

can accomplish this only with a (likely impossible) DC 50 check, although making her at least indifferent with a DC 25 check gets her to mention something about how the diplomat's tone reminds her, with a high-pitched giggle, of "my darling Rolth's silken tongue." Intimidate also has a tough time, since the forlorn elf is a fatalistic masochist. She responds with delight and scandalous cries if threatened with pain or tortured for information (especially including threats to infect her with blood veil)—only an Intimidate check that utilizes the threat of imprisonment or threats to expose her failure to Rolth have the normal chances of making her compliant. In the end, magic like *charm person* or *suggestion* is the easiest way to get her to talk.

Should the PCs manage to get her talking, she tells them why she's there—Rolth sent her to kill several "rich bastards" who were scheduled to attend the party here—the others (including the manor's servants) were just bonuses. She doesn't know why he wanted them dead, but she suspects it is something his new employer wanted, as Rolth wouldn't have known any of these sorts. Jolistina doesn't know who Rolth's employer is, but she doesn't like him, as he (or she—an infuriating possibility) has kept the necromancer holed up in some hidden laboratory somewhere in the city. She has no idea where it is, but she's barely heard from Rolth for weeks except for a brief visit the morning after she crashed the party.

If asked about Ruan (or asked about Rolth's visit the day after she killed everyone here), Jolistina doesn't recognize his name, but does know him by his description. She giggles as she admits that Rolth asked to capture any young, healthy-looking Varisians she might run into, and to keep them under wraps but alive for Rolth to collect. Ruan was the only Varisian at the masquerade, and Jolistina dutifully restrained him until Rolth showed up to assess her work. The necromancer seemed very pleased and had the two heavily armored women with him carry the youth off to who-knows-where. Although the elf doesn't know it, these armored women are members of Queen Ileosa's new elite guard, the Gray Maidens—if asked to describe them, the PCs should recognize the description of red-plumed heavily armed women. Rolth was so pleased with Jolistina for completing her task and sparing the Varisian that he rewarded her with two *scrolls of animate dead*, scrolls she immediately used to transform the abattoir into her own gruesome playhouse.

Beyond this, Jolistina knows little more. She's of no help in tracking down Rolth, as she doesn't know where he is (although she does ask the PCs to tell him she misses him if they see him). If the elf is released, she finds some filthy pesh den and spends the next several days pining for her beloved prince.

Returning Empty Handed

After exploring Carowyn Manor, the PCs have a good-news/bad-news situation to report to Deyanira Mirukova. Although the manor was filled with the dead and undead, her brother was not among their horrors—the PCs might know that a necromancer took him to an unknown location. Unsurprisingly, the news does little to relieve the young woman's concerns. For now, Ruan is probably out of the PCs' reach, but they have a chance to rescue him later when they explore the Temple of Urgathoa in the final part of this adventure. Deyanira pays the PCs anything she promised, entreating them to keep an eye out for her brother and to come to her with any rumor of him they might hear. Still distraught, she solemnly excuses herself from the PCs' company.

Bodycount: Destroying the zombies in Carowyn Manor and preventing Jolistina Susperio from releasing her zombies into the streets when she grows bored saves the lives of 500 citizens.

PART FIVE: EPIDEMIC

As the PCs work through the events of Part Four, hints that blood veil might not be an act of the gods appear. The PCs might even find evidence that the Queen's Physicians and Queen Ileosa's new Royal Physician might have nefarious dealings with the plague. If the PCs don't come to their own conclusion that Dr. Davaulus and the Queen's Physicians need to be investigated further, either Ishani or Cressida can come to these suspicions on their own, asking the PCs to investigate the Queen's Physicians and the Royal Physician. The most logical place to begin these investigations, of course, is the building the Queen's Physicians have claimed as their base of operations—the same building that Dr. Davaulus is reputed to be using as his headquarters for the field operations of combating blood veil. This location is a building known as the Hospice of the Blessed Maiden—a DC 15 Gather Information or Knowledge (local) check is enough to determine this. Both Ishani and Cressida Kroft know where the building is located as well, and if they ask the PCs to investigate the Queen's Physicians, they suggest starting there.

The Hospice of the Blessed Maiden

When one of the Arkona Imports warehouses on West Dock was purchased nearly four months ago, few people raised a brow. That the shrewd Arkonas would sell one of their half-full storage houses struck most as simple business sense. In truth, the sale was the culmination of several backroom meetings, bribes, and bouts of blackmailing. In the end, the West Dock warehouse—one of the Arkonas' most secret and secure smuggling dens—became the property of the Red Mantis, an

acquisition that further enflamed the conflict between the two powerful organizations (a conflict that takes center stage in the next adventure, “Escape From Old Korvosa”). The Arkonas tried to double-cross the Red Mantis, quietly attempting (but failing) to reveal the existence of the warehouse’s secret lower levels to the Korvosan Guard. The Red Mantis’s growing influence in Korvosa assured that the information, and all who laid eyes on it, disappeared. Thus established, allies of the Red Mantis among the Church of Urgathoa, led by the cold and fanatical beauty Lady Andaisin, rebuilt the den of criminal greed into a temple dedicated to the ruin of an entire city.

Renamed the Hospice of the Blessed Maiden and opened to the public as the Queen’s Physicians became established in Korvosa, the former Arkona warehouse now serves multiple purposes. On the outside, the hospice presents itself as a place of hope and respite for those suffering from disease, where the sick of any walk of Korvosan life might come to find salvation under the care of the Queen’s Physicians. In truth, though, the place is a den of Urgathoan research and corruption. The ibis-masked Queen’s Physicians, worshipers of Urgathoa in disguise, watch their plague take effect first hand, endeavor to root out its weaknesses, and—in the secret depths below—create ever more deadly strains.

Although the Hospice is in the heart of Korvosa, the plague has tapped the city’s resources almost completely. Once the PCs realize that there’s something dire going on in the Hospice, they might try to recruit aid from the Korvosan Guard, the church of Abadar, the Sable Company, or another group—as long as the plague continues its rampage, though, none of these organizations can spare much aid to the PCs. If the Queen’s Physicians and the cult of Urgathoa are to be stopped—it’s up to the party to do it.

F1. Entry (EL 3)

The stinging scent of alcohol and medicine floods this dingy reception room, an odor typical to hospices, morgues, and battlefields. Across from the entrance sits a long wooden desk, beyond which a stained leather curtain covers an open archway, muffling moans from beyond.

This reception room serves as the public face of the Hospice of the Blessed Maiden—formerly Arkona Imports West Dock—and hides the work of the cult of Urgathoa within. Six poor citizens huddle in chairs and against walls here, some having waited for hours to be seen by the Queen’s Physicians in the hospice proper beyond. Each of these men and women exhibits symptoms of blood veil, some at quite advanced stages.

Creatures: A burly nurse named Bhrunlida Torthus sits at the desk, hired by the Queen’s Physicians to serve here. Blunt and bull-headed, her job is to take the names of those who come to the hospice and assure that patients are admitted to the quarantined main hall of the warehouse in order and when the doctors are ready. Besides this task, Nurse Torthus has no real compassion for the sick and does all she can to avoid contracting the plague herself, including avoiding physical contact, wearing three scarves over her mouth and nose, and wearing heavy leather gloves. She knows nothing of the Queen’s Physicians true endeavors or of the cult of Urgathoa working below.

When the PCs arrive, Nurse Torthus looks up disinterestedly and waits for them to come over and add their names to her list of those waiting for treatment. If the PCs don’t do this, she ignores them unless they try to pass through the leather curtain leading to area F2, at which point she shrilly informs them that there’s a queue and they aren’t allowed to go back there until they’re called for. Paid quite well, Nurse Torthus is quite adamant in her duties, but a successful DC 25 Diplomacy or Intimidate check can convince her to permit the PCs entry. If the PCs try to force their way past the matron, her bellows alert the Queen’s Physicians and Gray Maidens in area F2.

BHRUNLIDA TORTHUS

CR 3

CN female human fighter 3 (see page 25; Lavender Thug)
hp 27

F2. Sick Ward (EL 8)

The warehouse’s vast interior has been converted into one gigantic convalescent’s ward, the stench of alcohol, sickness, and waste choking each breath. Tight rows of low, stained cots cram the stone-floored hall. Every bed is filled with a pitiful story—men and women of all walks groaning and wheezing as they’re consumed by blood veil, their sufferings multiplied by the echoing chamber.

What was once home to a fortune of rare Vudran imports has become a vast sick ward for Korvosa’s most hopelessly ill. Here, the Queen’s Physicians mill about the cots, cooing at their victims in unsympathetic voices as they watch the sick wither and die. More than 60 cots fill the area, each holding a helpless citizen—most of whom are too weak to even rise from their stinking sick beds. While most of the room is filled with beds and the dying, the northeast holds an improvised kitchen with room and supplies enough to make the patients their daily watery gruel.

The ceiling of this room is nearly 30 feet high, though the catwalks above span the room at 20 feet.

