

HARROW POINT USES

In “Seven Days to the Grave,” the PCs are faced with numerous situations where health and resolve win the day, be this avoiding the contagion that plagues the city, resisting the toxins and poisons possessed by many of the people in the adventure, or enduring the implied race against the clock to find a cure for blood veil before it kills thousands. During this adventure, a character can spend his Harrow Points in the following ways.

Constitution Rerolls: Spend a Harrow Point to reroll any one Fortitude saving throw, Concentration check, or other Constitution-based d20 roll. You must abide by the new result (although if you have additional Harrow Points remaining, you can use them to attempt additional rerolls).

Fast Hit Point Recovery: Spend a Harrow Point after resting for a minute to catch your breath and recover from your recent ordeals—you heal a number of hit points equal to your class level and 1 point of ability damage (but not ability drain) each time you do so. You may spend a Harrow Point in this manner once after each encounter.

Damage Reduction: Spend a Harrow Point to gain damage reduction 3/—. This damage reduction persists for the duration of the encounter in which you spent the Harrow Point.

THE CHOSEN

In addition, the card a PC draws during the choosing has special qualities during this adventure. Each of these cards is tied to a specific encounter in “Seven Days to the Grave,” and when a PC who drew that card reaches that encounter, he gains a +2 bonus on all rolls modified by Constitution and a number of temporary hit points equal to twice his character level. These bonuses last for the encounter’s duration.

The Trumpet: Combat with Davaulus (area F8)

The Survivor: Combat with Lady Andaisin (area G14)

The Desert: Combat with Yicca (Area D3)

The Brass Dwarf: Combat with Jolistina (area E)

The Teamster: The Color of Death (area B)

The Mountain Man: The Hungry Dead (area A)

The Tangled Briar: Combat with Girrigz (area C6)

The Sickness: The Sick Ward (area F2)

The Waxworks: Combat with Rolth (area G5)

reading in the mind of the PC who carries her deck. If that PC doesn’t comply soon by using her cards to perform a reading, she takes matters into her own hands once she sees the PCs are alone by creating a *major image* of herself who then performs the reading. When you do this reading (which should only be done with Constitution cards at the choosing), take pains to interpret the cards from the past to dwell upon previous brushes with disease, sickness, and death the PCs might have experienced (be

these drawn from their character histories or from events in “Edge of Anarchy,” such as the battle with the carrion golem or otyugh). When you get to cards representing the present, focus on metaphors that relate to the recent visit to the Soldados, the mysterious ship sunk in the harbor, and the general sense of unease in the city. For the cards representing the future, get grim—interpret the cards as dire warnings, mass graves, undeath, rot and decay, birds feasting upon the dead (to symbolize the Queen’s Physicians), and beautiful women with ashen skin and blank faces (to symbolize the Gray Maidens).

**PART TWO:
A DAMSEL IN DISTRESS**

In the aftermath of “The Edge of Anarchy” the PCs probably have some questions, particularly about the events surrounding Trinia’s botched execution and her rescue at Blackjack’s hand. It’s even possible the PCs might have thrown in their lot with Blackjack by aiding his escape—in this case, the general chaos of the scene keeps their actions anonymous to a certain extent, although it isn’t long before Queen Ileosa realizes the PCs represent her greatest enemies.

The PCs aren’t the only ones who have an interest in Blackjack, though. In the days following his daring rescue of the king’s accused assassin, the Korvosan Guard has been scouring the city for the fugitives—thus far to no avail—and the enraged queen has set a royal bounty of 5,000 gp for the capture of Trinia Sabor. Wildly embellished news of the event spreads quickly to every corner of the city, leaving all to wonder why Korvosa’s long-absent hero chose now to reappear and why he rescued a sentenced killer.

After his rescue of Trinia, Blackjack—the alter ego of Vencarlo Orisini—returned to the Orisini Academy to devise a way to assure the painter-turned-scapegoat’s safety. The smuggling of a single girl out of the city would usually be no problem for the well-connected swordsmaster, but in the days following the city riots and general upheaval, many of Vencarlo’s usual contacts are either doing time or laying low. He knows he’s being watched by the government, and he can’t disrupt his routine—yet every day that Trinia remains hidden in his school is another that she might be discovered. Thus, he turns to the adventurers who his friend Field Marshal Kroft put so much faith in—heroes who might have had a hand in aiding his daring stunt during Trinia’s supposed execution—and sends them a short, cryptic note that invites them to pay him a visit in his academy in Old Korvosa.

