilight knife**, *vampiric touch*

2nd—*command undead* (2, DC 19), *death knell* (DC 19), *hold person* (DC 18), *spectral hand*, *touch of idiocy*

1st—*beguiling gift** (DC 17), *chill touch* (DC 18), *detect undead*, *ill omen**, *mage armor*, *ray of enfeeblement* (DC 18)

0 (at will)—*bleed* (DC 17), *message*, *read magic*, *touch of fatigue* (DC 17)

Patron Plague

TACTICS

Before Combat Aisa casts extended *mage armor* every day, and casts *vampiric touch* into her *witching gown* (activating its *spite* effect; see page 51). Before combat, she drinks a draught of *bloodbrew elixir*, as well as *potions of bull's strength* and *eagle's splendor*. She then casts *solid fog* and hides herself in gaseous form near the ceiling.

During Combat Aisa drifts along the edges of her *solid fog* cloud in gaseous form until the PCs move toward it, at which point she reforms to cast *waves of fatigue* before withdrawing inside the fog for cover. If the PCs pursue her, she activates her flight hex to levitate to the ceiling and conjures *black tentacles* on the chamber floor. She targets opponents with her hexes, spells, and wands, making touch attacks with *spectral hand*. In melee combat, Aisa makes slam attacks to energy drain her foes, casting *twilight knife* to flank with her.

Morale Aisa fights until reduced to 50 hit points or fewer, using *dimension door* or gaseous form to retreat through the secret door in the southernmost wine vault (area F31) into the ossuary (area F24), where she heals herself before returning to finish the battle. If reduced to 0 hit points, Aisa assumes gaseous form and flees to her coffin in area F27 to recover.

ASHES AT DAWN

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 23, **Wis** 14, **Cha** 24

Base Atk +6; **CMB** +11; **CMD** 36

Feats Alertness^B, Brew Potion, Combat Casting, Combat Reflexes^B, Craft Wand, Craft Wondrous Item, Defensive Combat Training, Dodge^B, Extra Hex*, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Spell Focus (necromancy), Toughness^B

Skills Bluff +25, Craft (alchemy) +25, Diplomacy +20, Disguise +10 (+20 with *witching gown*), Fly +16, Intimidate +23, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +18, Perception +18, Sense Motive +15, Spellcraft +21, Stealth +18, Swim +9, Use Magic Device +22

Languages Abyssal, Aklo, Common, Draconic, Elven, Infernal, Varisian

SQ change shape (dire bat or wolf, *beast shape II*), exceptional resources, gaseous form, permanent spells, shadowless, spider climb, witch's familiar (cat named Nightfang [stores all prepared spells and patron spells, plus *eneration*, *ray of exhaustion*, *spite**, *summon monster V*, *symbol of fear*, and additional spells of your choice])

Combat Gear *bloodbrew elixir* (4 doses; see page 35), *elemental gems* (earth, fire), *potions of bull's strength* (2), *potions of eagle's splendor* (2), *potions of inflict serious wounds* (2), *scroll of planar ally*, *wand of ray of exhaustion* (22 charges), *wand of enervation* (16 charges); **Other Gear** *staff of cackling wrath** (10 charges), *headband of vast intelligence* +4 (Knowledge [history] and [religion]), *lesser extend metamagic rod*, *ring of protection* +4, *witching gown* (contains *vampiric touch*; see page 51), spell component pouch, 715 gp

SPECIAL ABILITIES

Exceptional Resources (Ex) Aisa inherited a great many magical resources from her mentor Oothi, giving her the wealth of a PC rather than an NPC. This equipment increases her CR by 1.

Permanent Spells (Ex) Aisa benefits from the following permanent spells cast on herself: see *invisibility* and *telepathic bond* (with Oothi).

* See the *Advanced Player's Guide*.

F31. WINE VAULTS

Wooden wine racks covered in dust and spiderwebs fill this room. Numerous bottles sit on the racks, surprisingly new and recently stocked, but empty.

When the monastery was active, the monks stored their bottled wine in these rooms. Now Aisa and Hetna use them for storing Radvir's *bloodbrew elixir*, but Aisa depleted the stockpile to fuel her own transformation into a vampire and feed her newfound hungers. Now only empty bottles remain. The southernmost vault contains a secret door

leading to the ossuary (area F24), which can be found with a DC 20 Perception check.

F32. STOREROOM

A number of long, coffinlike crates lie stacked in this room. Several of the boxes lie open, their lids scattered across the floor amid loose straw and swaths of crumpled, bloody cloth.

Aisa and Hetna accept delivery of Radvir's staked vampires in this chamber, each one arriving in a long pine box stuffed with straw and scrap cloth from his tailor shop. None of the boxes currently contain any bodies, as they've already been moved to the exsanguination room (area F28).



Aisa Dublesse

Carion Crown

It is my understanding that you are responsible for my release from Siervage's custody, and for that you have my undying thanks. I now make haste to return to my home, but there is one final piece of business I must attend to. As promised, I will tell you what I know of the Whispering Way and their plans. I leave it up to you to decide your next step.

Upon further study of the sample of the elixir the Whispering Way gave me, it appears my theory that Prince Ordranti is the cult's target was ill-founded. Instead, I've determined that the concoction is meant for someone else—Count Lucinean Galdana of Amaans. Judging by the components used in the elixir's creation, the cult doesn't just plan on transforming Galdana into a lich, however. Rather, it seems they intend to remake him into the most powerful lich this world has ever known—some sort of vessel for the Whispering Tyrant himself. I desire no part in such ill-conceived goals, and urge you to find Count Galdana before they do.