Creatures: Amid the sick hover four dark-robed Queen’s Physicians, their avian masks giving them an unnerving

Hospice



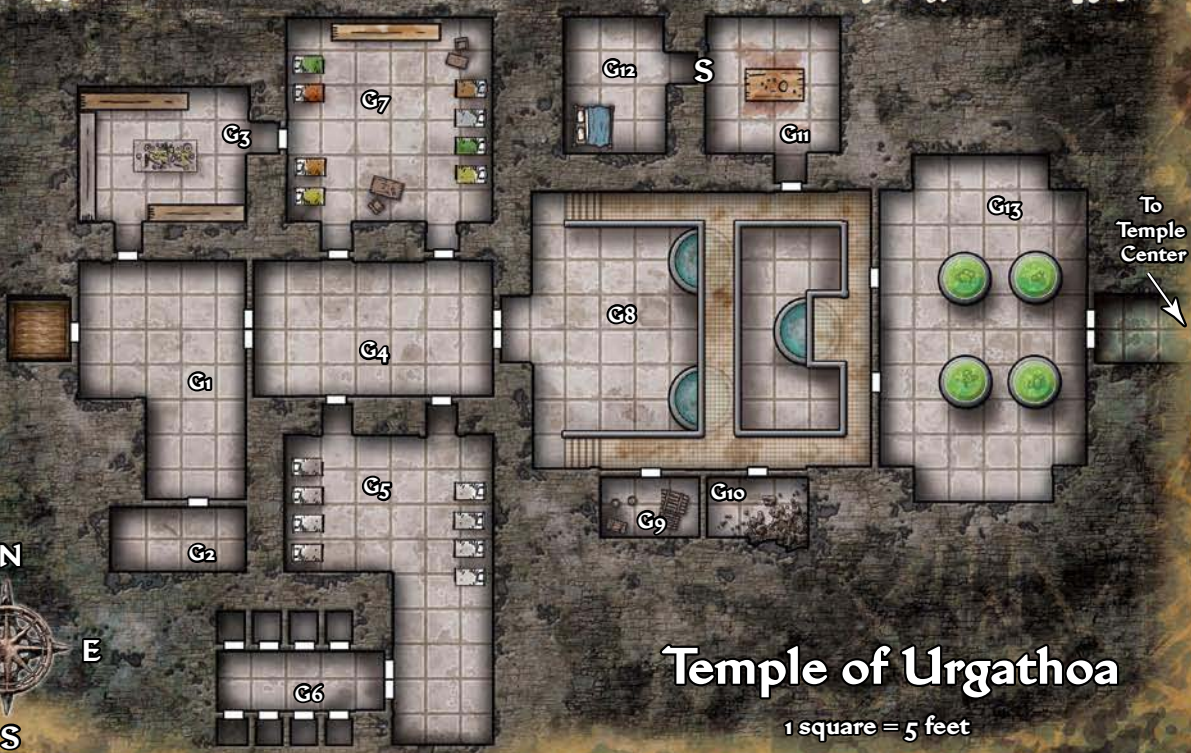
1 square = 10 feet

Temple Center



1 square = 5 feet

Temple of Urgathoa



1 square = 5 feet



resemblance to crows waiting to feed. Two Gray Maidens patrol the catwalks above, while another two stand guard at the entrance to area **F3** and the stairs up to the floor above. Any doctor or Gray Maiden who notices the PCs enter immediately knows that something is wrong. The closest Gray Maiden moves up to the PCs while the others ready their bows. She makes a single attempt to ask the party to leave—loud enough to alert the others in the area. If the PCs don't comply, the Gray Maidens attack. The doctors move silently to try to surround the PCs, blocking exits and, if it looks like the Maidens are having difficulty, joining in melee as well.

Fighting in this area might prove difficult, as every bed also holds a sick (but innocent) patient. While the PCs might have a care for the wellbeing of the unfortunates here, the doctors and Gray Maidens do not. GMs might wish to account for the effects of ranged attacks that miss their intended targets, assigning them a 25% chance of striking a patient. The patients in this room are all helpless and have 2 hit points each.

GRAY MAIDENS (4)

CR 2

Female human fighter 2

LE Medium humanoid

Init +1; **Senses** Listen -1, Spot -1

DEFENSE

AC 21, touch 11, flat-footed 20

(+8 armor, +1 Dex, +2 shield)

hp 19 (2d10+4)

Fort +5, **Ref** +1, **Will** +1

OFFENSE

Spd 20 ft.

Melee mwk longsword +6 (1d8+2/19–20)

Ranged composite longbow +3 (1d8/×3)

TACTICS

During Combat The Gray Maidens on the ground floor move to engage the PCs in melee, while the two on the catwalks above provide support with their bows.

Morale The Gray Maidens fight to the death.

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +2; **Grp** +4

Feats Iron Will, Precise Shot, Quick Draw, Weapon Focus (longsword)

Skills Climb +1, Intimidate +6, Jump -5

Languages Common

Gear masterwork full plate, heavy steel shield, masterwork longsword, composite longbow with 20 arrows

QUEEN'S PHYSICIANS (4)

CR 2

Human rogue 2

NE Medium humanoid

Init +6; **Senses** Listen +5, Spot +5

DEFENSE

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dexterity)

hp 11 (2d6+2)

Fort +1, Ref +5, Will +1

Defensive Abilities evasion

OFFENSE

Spd 30 ft.

Melee mwk club +3 (1d6+2)

Special Attacks sneak attack +1d6

TACTICS

During Combat Queen's Physicians fight with an eerie silence.

They coordinate their attacks with a series of hand gestures, speaking only when forced to and focusing their attacks on the same target so as to increase flanking opportunities.

Morale A Queen's Physician flees if reduced to 3 hit points or less.

STATISTICS

Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8

Base Atk +1; Grp +3

Feats Combat Reflexes, Improved Initiative

Skills Bluff +4, Diplomacy +6, Disguise+3, Gather Information+3, Heal +4, Hide+7, Intimidate +1, Knowledge (local) +6, Listen+5, Move Silently +7, Sense Motive +5, Spot +5

Languages Common, Varisian

SQ trapfinding

Gear leather armor, masterwork club, healer's kit, *plaguebringer's mask*

Development: Aiding the dozens of helpless, plague-ridden patients in this room is likely a feat beyond the PCs' capabilities. As most are too sick to rise—much less walk—what the party does with the innocent invalids is likely to be a difficult decision. Healing all of the sick in this room is an endeavor that would tax the entire church of Abadar, but if the PCs go to Ishani or others at the Grand Vault, several priests are sent to the hospice once the party can assure that the warehouse is safe.

Ad Hoc Experience Award: If the PCs get help for all the sick in this room, grant them experience for a CR 7 encounter.

F3. Loading Bay

The scent of exotic wood and sawdust fills this maze of barrels and crates. A spider web of ropes and pulleys crisscrosses the ceiling, one thick cable suspending a net of barrels suspended nearly twenty feet from the splinter-scattered floor below. Three great wooden doors dominate the northern wall, while leather flaps lead to the south and east.

These crates and containers house the remains of the legitimate Arkona importing venture that once occupied



the entire building. The majority of the containers are empty, their textile contents relocated to other warehouses once the Arkonas were forced to give up this site. In the southwest corner of the bay stand a number of empty cages and crates for transporting animals, many bearing the names and origins of the exotic creatures once held within, names like "Three Breaths Viper—Mwangi," "Emperor Cobra (Eggs)—Vudra," and "Rat Monkey—S. Island."

The three large loading doors here offer a back way into the warehouse, but all three are chained shut from the

OTHER PLAGUE EVENTS

The encounters in the adventure give the PCs several opportunities to interact with the pestilence in full swing, but they are by far not the only events that take place during the plague. This sidebar lists other major events that occur during this part of the adventure that don't involve the PCs—if you're looking to expand this section even further, you can use any one of these events as the basis for additional opportunities for PCs to reduce the plague's body count.

Burn up the Dead: As the plague goes into full swing, disposal of the dead becomes even more problematic. The city takes to burning the dead in huge mass graves in the Gray District, and plumes of rancid black smoke become a common sight on the southern skyline. Unfortunately, one mass grave opens into a ghoulish warren, releasing a nest of angry ghouls and ghouls into the city's graveyard. If the PCs wish to help dispose of the undead, you can use the Graveyard map on page 24 for the battle.

The Merciless Way Massacre: A group of Gray Maidens confronts a mob of frightened locals unwilling to comply with a small-scale quarantine of a city block. The resulting riot sees the slaughter of nearly 100 citizens when the Gray Maidens refuse to back down. You can use the Alleyway map on page 24 to run an encounter where the PCs might have a chance to talk down the mob before the Gray Maidens are forced to attack.

The Quarantine of Old Korvosa: As the plague reaches its height and Part Four is drawing to a close, Queen Ileosa enacts a bold move—the quarantining of Old Korvosa. Enacting Her Majesty's will, the Gray Maidens destroy every wooden bridge leading into the old city and erect a permanent barricade on the one stone bridge connecting the island to the mainland. Although many of the city's most prominent citizens would protest, the people are tired and disorganized, and the deed is done before any argument can even be roused. The PCs should not be allowed to prevent this event, since the quarantining of Old Korvosa must occur for the events in the next adventure to progress.

inside. Nearly two stories tall, the loading doors require a DC 18 Strength check to open (DC 30 if chained) and groan loudly on their aging metal hinges. Any Queen's Physicians or Gray Maidens in area **F2** can attempt a DC 5 Listen check (remember to modify this DC by +1 per 10 feet of distance to the listener) to hear the rusty metal whine if the loading doors are not silenced somehow. A Gray Maiden comes to investigate immediately if the noise is noticed.