Even if the PCs don’t know where Orisini Academy is located, it’s a simple matter of a DC 10 Knowledge (local) or Gather Information check to secure directions. The academy is located at 16 Hillcrest Street, near the center of Old Korvosa. A sign hanging from the front door reads,

“Classes Cancelled Today.” A few moments after the PCs arrive, whether or not they knock on the academy’s front door, a serious-looking Vencarlo appears and ushers them inside. The swordsman thanks the PCs for responding to his cryptic note and leads them down a hall and into a study, the windows of which are tightly shuttered and curtained. He explains in hushed tones that he has an important task for the PCs, one that becomes obvious when he calls another guest into the room: Trinia Sabor.

Wearing simple traveling clothes, the alleged assassin holds a wide-brimmed rider’s hat and a wig of long red curls—gifts from Orisini to use in her disguise. Trinia appears both nervous and excited, and upon sighting the PCs she smiles, saying, “Sorry about the trouble I gave you in the Shingles a few weeks ago.” Vencarlo then asks his guests to be seated—he remains standing as he speaks.

“You were all at the Queen’s debacle, so I don’t doubt you recognize this charming young woman. I had only just reached my home the night of Her Majesty’s morbid gala when that rogue Blackjack and this startled woman arrived at my doorstep. The people’s hero and I have had some dealings in the past, but still, it’s been some years since I’ve seen the scoundrel. He was quick with his words, and soon swooped off—doubtlessly to right some other festering wrong—but not before entrusting Miss Sabor into my protection and care. Although I don’t know Blackjack’s motives or politics, I trust his judgment and have seen much right done by his blade. He says the girl is innocent of the crime she’s been accused of, and I’m more disposed to trust a hero of the city than the tantrums of some bloody-minded harlot playing at queen.

“The matter is simple: Korvosa is no longer safe for Miss Sabor. I’ve arranged for friends in Harse—a couple of well-respected ranchers—to take in our beautiful renegade until this whole ‘assassination’ foolishness blows over. It’s the first leg of the journey where we find our problem, though. Both the Korvosan Guard and the Sable Company have been searching for the young lady tirelessly—they’ve stopped by here three times so far, and each time I’ve only just barely been able to turn them away without inviting a search. My most reliable contacts have gone to ground in light of the recent uprisings, and Her Highness’s considerable bounty for Trinia’s capture makes the use of new agents inadvisable. Thus, after some time to let her trail cool, I turned to you resourceful lot. Care to escort a lady home?”

Vencarlo is relatively sure the PCs will aid him, particularly if they’ve already put their reputations on the line in helping Blackjack effect his escape from the execution, which is why he’s taken such a risk so as to reveal to them he’s been harboring Trinia in the first place. He plans on funding the escape by supplying Trinia with a horse and supplies for her travels, along with any reasonable mundane supplies the party needs to smuggle her out of the city. Should the

PCs prove hesitant, Vencarlo insists that more is afoot than is currently clear and that, as gentlefolk, the PCs should aid a lady in need. If they require further convincing, he begrudgingly offers them 500 gp for their efforts.

Vencarlo asserts that a simple, subtle egress would work best and draw the least attention. With the recent events near North Bridge, he suggests a slow walk through the city down to High Bridge and then up to Dwarfwalk Road, mingling with the afternoon’s merchants leaving the city. He opposes more dramatic attempts to leave town, knowing the Guard is certainly on alert for such theatrics as flying people or other shows of magical power.

Overall, Vencarlo puts his trust in the PCs and leaves the details of Trinia’s escape to them. He refuses to go with them, explaining that he’s too well known about town and that his history with the monarchy (he’s the first to admit he might have been too outspoken in his criticism of the king and queen over the past several months) might have drawn unwanted suspicion. As such, Vencarlo plans to attend to some private business and disappear into the anonymity of Old Korvosa for a time. When the PCs are ready to depart with Trinia, he tells them this, thanks them for all of their help, and asks that they not try to find him. He’ll call upon them when the time is right.

The Last Horse Out of Korvosa

Guiding Trinia out of the city should be a relatively simple affair. With Trinia adopting the disguise of an everyday traveler, there’s very little chance of her being spotted among the city’s crowds as long as she and the party keep a low profile, but the PCs shouldn’t know this. Groups of Guards and even Hellknights might cast sidelong glances at the party as it travels through Korvosa, but each passes by as long as the PCs don’t do anything suspicious.

During the walk, Trinia takes advantage of her time with the PCs to learn a little more about them. She’s particularly curious as to why they’re helping her now after they played a role in her capture, asking them questions about their past and current goals. She’s intrigued by any tales of adventure—as a bard, she’s always on the lookout for exciting new stories. She remains relatively humble if asked about herself—she’s been through a lot lately and just wants to be out of Korvosa on her way to somewhere safe. She’s never really spent much time out of the city before, and she increasingly looks forward to her stay in Harse as an exciting opportunity, much like a vacation. Trinia’s interest in the PCs might bloom into something even more than curiosity.