At this point, I am convinced that the Whispering Way has fled to their greatest stronghold, the fortress-monastery of Renchurch, in the haunted highlands of Virlych's Hungry Mountains, ready to enact the final phase of their plans. Should you decide to venture there in search of them, I wish you good fortune.

*Sincerely yours,
Ramoska Arkminos*

Player Handout

F33. BAYSIDE CAVERN (CR 12)

Luminous lichen illuminates this natural cave, reflecting from shallow pools of stagnant water on the floor. The sounds of the waters of Avalon Bay echo from a cave opening to the east.

Discarded bones and half-eaten bodies lie scattered about the floor and in the pools, the remains of sailors caught in the bay outside by this cavern's inhabitants. A 10-foot-wide, natural stone passage leads east to the sea cave (area F8) in the bluffs beneath the abbey.

Creatures: The annis hag Oothi once established a tenuous relationship with a trio of spirit nagas who sought to oppose her coven, using charms, threats, and

the promise of future rewards to entice them to serve her. However, with Oothi's power diminished and her intellect trapped in the spider swarms, the nagas chafe under Aisa and Hetna's leadership, growing restless and concerned that they may never receive the rewards Oothi promised them. If the nagas recover Oothi's skull, however, they believe they can bargain with the annis hag anew, provided the two witches have been removed from the equation. Thus far, the treacherous nagas have yet to gather the courage to attack the witches outright, so for now they follow the sisters' orders to keep watch over this cavern and its underground entrance to the abbey. If given the opportunity, the nagas attempt to charm or bribe the PCs into slaying the witches for them, even offering aid in the form of spellcasting if they agree to do so, but the evil nagas will turn on their erstwhile allies if given the slightest opportunity.

Unknown to the nagas, another creature keeps watch over this cavern, guarding against their treachery and any intruders in the abbey. One of Oothi's spider swarms (see the sidebar on page 45) lurks among the stalactites on the ceiling, warning Aisa of the nagas' duplicity or the presence of the PCs.

SPIRIT NAGAS (3)

CR 9

XP 6,400 each

hp 95 each (*Pathfinder RPG Bestiary* 213)

TACTICS

During Combat The nagas cast *displacement* on the first round of combat, attacking with *magic missiles* or *fireballs*.

Morale The nagas fight until reduced to 25 hit points or fewer, at which point they cast *invisibility* and flee the cavern.

RAMOSKA'S MISSIVE

If the PCs agreed to help clear Ramoska Arkminos's name and did so by eliminating Radvir and dealing with the witches of Barstoi, the nosferatu sends a charmed street urchin to deliver a letter to the PCs at their inn or as they walk the streets of Caliphas (see **Player Handout**).

CONCLUDING THE ADVENTURE

The letter from Ramoska Arkminos should be enough to send the PCs in search of Count Galdana, but if the PCs attempt to warn the visiting count, they find his apartments at the Majesty Hotel empty, with clear signs of a struggle pointing to his abduction at the hands of the Whispering Way. Inquiries with the Esoteric Order of the Palatine Eye confirm that Count Galdana has gone missing, and any divinations to find him point to the same location mentioned in Arkminos's letter—Renchurch.

If the PCs did not work with Ramoska Arkminos, Luvick Siervage can tell them of the Whispering Way's relocation



to Renchurch, and rumors he has heard of the cult's plans to resurrect the Whispering Tyrant in some fashion. Luvick also shares his suspicions that the Whispering Way has targeted a highly placed member of Ustalav's nobility for some nefarious purpose. Soon after, the Esoteric Order of the Palatine Eye contacts the PCs as well, informing them of Count Galdana's disappearance and leaving little doubt that it has some connection to the cult. The PCs should stand ready to ride to Galdana's aid—not only to save a newfound ally among Ustalav's elite, but also to ensure he doesn't enable the Whispering Tyrant's return to Golarion. The PCs' journey to Renchurch, where they must face the unnatural storms and unquiet dead of Virlych, a jagged, mountainous region of black stone and lifeless lands, constitutes the final installment of the Carrion Crown Adventure Path, "Shadows of Gallowspire."

Meanwhile, the PCs could find further adventure in Caliphaz. If they befriended Quinley Basdel and found his mother's killer, the dhampir could become a cohort

for one of the PCs. In addition, the PCs could have more dealings with the city's vampire clans. Although Luvick Siervage is pleased with the defeat of Radvir and the witches of Barstoi, the vampire elder also realizes the PCs know far too much about his underground society. If they parted on good terms, Luvick agrees to continue the status quo, and he and his supporters leave the PCs unmolested. If the PCs were overly zealous in the slaying of vampires, however, Luvick's court could come to view them as enemies.

Likewise, the potential exists for the powerful hag Oothi to return. If the PCs neglected to slay all of her spider swarms, she could easily go unnoticed as they put down her proteges. Oothi could locate her skull on her own, mounting it on her skeletal remains (in area F15) to return to her normal form. Thus restored, the hag could form a new coven to carry out her revenge on the PCs and develop new ambitions, perhaps even allying with the Whispering Way or bring some new terror to the lands of Ustalav.