Treasure: A thorough search of the loading dock takes nearly half an hour and a DC 20 Search check. Those who take the time, though, are rewarded with a crate of elegant silk Vudran clothes—robes, saris, turbans, and the like.

One of the saris is bloodstained and marred by a jagged gash. Aside from this damage, the brightly patterned, exotic garb is collectively worth 300 gp.

F4. The Lift

Several cubbies and wooden lockers line the walls of this small workroom. Four rickety chairs surround a water-damaged table, and a well-used but solid-looking cargo lift rises up through the ceiling.

Formerly a break and storage area for the warehouse's workers, this room contains a powerful lift, allowing sizable cargo to be hauled to the floors above, or hidden in the chambers below. The Red Mantis did not choose this warehouse at random, selecting it primarily for its secret underground level, cleverly concealed and accessed by the cargo lift.

Any character who gets on the lift can plainly see controls that cause the contraption to operate—the lever itself radiates moderate necromancy. A DC 20 Search check of the lift reveals a third control set within the slot of the operating lever, a simple hole that's missing the button to operate it. If the missing button is set within the hole and depressed, the lift can be made to descend to the hidden basement, admitting those onboard to area **G1** in what is now the hidden Temple of Urgathoa. A DC 25 Disable Device check bypasses the need for a button, and causes the lift to lower. The missing button is held by Doctor Davaulus in area **F8**.

F5. Catwalks

A track of sturdy-looking catwalks soar over the warehouse floor below, the evenly placed and well-trod platforms supported from above by iron poles.

These catwalks once allowed warehouse workers access to high storage shelves that filled area **F2** below. Although the rows of rare imports have been removed, the permanent catwalks remain. The catwalks are 20 feet above the floor below.

F6. Private Hall (EL 4)

The rough functionality of the warehouse below gives way to beige tile and a white hall on this more officious-looking floor. A door engraved with images of rampant gazelles stands to the south, their once fine teak bearing obvious scores and gapping chips from rough use.

This hall once served as an entryway to the clerks' and manager's offices beyond. Now it's little more than a guard room. The doors to area **F7** are kept locked. They can be

opened with a DC 30 Open Lock check, a DC 26 Strength check, or via the key carried by Doctor Davaulus in area F8 (he opens and closes the doors for the Queen's Physicians in area F7 when a shift change occurs).

Creatures: Two Gray Maidens stand guard in this room. They order anyone undetected to leave immediately—this includes anyone disguised as Gray Maidens or Queen's Physicians, since there's little reason for such to visit the area except for a shift change (dawn or dusk). A successful Bluff check and a successful Disguise check are required to trick the Gray Maidens into believing that the PCs are the next shift of Gray Maidens (a ruse that fails automatically if there aren't only two disguised PCs) or Queen's Physicians (fails if there aren't only three disguised PCs). If the Gray Maidens realize the PCs aren't supposed to be here, they immediately attack, calling out an alarm to the Queen's Physicians in area F7.

GRAY MAIDENS (2)
hp 19 each (see page 42)

CR 2

F7. Experimentation Ward (EL 5)

Rows of white-sheeted beds line the walls of this room. Each is occupied, every bed bearing a patient restrained by leather straps that bind the figure to the sturdy metal frame. At the room's center stretch simple wooden worktables, each covered in fluid-filled beakers, intricate glass tubes, small burners, and other alchemical instruments.

Once the communal office of a number of Arkona clerks, any trace of such clerical efforts have been removed from this room, replaced by the profane studies of Urgathoa's faithful. Here, the Pallid Princess's servants keep a number of humans of Varisian descent drugged, as each has inexplicably shown resistance to their designer plague, blood veil. The cultists eagerly examine, operate on, and mutilate their prisoners, hoping to discover the reason for this immunity. The alchemical and surgical tools of their work and notes from their murderous observations cover the tables at the room's center.

Currently, Varisian research subjects occupy each of the 15 beds here. Each prisoner has only 2 hit points and is helpless. Each is drugged into a state of oblivious bliss by the smoke emanating from the censer at the room's center.

Creatures: Three of the Queen's Physicians work in this room, trying to discover what makes some Varisians immune to the effects of blood veil. They keep their patients unconscious so as to minimize trouble while experimenting on them.

QUEEN'S PHYSICIANS (3)
hp 11 each (see page 42)

CR 2

Development: If the Queen's Physicians are defeated, even the healthiest of the Varisians here still won't be fit to act and move of their own accord until healed. After this time, most remain so weak from mistreatment and needless surgeries that they still require significant help to escape. None of the Varisians know anything about where they are or what the doctors were attempting to do.

Ad Hoc Experience Award: Grant the PCs experience for a CR 5 encounter if they see all the patients here to safety.

F8. The Doctor's Office (EL 9)

Blood, bile, and other humors bubble away within oddly formed beakers and twisted tubes in this sizable laboratory. Any wall space left unobscured by cabinets or over-laden bookshelves is covered by worn parchments depicting magnified aspects of human anatomy in grisly detail—many pierced with pins and flags like the war maps of a veteran campaigner. In the corner, a desk of elegantly carved white ash bears the image of a herd of antelope, but the stains of dark chemicals and gore disfigures the once-beautiful piece.

Creatures: This office has been given over to Doctor Davaulus, the man appointed by the queen to be the public face for her efforts to eradicate blood veil. In truth, the "good doctor" is an agent of the Red Mantis. The selection of this warehouse as a place to hide the growing cult of Urgathoa was his, and while he has not yet passed into the upper ranks of the Red Mantis to become an assassin, he hopes to do so some day. In particular, he hopes that his work orchestrating blood veil with the church of Urgathoa will bring him favor in the eyes of the mysterious leader of Korvosa's Red Mantis cell.

Yet the doctor is not a warrior—he prefers to kill from afar with poison or sickness, or to work his evil on those rendered helpless by bindings or toxins. If he hears the alarm raised or the sounds of combat, he gathers his gear, casts invisibility on himself, and attempts to make his way to the lift in area F4, taking it down to the temple of Urgathoa to warn his allies there. Of course, PCs in proximity to the lift when he makes this escape could be inadvertently alerted to the existence of chambers below the warehouse by his tactics. If he does escape, he can be found in area G5 with Rolth.

If the PCs catch him here unawares, he angrily confronts them with threats. He claims they are interrupting important work being done to determine a cure for the plague, work commissioned by the queen herself, and that their actions could be taken as high treason. If he realizes the PCs know more about the plague's source or that they know there's not much being done here to actually research a cure, he feigns confidence and superiority as he attempts to talk the PCs

out of their “foolish crusade to save the city.” He points out that disease is the world’s way to bring back balance, and that in order for civilization to grow and prosper, the parts of society that hold everything else back must be periodically pruned. “Korvosa will be stronger at the end of these dark days—a place you and I would be proud to call home.” As soon as he gets the feeling that the PCs are about to attack, Davaulus casts *invisibility* and attempts to flee to area **G1** as detailed above.

DR. DAVAULUS

CR 9

Male human rogue 3/expert 3/bard 4
NE Medium humanoid

Init +2; **Senses** Listen +12, Spot +7

DEFENSE

AC 18, touch 12, flat-footed 16
(+5 armor, +2 Dex, +1 natural)

hp 37 (10d6)

Fort +3, **Ref** +10, **Will** +9

Defensive Abilities evasion, trap sense +1

OFFENSE

Spd 30 ft.

Melee +1 *human bane rapier* +10 (1d6/17–20)

Special Attacks bardic music (4/day),
countersong, *fascinate*, inspire competence,
inspire courage +1, sneak attack +2d6

Spells Known (CL 4th)

2nd (1/day)—*invisibility*, *misdirection*

1st (3/day)—*charm person* (DC 13),
disguise self, *hideous laughter* (DC 13)

0 (3/day)—*dancing lights*, *detect magic*, *ghost
sound*, *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat Doctor Davaulus casts *misdirection* whenever he expects to be involved in a public scene.

During Combat Davaulus considers himself a gentleman, even though his interests run to murder and cruelty. He engages in physical combat only as a last resort. When he fights, he utilizes Combat Expertise to full effect, saving *hideous laughter* for use against foes who seem to be more brawn than brains.