If she’s asked about Blackjack or Vencarlo, Trinia grows somewhat evasive. After they made their escape from the castle, Blackjack and Trinia fled north through the city’s alleys, rooftops, and sewers in an attempt to evade pursuit.

They eventually came to Vencarlo's Academy. Blackjack broke into the building through a back door and bade Trinia wait in a back room while he spoke to the school's master. Several minutes later, Vencarlo himself, appearing flushed and worried, introduced himself to Trinia as an accomplice of the legendary hero, explaining that he'd agreed to keep her in hiding at the academy until he could orchestrate her escape from the city.

Trinia is no fool—she strongly suspects that Vencarlo and Blackjack are the same person, but her gratitude and respect for Vencarlo is more than enough to ensure she only shares her suspicions with her most trusted companions. It's unlikely that the PCs qualify now, but eventually they might. Until then, she remains evasive on her suspicions, going so far as to say that she blacked out at times during her escape and can't clearly remember the events of that frenzied flight.

Even this early, blood veil is silently spreading through Korvosa. As the PCs move through Old Korvosa or North Point, an aggressive beggar stumbles up to them, hacking and wheezing, a splotchy red rash and blisters the size of ripe grapes covering his face and arms as he pleads for coins to buy food and medicine. PCs who keep alert for other signs of the disease as they travel through Old Korvosa and North Point can make DC 15 Spot checks to notice at least five other individuals—beggars, common folk, and even a merchant—who display familiar fiery rashes. These portents should serve to pique the PCs' concerns about the spreading disease, but shouldn't distract them from the task at hand.

As soon as the party escorts Trinia through the city gates and some safe distance away, Trinia wholeheartedly thanks them for their help and apologizes for any trouble she's caused them. She promises to make it all up to them someday and might give a PC she's come to favor a quick kiss, but for now, she's eager to be away from the city that wants her dead. Should the Guard somehow manage to recapture Trinia, the wily girl manages to slip her bonds and escape the city on her own, although her location should remain a mystery to the PCs until they encounter her again in "A History of Ashes" in *Pathfinder* #10.

PART THREE: OUTBREAK

Witnessing further evidence of blood veil in Korvosa, the PCs might grow concerned about the disease's spread. Already, more of Korvosa's citizens are falling ill, and what starts as a few random cases soon fills the local gossip with rumors of sick people with the distinctive red pocks on the face. While some are able to fend off the disease through simple resilience, magical means, or sheer luck, the number of sick quickly grows to beyond the city's combined priesthoods' ability to simply "magic it away."

For the remainder of the adventure, up until a cure is discovered, the number of sick in Korvosa grows. Hundreds, if not thousands, are destined to die, but as fortune would have it, the PCs can directly influence the body count claimed by the plague. As a priest of Abadar, Ishani Dhatri quickly finds his skills in increasing demand against the tidal wave of plague carriers. He needs all the help he can get, and with his brethren steeped in church procedure and tradition, Ishani turns to the PCs. A day after they escort Trinia out of the city, an acolyte from the Grand Vault of Abadar locates the PCs, telling them that Vaultkeeper Dhatri seeks a meeting with them at the temple.

The Grand Vault of Abadar

In a city as steeped in political scheming, decisive justice, and trade as Korvosa, it should be no surprise that the city's largest and most influential faith is the congregation of Abadar, god of cities, laws, and merchants. Presided over by Archbanker Darb Tuttle, the Bank of Abadar is one of the more potent moderating factors in the city, ever eager to remind the government and nobility of their responsibilities to their citizens. Although its acts might sometimes seem charitable, the church of Abadar is more concerned with the just enactment of the law and the continued flow of trade. (For full details on Abadar's faith, see page 64.)

The Grand Vault of Abadar, a meticulously well-kept structure of white marble and gleaming bronze friezes, stands in the North Point district of Korvosa. Within, the Vault serves several purposes. While the first floor holds a few small side shrines and counseling chambers, the majority of its airy halls are given over to the business of banking, with acolytes of Abadar eager to serve any with coin they would bestow in the god's trust, while armored clerics keep watch for ne'er-do-wells. The floor above holds the god's sanctuary and the quarters of a small number of resident priests, although most are encouraged to maintain their own addresses away from the temple. Finally, beneath the temple lies the physical vault, a heavily guarded storehouse where the clergy's considerable fortune—as well as the investments of thousands of citizens—are safely stored. So trusted and respected are the priests that for decades these lower levels have also housed the presses that mint Korvosan coins.

The Unwashed Masses

When the PCs reach the temple of Abadar, things might not be as they expected.

Towering over the surrounding buildings, the Grand Vault of Abadar offers a vision of divine luxuriance amid a sea of mortal troubles. Radiant, as its grey-veined white marble reflects the midday sun, there's little question that this place is the house of a god.