Morale Davaulus attempts to flee if brought below 10 hit points, but fights to the death if no escape seems possible. Loyal to the Red Mantis, he does not surrender.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +7; **Grp** +6

Feats Combat Expertise, Combat Reflexes, Dodge, Quick Draw, Weapon Finesse

Skills Appraise +7, Bluff +15, Diplomacy +17, Gather Information +13, Heal +10, Hide +6, Intimidate +4, Knowledge (arcana) +5, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (religion) +11, Listen +12, Move

Silently +11, Open Lock +6, Perform (oratory) +12, Profession (doctor) +9, Search +7, Sense Motive +5, Sleight of Hand +8, Spellcraft +5, Spot +7

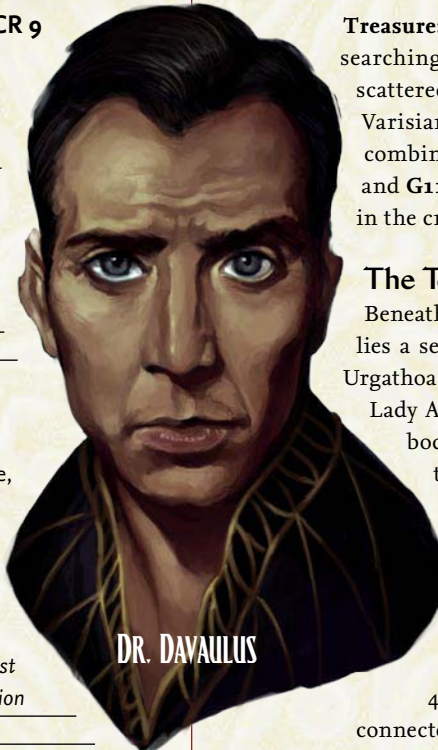
Languages Common, Elven, Halfling, Mwangi

SQ bardic knowledge +7, trapfinding

Combat Gear *flask of curses* labeled “elixir of true healing,”

potion of remove disease; **Other Gear** +1 *human bane rapier*, +1 *mithral shirt*, *amulet of natural armor* +1, key to doors into **F7**, button key for lift to area **G1**

Treasure: A DC 16 Search check made while searching the desk uncovers Dr. Davaulus’s scattered notes on the source of some Varisians’ immunity to blood veil. When combined with the notes found in areas **G5** and **G11**, these findings prove quite helpful in the creation of a cure to blood veil.



DR. DAVAULUS

The Temple of Urgathoa

Beneath the Hospice of the Blessed Maiden lies a secret laboratory-temple dedicated to Urgathoa, the goddess of disease. Overseen by Lady Andaisin, a morbid beauty dedicated body and soul to her Pallid Princess, these foul cultists work with the support of the Red Mantis, encouraging the spread of blood veil through Korvosa and refining the disease into an even more deadly plague.

The Temple of Urgathoa lies 40 feet below the warehouse above, connected via a wooden cargo lift that runs between area **F4** and **G1**. Formerly a much smaller smuggler’s den, the hidden chambers have recently undergone significant expansion to suit its new priestly inhabitants’ genocidal plot. Rock excavated from these expansions was smuggled out in carts and dumped into the Jeggare. Once drippy brick-lined rooms, the cultists have rebuilt and refurbished the chambers with stone panels and plaster, decorating many of the walls with murals of plague-haunted cities. Nevertheless, water seepage from the surrounding rocks has already damaged these new plaster walls in many locations. Although most of the areas in the temple are well lit, areas **G1** and rooms **G9** through **G12** are dark.

G1. Entry Hall (EL 8)

The scuffed stone walls of this chamber have been plastered over and then decorated with lurid murals of skeletons cavorting among the dead of a Korvosa completely succumbed to blood veil. Simple wooden doors lead to the north, south, and west,

each bearing a painting of a scythe-wielding skeleton. A sizable double door stands on the east wall, appearing in the mural as a massive set of double doors opening into the pyramid foundation of Castle Korvosa. Two more scythe-wielding skeletons decorate these large doors.

Trap: The double doors on the eastern walls and the door to the north both bear a potent magical ward meant to bar all non-Urgathoans from the rooms beyond. Any creature of an alignment other than neutral evil who touches either of these doors triggers the trap, causing the skeletons painted on the wall surrounding the door to breathe forth poisonous gas and animating their scythe-wielding arms to strike from the painting as if they were real.

Setting off this trap also triggers an *alarm* spell in area **G8**, alerting all the creatures in areas **G8** through **G13** to the PCs' presence.

DEATH'S BREATH DOORS

CR 8

Type magical

Search DC 25; Disable Device DC 25

EFFECTS

Trigger touch; **Reset** automatic (after 1 minute); **Bypass** each door can be neutralized for one round with a successful turning attempt against a 6 HD target (a destruction result destroys the trap)

Effect Atk +14 melee (scythe; 2d4+9/×4; all targets within 5 feet of any door) and poison gas (insanity mist; inhaled Fort DC 15; initial 1d4 Wis, secondary 2d6 Wis; all creatures in area **G1**)

G2. Guardpost (EL 6)

A number of crates fill this room. A particularly large one has been dragged into the chamber's center, around which stand four mismatched chairs and stools.

The crates in the room once held a number of exotic imports, but they have since been emptied.

Creatures: A group of four Queen's Physicians stand guard here. They ready themselves for battle if any one of them makes a DC 16 Listen check to hear the lift lowering in area **G1**, or if the traps in that room are set off.

QUEEN'S PHYSICIANS (4)

CR 2

hp 11 each (see page 42)

G3. Doctor Indoctrination

Cabinets and low benches fill this chamber. From pegs on the opposite side of the room, the empty black eyes of several beaked plague masks glare with soulless, unblinking stares.

When the cult of Urgathoa indoctrinates a new Queen's Physician, he is sworn in to his new role and outfitted with gear in this chamber. Dark leather robes, high boots, wide-brimmed hats, and solid canes fill most of the cabinets. The doors of one large cabinet against the west wall opens to reveal glass shelves covered in a variety of delicate doctors' instruments—jars of unguents, syringes, magnifying glasses, and the like—and a medicine jar full of black onyx gems enclosed by another set of glass doors. A small brass lock keeps these doors firmly shut.

Any significant noise in this room—such as breaking the glass door or setting off the attached trap—attracts the attentions of the Queen's Physicians in area **G7**.

Treasure: There are enough Queen's Physician robes and other accoutrements to outfit 20 doctors in this room. The collected clothes, boots, canes, and other accessories are well-made and only slightly used, each set worth 5 gp. There are also four *plaguebringer's masks* here (see page 18).

The most valuable items in the room, though, are held behind the west cabinet's glass door. Within are four healer's kits and 23 black onyx gems worth 50 gp each. At the back of the cabinet are four identical flasks—three containing *potions of cure moderate wounds* while the fourth contains a *potion of poison*.

G4. The Princess's Bacchanal

Dozens of the living dead line the walls of this chamber, their rotting faces sneering and broken fingers clawing at each other. A layer of rotting bodies lines the floor, the shattered forms twitching in vain, bones and splintered appendages grasping hopelessly. Yet, rather than some massive, nightmare grave, this horror-show seems instead to be a stomach-churning attempt at art, as the mangled living dead lie trapped behind walls and beneath a floor of thick glass.

As common to temples of Urgathoa as cloisters or choirs are in the holy buildings of other religions, the Princess's Bacchanal is a perverse memento mori with a profane message—"In the end may you be undead." Here, dozens of twitching undead stand on display, their bodies too damaged to do anything but writhe and scrape in an unliving tableau until their bones turn to dust and their flesh flakes away. The glass separating the undead from the party is quite sturdy, but the PCs shouldn't know that. Only a significant effort to break the glass (hardness 4, 20 hit points per 5-foot section) allows the undead to spill out into the chamber. Fortunately, these aren't true zombies, but rather bodies deemed for whatever reason unsuitable for full animation—they're unsettling but harmless if freed.

G5. Operating Room (EL 9)

Eight cold, iron beds stand here, their sharp frames threaded with worn manacles and stained leather straps. Several are occupied by obviously unwilling patients, each bound and in various states of consciousness, their combined moans murmuring throughout the room. Between them stand several small tables, each strewn with gore-soaked pans, flasks of mysterious fluids, and all manner of cruel-looking cutting instruments. A sizable brown-crimson stain covers much of the eastern wall, as if all the blood from a body once held there had exploded forth in a single violent eruption.

Here, the priests of Urgathoa perform all manner of foul, gratuitous, and torturous experiments on the living in the name of their dark goddess. Currently, the work of the doctors here tends toward the testing of diseases crafted by their brethren in area **G13**, particularly variations of the blood veil plague capable of infecting the small percentage of immune Varisians.

A pair of sturdy, locked iron doors leads to the cells of **G6** to the east. They require a DC 22 Open Lock check or the key held by one of the priests in this room to open.

Creatures: Two Queen's Physicians and two priests of Urgathoa currently work in this room, encouraging and observing the diseases at work within their prisoner-patients here. Their work is in turn observed and guided by a gifted and reprehensible necromancer named Rolth, a man whose skill at necromancy recently came to Lady Andaisin's attention—his work has been a major factor in developing a strain of blood veil that can animate its victims as zombies. Rolth finds Lady Andaisin to be ravishing, but hasn't yet worked up the courage to approach the gothic priestess with his desires—he hopes that by developing the variant of blood veil she wants, though, he'll be rewarded with far more than her favor and the gold she's promised.

Rolth is a foul man by any definition of the word. Pale and blotchy from scars caused by various diseases he's exposed himself to (either by accident or design), Rolth wears thick leather robes lined with dozens of pockets that bulge with surgical and mortician tools. Although this is likely the first time the PCs meet the necromancer, it's not the first time they've encountered his work—the Dead Warrens from "Edge of Anarchy" were one of his other laboratories, and after he returned there and found it all but destroyed, Rolth became enraged. He spent some time tracking down who was responsible for the damage, and if he discovered the PCs were behind it, he might already have taken action against them. If he doesn't know they ruined his Dead Warrens, he reacts to the PCs with shocked indignation if they intrude on his work here. If he does know who they are, his reaction is all the more filled with profanity and frothing rage as

he accuses the PCs of being vandals, crooks, and thugs before ordering the attack.

Six patients lie strapped to the metal operating beds scattered throughout the room. One of the patients is dead, his body still highly contagious with blood veil. Two of the other patients fade in and out of consciousness, their bodies wracked by blood veil, coughing violently and whimpering through their restless fever dreams. The other three bodies suffer from a new strain of blood veil the priests of Urgathoa see great potential in. The men each died within the past two days and have partially wakened as zombies. They remain here for observation and further study—if a version of blood veil that swiftly animates its dead as plague zombies can be perfected, the cult will have a potent weapon on their hands indeed.

The two living men here are a cobbler named Olen Hanch and a Sable Company stableboy named Dalvun Krand—both are 2nd-level human experts and both are unconscious at 0 hit points each. If their diseases are cured, they can tell the PCs a bit about the temple. They know that more prisoners are trapped in area **G6** and that the priests of Urgathoa are the source of the plague infecting Korvosa—both believe that the disease itself was created in a laboratory further to the east in this very complex. They also know that the priests take orders from two fearsome individuals: a beautiful high priestess who speaks of death like some great gift, and a disturbing man with elven and rodent features who berates the doctors for amateurish and dim-witted work.

The three partially undead bodies are beyond help—they thrash and twitch and gibber randomly, but lack even the rudimentary mock-intelligence of a zombie and cannot attack or defend themselves.

As with the Dead Warrens, the temple of Urgathoa is not Rolth's actual home in Korvosa. If he escapes the PCs in this adventure, his hatred toward them only grows. The next adventure, "Escape from Old Korvosa," includes notes on how to incorporate Rolth into the adventure as an additional enemy, but if he perishes at the PCs' hands here, his death won't impact the next adventure in any major way.

ROLTH

CR 8

Male human necromancer 8

CE Medium humanoid

Init +2; **Senses** Listen +2, Spot +2

DEFENSE

AC 21, touch 13, flat-footed 19

(+4 armor, +1 deflection, +2 Dexterity, +4 shield)

hp 50 (8d4+29)

Fort +7, **Ref** +5, **Will** +7

OFFENSE

Spd 30 ft.

Melee +4 mwk dagger (1d4–1/19–20)

Spells Known (CL 8th; +6 ranged touch)

4th—*animate dead*, *dimension door*, *enervation* (DC 20), *ice storm*
 3rd—*dispel magic*, *hold person* (DC 17), *lightning bolt* (DC 17),
ray of exhaustion (DC 19), *vampiric touch*
 2nd—*detect thoughts*, *false life*, *ghoul touch* (DC 18),
scorching ray, *spectral hand*
 1st—*charm person* (DC 15), *chill touch* (DC 17), *grease* (DC 15),
mage armor, *ray of enfeeblement* (DC 17), *shield*
 o—*acid splash*, *detect magic*, *light*, *ray of frost*, *touch of*
fatigue (DC 16)

Prohibited Schools illusion, transmutation

TACTICS

Before Combat Rolth prepares for battle by casting *mage armor*, *shield*, and *false life*. He then animates any corpses he has handy and readies his *spectral hand* with *vampiric touch*.

During Combat Rolth attempts to stay out of combat as much as possible, preferring to let his undead creations and subordinates do the fighting as he uses his offensive spells and *wand of magic missile* from the far side of the room.

Morale Rolth abandons his Urgathoan allies if brought below 10 hit points or if his defeat seems imminent, in which case he casts *dimension door* to escape into Korvosa above—he does not make a further appearance in this adventure if he escapes.

Base Statistics AC 13, flat-footed 11; hp 28 (8d4+16)

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +4; **Grp** +3

Feats Alertness (as long as Runkus is in arm's reach), Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy)

Skills Concentration +13, Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (the planes) +9, Listen +2, Spellcraft +17, Spot +2

Languages Common, Undercommon, Varisian

SQ summon familiar (rat named Runkus)

Combat Gear *wand of magic missile* (CL 3rd, 43 charges); **Other Gear** masterwork dagger, *cloak of resistance* +1, *headband of intellect* +2, *ring of protection* +1, *unguent of timeless* (6 doses), mortician's tools, 6 black

onyxes worth 25 gp each, spellbook (contains all spells prepared—Rolth keeps other spellbooks in other lairs elsewhere in Korvosa)

PRIEST OF URGATHOA (2)

CR 2

Human cleric 2

NE Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

DEFENSE

AC 18, touch 12, flat-footed 18

(+6 armor, +2 deflection)

hp 16 (2d8+4)

Fort +7, **Ref** +0, **Will** +5

OFFENSE

Spd 30 ft.

Melee mwk scythe +3 (2d4+2/×4)

Special Attacks death touch 1/day, rebuke undead 2/day (–1, 2d6+1)

Spells Known (CL 2nd)

1st—*cure light wounds*, *divine favor*, *magic weapon*^P, *shield of faith*

o—*cure minor wounds*, *detect magic*, *inflict minor wounds*, *resistance*

D domain spell; **Domains** Death, War

TACTICS

Before Combat Before engaging in combat, a priest casts *magic weapon* and *shield of faith*.

During Combat On the first round of combat, a priest casts *divine favor*, engaging in melee in the following rounds. He casts *cure light wounds* on himself if brought below 6 hit points.

Morale A priest of Urgathoa fights to the death.

Base Stats AC 16, touch 10, flat-footed 16;

Melee mwk scythe +3 (2d4+1/×4)

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 15, **Cha** 8

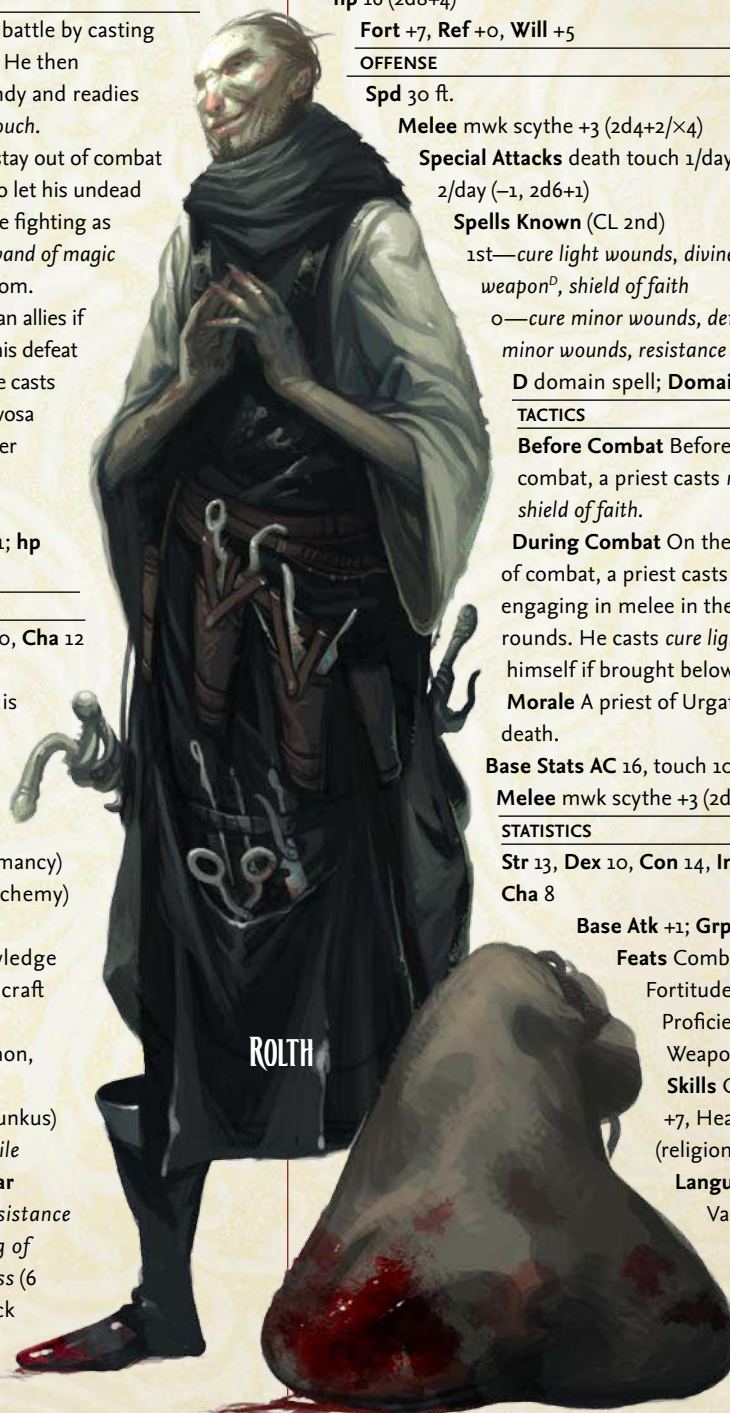
Base Atk +1; **Grp** +2

Feats Combat Casting, Great Fortitude, Martial Weapon Proficiency (scythe), Weapon Focus (scythe)

Skills Concentration +7, Heal +7, Knowledge (religion) +6, Spellcraft +6

Languages Common, Varisian

SQ spontaneous casting (inflict spells)



ROLTH

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk scythe, +1 breastplate, key to area **G6**

QUEEN'S PHYSICIANS (2)
hp 11 each (see page 42)

CR 2

Ad Hoc Experience Award: If the PCs rescue and heal the two survivors in this room, grant them experience for a CR 2 encounter.

G6. Patient Cells

Iron doors with slotted windows, much like one might find in a prison or asylum, line the walls of this chamber. Faint bloodstains fleck the straw-strewn flagstones.

The strong iron doors in this hall lead to cramped cells. These doors can be opened with a DC 30 Open Lock check or by using the keys held by one of the priests of Urgathoa. Breaking down a door requires a DC 28 Strength check.

Five of the eight cells here hold captive Varisian men and women. These prisoners have been here for a week or less and many have seen those who were here before them taken away to face the Urgathoans' terrible experiments. These prisoners have all displayed a remarkable resistance to blood veil, and are being used by the cult to develop an even more potent version of the plague. The prisoners can tell the party essentially the same information as the sick men in **G5**.

Ad Hoc Experience Award: If the PCs free all of the prisoners in this room and lead them to safety, grant the party experience for a CR 4 encounter.

G7. Urgathoan Barracks (EL 8)

Numerous black-sheeted cots fill this room, their satin coverings and overstuffed pillows seeming more akin to funerary trappings than the resting places of the living. Numerous skulls are set evenly within the room's stone walls. Candles inside them cause them to glow like morbid jack-o-lanterns and cast dim light across the room.

Creatures: Three unmasked Queen's Physicians and four priests of Urgathoa currently rest in this room. Four skeletal servants, animated to tend to the needs of any cultists present here, wait upon their needs. One skeleton holds a platter bearing several goblets and a decanter of rich Nidalese midnight wine. The Urgathoans order the skeletons into battle first, then two move to attack while a third runs to alert his brothers in area **G8**.

QUEEN'S PHYSICIANS (3)
hp 11 each (see page 42)

CR 2

PRIESTS OF URGATHOA (4)
hp 16 each (see page 50)

CR 2

SKELETONS (4)
Human skeletons
hp 6 each (MM 225)

CR 1/3

Treasure: Footlockers and shelves about the room hold the sparse—and often disturbing—personal effects of the cult of Urgathoa's members. PCs who spend 10 minutes and succeed at a DC 16 Search check discover 12 bottles of midnight wine worth 14 gp each, a *robe of bones* bearing the images of a goblin skeleton and a wolf zombie, a rune-etched onyx sculpture of a skull worth 35 gp, and 11 pp, 40 gp, 58 sp, 160 cp.

G8. The Blood Vats (EL 7)

The stinging scent of harsh chemicals chokes this high-ceilinged chamber. Three huge metal vats bubble here, each more than six feet tall. A sturdy series of catwalks ten feet off the ground stretches over and around the vats, allowing those above to attend whatever slurry produces the foul green-brown mist emanating from each gigantic vessel. Circling the upper portion of the room is an elaborate mosaic of white, black, and green stone that depicts a giant half-corpse woman in black veils dancing among fields of the dead, undead, and dying.

This room holds the source of the plague destroying Korvosa. Within this chamber, priests of Urgathoa use magic and alchemical processes to produce the noxious liquid medium of raw blood veil.

The vats here hold roughly 1,000 gallons of a viscous, phlegm-like fluid of concentrated blood veil. Any creature who comes into contact with the fluid must make a DC 30 Fortitude save or become infected with the disease. The doors to the west, south, and east lie on the area's lower level. The door to area **G11** can be accessed from the catwalks. It is locked, but can be opened with a DC 30 Open Lock check or the key carried by Arkminos.

Creatures: The day-to-day work of brewing the foul liquid blood veil is a relatively simple affair—none of the temple's commanders are required to supervise the process, and they leave it to the six priests of Urgathoa here to tend the brew while it undergoes its long process of distillation and concentration. If the cultists see intruders, one races over to the door to area **G11** to hammer on it and alert the room beyond, while another races to **G13** to alert Lady Andaisin. A third cultist opens the door to area **G9** to release the zombies kept therein. The remaining cultists stand fast here, fighting to the death. As a move-equivalent action, a cultist can dip his scythe into a vat of disease

if he's standing on the catwalk above, giving his scythe attack the ability to expose those struck with blood veil for the next 1d4 blows.

PRIESTS OF URGATHOA (6)

CR 2

hp 16 each (see page 50)

G9. Storage (EL 2)

Little more than barrels of water, kindling, and long stirring poles are contained in this room.

Creatures: Four zombies stand in this storeroom, awaiting a point where they are needed for the defense of the temple. They attack any non-Urgathoan who enters the room.

HUMAN ZOMBIES (4)

CR 1/2

hp 16 each (MM 266)

G10. Unfinished Storeroom

The southeastern corner of this otherwise empty room seems to be unfinished—a large mound of rubble fills the corner.

Although the temple nears completion, the cultists have not yet finished this secondary storeroom's construction. Now that the plague is underway, it will be some time before they do finish here.

G11. Arkminos's Laboratory (EL 10)

An elegant operating table dominates the center of this grim laboratory. Crossed with iron restraints and encircled by a gore-encrusted gutter, the macabre device sprouts various cranks and levers, and is large enough to accommodate an ogre. Along the walls stand several tables strewn with all manner of alchemical accoutrements, their contents appearing old in the extreme, with rusted iron tools, beakers of purpled glass, and deep pools of wax from countless melted candles.

A young and unconscious man, barely older than twenty winters, lies upon the operating table, bound by its heavy restraints.

Ramoska Arkminos, an ancient vampiric undead known as a nosferatu, uses this room as his personal laboratory, having imported his favorite pieces of equipment from his home laboratory below Korsinoria Palace—the home of the reclusive Senir Tiriatic, Conte of Varno County in the nation of Ustalav many miles to the east of Varisia.

The operating table holds Ruan Mirukova, Deyanira's missing brother. He is unconscious, currently at o

THE TEMPLE UNDER ALERT

The following chambers are described under the assumption that the cultists do not know they're under attack. Once the alarm is raised (either by Doctor Davaulus' retreat down here to warn the priests, or by the priests themselves once one group is attacked by the PCs), the inhabitants of the complex react as described below.

Doctor Davaulus: The good doctor seeks out Lady Andaisin to warn her, and then joins the clerics in area G8 of the defense of that area.

Gray Maidens: The Gray Maidens in area G2 take up a defensive position in G1 near the double doors, bows at the ready to open fire on intruders the instant they enter the room.

Lady Andaisin: Lady Andaisin's reaction to the raised alarm is detailed in area G14.

Plague Doctors: There are five plague doctors active in the temple—when the alarm is raised, they relocate to the ground floor of area G8 to defend the temple.

Priests of Urgathoa: There are 14 priests of Urgathoa active in the temple—when the alarm is raised, 6 go to guard area G8 and 8 to area G13.

Ramoska Arkminos: Ramoska ignores any raised alarms and continues to work on his victim in area G11.

Rolth: Rolth joins the guardians of area G8, standing atop the catwalk in the middle of the room, to aid in that chamber's defense.

Skeletons: The four skeletons in area G7 are set on guard in area G4.

Zombies: The four zombies in area G9 are set on guard in area G4.

hit points, and is held fast by the table's three heavy iron crossbeams. The table he lies on is a combination operating table and torture device, its three strong restraints capable of crushing a victim in their metal grip. Three identical levers on the side of the table cause the restraints to loosen or constrict an inch at a time. The levers can be moved to any of 20 slots, each denoting an inch of space between the restraints and the table's surface. Words in Varisian at either end of the levers' paths suggest the mechanisms' use, "up" to the left and "down" to the right. Sliding the levers left loosen the restraints and gradually release Ruan. Moving any of them right, however, causes the already tight restraints to crush the prisoner, dealing 1d6 points of crushing damage with each slot moved. All three restraints are currently set to slot 10—moving a lever one slot in either direction is a full-round action. Other cranks on the table adjust its height and the angle of the table's surface.

Creatures: Ramoska Arkminos has lived as a nosferatu for hundreds of years and has loathed his existence for

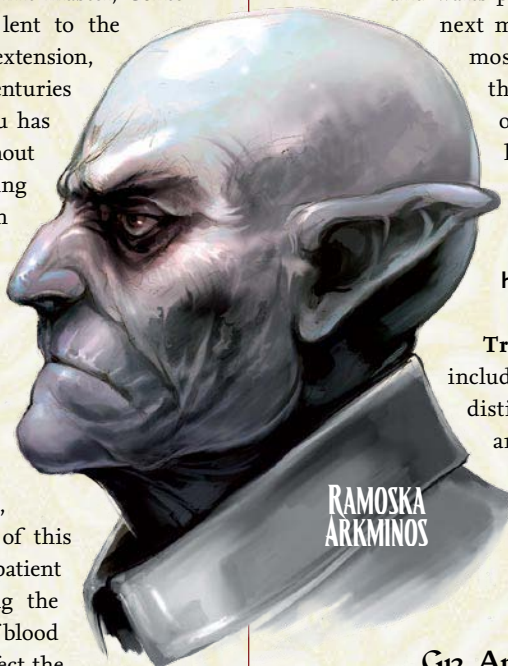
the majority of that time. In his faintest memories, he half recalls having been a devout worshiper of a god, although he cannot recall which god that was. He regrets the forgotten decisions that led to his undead status and wants nothing more than to end his life—but not as an undead. He believes that if he dies as a vampire he'll be denied some eternal reward or reunion in the afterlife and thus he seeks a cure for the curse of vampirism—if only so he can die as a man.

Currently, at the will of his vampiric master, Conte Senir Tiriac, Arkminos has been lent to the service of the Red Mantis, and by extension, the cult of Urgathoa. Through his centuries of alchemical research, the nosferatu has become a scholar of diseases nearly without peer. Arkminos takes umbrage at being drawn away from his experiments in Varno, but is obedient to his patron and master, the Conte. Currently his researches in part supplement the disease refinement efforts of the cult of Urgathoa, although he continues his own studies into the nature of vampirism. That some Varisians seem immune to blood veil has fascinated the nosferatu, who now seeks to test the extent of this mysterious resilience. His current patient is Ruan Mirukova. After subjecting the young man to a number of strains of blood veil—each of which has failed to infect the youth—Arkminos now prepares a regime of other equally virulent diseases to test on his captive. Should the Varisian survive these contagions, Arkminos plans to infect the youth with vampirism. This is not the first time the vampire has subjected a Varisian to this test, though, and each time his subject has proven immune to blood veil and no other disease. He repeats his tests now out of scientific thoroughness and in desperate optimism that his past tests were somehow flawed and a greater immunity to infections does indeed lay within some Varisians.

When the PCs enter, Arkminos is here preparing a number of contagions to test upon Ruan. Although he is obviously a monster, the vampire has no interest in fighting the PCs, wanting only to continue his experiments. He bears no love for the cult of Urgathoa, the Red Mantis, or the Gray Maidens, and says as much before the PCs can attack him, if he can. If the PCs leave him be, he reciprocates the favor, as long as they leave his laboratory immediately.

Ruan's presence, however, likely complicates the situation. While resistant to relinquish his newest subject, the nosferatu proves quick to take advantage of the PCs, especially if they've obviously already laid waste to the rest of the hidden temple. Arkminos offers to sell the youth

to the PCs and leave quietly for the price of 2,000 gp—more than enough to transport him and his equipment back to Ustalav. If the party agrees, he honors the bargain and readies his equipment for departure. If they disagree, however, he welcomes a counter offer, accepting no less than 1,000 gp in coin, magic items, or useful future favors. If the PCs and the vampire still can't reconcile, the nosferatu acknowledges that they are at an impasse and waits patiently for the party to make the next move. The vampire is perhaps the most dangerous foe the PCs face in this adventure, but if the PCs insist on attacking him, Ramoska won't hesitate to fight back.



RAMOSKA ARKMINOS CR 10

Male nosferatu human wizard 8

hp 57 (see page 89)

Treasure: The alchemical supplies here include six flasks of acid; tubes containing distillations of blood veil, filth fever, and red ache; and 500 gp worth of miscellaneous alchemical and medical equipment. Also kept here are several notebooks filled with Ramoska's observations on blood veil.

G12. Arkminos's Room

Several open trunks spill piles of books across this dusty room. Stacks of tomes, some apparently quite old, stand in orderly stacks and haphazard heaps, surrounding nearly every foot of floor space except for an elegant black-canopied bed.

Hidden away from the sun, Arkminos has no need to sleep. What little time the nosferatu spends on leisure he spends here, reading tomes of ancient healing, legendary accounts of vampires, and books of religious lore.

All of the trunks in this room are open except for one. This trunk is locked, requiring a DC 30 Open Lock check to open. A DC 30 Strength check breaks the trunk open but also destroys its contents. Inside are several padded niches and trays, each holding more than two dozen elegant crystal vials filled with crimson liquid. Each holds just enough blood to sate a vampire for one day. Of the 150 vials in the container, 32 are empty. A small gold locket lies among the vials at the bottom of the chest, but the tiny etching within has worn down into nothing more than an androgynous outline.

Characters who make a DC 12 Search check discover that the bed in this room is but a frame. Beneath the tightly

stretched black satin coverings is one of Arkminos's traveling coffins. He flees here if reduced to 0 hit points.

Treasure: The complete collection of books has a total value of 1,500 gp, although many have rotted bindings and weak glue, causing them to deteriorate if handled with anything less than extreme delicacy. If emptied of blood, the vials in Arkminos's locked chest can also fetch 1,000 gp in all, while the aged locket is worth only 100 gp.

G13. Hall of Pestilence (EL 9)

The reek of burning wax wafts through this morbid chamber, with several tall, misshapen candles being the apparent source. Workspaces strewn with tall beakers of foul-colored liquids, parchments covered in insidious symbols, and cages of whimpering rodents fill large alcoves in both the northern and southern walls. A pair of huge stone doors hang ajar to the east, revealing a long hallway leading further into the dark. At the room's center stand four large, cylindrical glass vats, each filled with a bubbling emerald fluid that tints the chamber's light a noxious green. Within each suspension floats a malformed abomination—something part man, part angel, and part horse—things of half-formed muscle with dead, fleshless equine skulls. Three of the forms are motionless and still, but the fourth twitches now and then with life.

The open double doors to the east lead to a 100-foot-long hallway that slopes downward at a noticeable (but not dangerous) angle, slowly widening to a width of 15 feet before emerging into area G14.

Creatures: A pair of priests of Urgathoa are found here at all times, dutifully scrubbing and cleaning the four glass vats or praying on mats made of woven human hair on the floor between the four vats.

The four tubes are magical prisons, gifts from Queen Ileosa to Lady Andaisin to aid her in developing blood veil. The creatures kept inside the tubes are horrific fiends known as leukodaemons, vile outsiders that hail from the outer plane of Abaddon. Their presence here has enhanced the growth and development of the various diseases the cultists have been working on. The containers they have been imprisoned inside prevents them from escaping to wreak havoc on the cultists, but still allows their infectious auras to bolster the diseases

generated in this complex. Three of the leukodaemons have already been sacrificed by Lady Andaisin as part of the generation of progressively more virulent strains of blood veil—once her minions have developed a strain that will affect even the resistant Varisians, she'll sacrifice the remaining daemon as well. Until then, the fiend remains trapped inside the magical container, which functions as a magic circle against evil focused inward.

Unfortunately, the container is relatively fragile. A solid blow from any slashing or bludgeoning attack is enough to fracture the glass (hardness 2, hp 6), which immediately renders the cage nonmagical. The enraged leukodaemon can then burst free as a standard action. If one of the priests of Urgathoa is defeated, the other does just this, hoping to free the daemon so it attacks and kills the PCs. Of course, the enraged outsider sees all humanoids as prey, and is as much of a threat to the cultist as it is to the PCs. Canny PCs can take advantage of this fact, possibly luring the leukodaemon into other encounters with the cultists, or even Lady Andaisin herself.



PRIESTS OF URGATHOA (2) CR 2
hp 16 each (see page 50)

LEUKODAEMON CR 9
hp 95 (see page 80)

G14. Inner Sanctum (EL 10)

The long hall opens into a circular chamber rising into a high dome. Seven basins jut from the walls, ensconced within evenly spaced alcoves that circle the room. Each is filled to the brim with a unique liquid corruption—blood, bile, milk, or other unidentifiable fluid. Each fills the air with its own distinct reek, creating a noxious, eye-watering bouquet. Upon the floor around each basin lie several small, empty metal boxes, each carved with images of skulls.

At the room's center, rising from a wide pool of crystalline water, rises a golden statue of a sight both erotic and horrifying. The statue is that of a beautiful nude woman, human above the waist, but below this the figure is nothing more than a skeleton.

Within this inner sanctum lies the heart of the temple's corruption. Urgathoa's seven scourges lie within the basins here—seven fluids believed by her faithful to eternally



DIVINE INTERVENTION

At the culmination of their battle with Lady Andaisin, the PCs witness a miracle of the most terrible sort. Urgathoa, the goddess of disease, gluttony, and undeath, has long had her eye on Andaisin, taking great pride in the atrocities the priestess has visited upon Korvosa. Thus, she takes none too kindly to a band of self-righteous upstarts cutting down one of the rising stars of her church, and personally intercedes to give Andaisin a chance to avenge herself, resurrecting her as a Daughter of Urgathoa.

So, in reward for defeating the leader of the forces plaguing Korvosa, the PCs get to fight an even scarier monster? Yes, that's kind of the shtick. But it's all in the way you spin it. As you describe Andaisin's fall, give the PCs a few moments to recover and start to search the area before they notice something strange. Feel free to make Urgathoa's intervention as dramatic as you feel is appropriate, playing up the feel of unholy energy, cold malevolence, and soul-wrenching evil that fills the chamber. Remember, Andaisin's not just some baddie who comes back as a ghost—she's a powerful, fanatical priestess who a goddess has singled out for a second chance. The PCs should feel like they're witnessing something epic and terrible and that they might not be able to handle their foe's unholy reincarnation.

Sure, having a deity interject to make the adventure's big baddie even more horrifying is kind of cheating, but when the PCs do win, their feat should feel all the more epic for having thwarted the will of an actual goddess.

—Wes Schneider

leak from the Pallid Princess's necrotic body: bile, blood, milk, phlegm, pus, sweat, and tears. These revolting fluids spontaneously generate within Urgathoa's shrines in specially prepared basins deep in her temples, serving as foci for her servants' worship, components in a variety of obscene rites, and mediums for the creation and spread of diseases.

Gathered by agents of the Red Mantis, more than two dozen used *death's head coffers* lie scattered within the side shrines throughout this room. Each once held a specimen infected with some terrible affliction—rats, diseased blood, flesh from plague victims, and other contaminants. One such box containing samples of Vorel's phage was brought here as well, and it became the foundation for the scourge known now as blood veil.

Each of the seven scourges in this room has been used as a medium to create and spread blood veil, and currently all seven contain the disease. Empowered by Urgathoa, any creature who touches any of the fluids must make a DC 30 check or become infected with blood veil. There is no incubation period for those who contract blood veil from these scourges—those who fail their saving throw take the first day's damage immediately.

The statue of Urgathoa at the room's center is the focus of a 40-foot-radius *unhallow* spell that grants all worshipers of Urgathoa in its area of effect *freedom of movement*.

Creatures: Lady Andaisin, High Priestess of Urgathoa, occupies herself meditating in this room. If she hears the alarm or cries from outside the inner sanctum, she takes several rounds to prepare herself for the possibility of combat before returning to her contemplation at the statue. As the PCs enter this chamber, she greets them with an icy smile, welcoming them into the presence of the Pallid Princess. The high priestess is confident in the extreme and, being a true fanatic, honestly believes that she is invincible here in the sanctuary of her goddess. Read or paraphrase the following greeting to the PCs at this time.

“And so you have found your way to me, hopeful heroes. Know that you stand before the architect of your city's death. You call this sending blood veil, yet I know it as the gentle kiss of the Pallid Princess. Your reward shall be great—choose of the seven scourges to become one with the goddess. Those who drink, I shall only cripple, leaving you alive to enjoy her as she quickens inside your flesh. Those who abstain are fools, not fit to house the divine gift. You may prostrate yourselves at my feet and I shall make your end all the more swift for it. Swifter, in any event, than this delightful end your lovely queen has enjoined me to create!”

Lady Andaisin sees blood veil as her personal masterpiece—a single dagger used in a mass sacrifice to the Pallid Princess's morbid glory. When she tires of taunting the PCs, she toys with her scythe and promises to try and merely cripple one or two of them so they might still experience the lethal ecstasy of her plague in their days to come as her playthings.

Unlike most fanatics, much of Lady Andaisin's arrogance is not mere delusion. Urgathoa has taken note of the blood veil plague ravaging Korvosa and is pleased with the ingenuity and effectiveness of her servants there. As such, she has considered gifting Lady Andaisin with one of her greatest blessings, transformation into an undead saint of her profane church, a daughter of Urgathoa. The goddess has not yet made Lady Andaisin aware of the decision, planning to quicken her as she exults atop the plague-ravaged ruin of Castle Korvosa. Should Lady Andaisin be slain before this destiny is fulfilled, though, the incensed goddess immediately imbues her minion's corpse with her intended gift—death being no barrier to the goddess of the undead. The round after Lady Andaisin falls, her body crackles with unholy power and is lifted into the air. Her sundered flesh explodes with boils and pustules, while torrents of Urgathoa's foul humors flood forth and congeal into a sickening new body for the unliving saint. Lady Andaisin is instantly reborn as a Daughter of Urgathoa, bent on revenge.

LADY ANDAISIN

CR 9

Female human cleric of Urgathoa 9

NE Medium humanoid

Init -1; **Senses** Listen +4, Spot +4**DEFENSE****AC** 23, touch 12, flat-footed 23

(+7 armor, +3 deflection, -1 Dex, +4 natural)

hp 93 (9d8+49)**Fort** +10, **Ref** +4, **Will** +12 (+1 vs. fear)**OFFENSE****Spd** 20 ft.; *air walk***Melee** +2 *vicious scythe* +11/+6 (2d4+3/×4 plus 2d6)**Special Attacks** death touch 1/day, rebuke undead 4/day (+1, 2d6+10)**Spells Prepared** (CL 9th)5th (2/day)—*greater command* (DC 19),
slay living^D (DC 20)4th (4/day)—*air walk*, *cure*
critical wounds, *divine power*^D,
*greater magic weapon*3rd (5/day)—*blindness/deafness*
(DC 18), *contagion* (DC 18),
dispel magic, *magic vestment*^D,
*extended status*2nd (6/day)—*aid*, *bear's*
endurance, *cure moderate*
wounds (2), *extended*
shield of faith, *spiritual*
weapon^D1st (6/day)—*cause fear*^D (DC
16), *cure light wounds*
(3), *obscuring mist*,
sanctuary (DC 15)o (6/day)—*cure minor*
wounds (3), *guidance*,
light (2)**LADY
ANDAISIN**D domain spell; **Domains** death, war**TACTICS**

Before Combat Every morning, Lady Andaisin casts *extended status* on one her priest of Urgathoa minions, Rolth, and Doctor Davaulus. As soon as she realizes the temple is invaded (likely because the alarm is raised or because one of the creatures she's cast *status* on becomes damaged), she casts *air walk*, *greater magic weapon*, and *magic vestment* on herself and drinks her *potion of barkskin*. When she hears the sounds of combat in area **G13**, she casts *extended shield of faith*, *bear's endurance*, and *aid* on herself as well—if enemies do not arrive in area **G14** within 4 minutes, she makes a quick patrol of every room in the temple to seek them out (or to determine if the intruders have been defeated). All of these spell effects are included in her stats.

During Combat Andaisin's first act in combat is to cast *divine power* on herself—these effects have been included in her stats above. After that, she uses *air walk* to climb to a point 10 feet off the ground, then spends the first few rounds of combat casting spells at the PCs. She generally starts with *greater command*, ordering her enemies to fall prone before her, then follows that in the next few rounds with *blindness/deafness* at an obvious cleric, *dispel magic* if the PCs have several obvious spell effects, or *spiritual weapon* at a wizard or other frail-looking PC. She then drops down into melee with the PCs. If brought below 30 hit points, she retreats back into the air, casting *obscuring mist* on the ground below to make it difficult for non-flying creatures to target her. She spends the next few rounds curing her damage before returning to battle.

Morale Andaisin fights to the death.

Base Statistics **AC** 16, touch 9, flat-footed 16; **hp** 62; **Fort** +8; **Melee** +1 *vicious scythe* +9/+4 (2d4+2/×4 plus 2d6); **Con** 18; **Concentration** +14

STATISTICS**Str** 12, **Dex** 8, **Con** 18, **Int** 10, **Wis** 19, **Cha** 13**Base Atk** +6; **Grp** +7

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Martial Weapon Proficiency (scythe), Spell Focus (necromancy), Weapon Focus (scythe)

Skills Concentration +16, Knowledge (religion) +12, Spellcraft +12

Languages Common

SQ spontaneous casting
(inflict spells)

Combat Gear *potion of barkskin* +4; **Other Gear** +1 *vicious scythe*, +1 *breastplate*, *cloak of resistance* +2, *periapt of Wisdom* +2, onyx unholy symbol of Urgathoa worth 200 gp

LADY ANDAISIN TRANSFORMED

Female daughter of Urgathoa
hp 119 (see page 82)

CR 8

Treasure: A DC 25 Search of the statue of Urgathoa here reveals a well-concealed compartment at its base. Within lies a number of ceremonial instruments used by Lady Andaisin for various rituals—two grim candelabra made from human hands encased in silver worth 150 gp each, several sticks of exotic incense worth a total of 450 gp, a *wand of cure serious wounds* with 37 charges, a *wand of remove disease* with 8 charges, and three blocks of *incense of meditation*.

CONCLUDING THE ADVENTURE

With Davaulus and Lady Andaisin defeated, the creation and spread of blood veil suffers a mortal blow. With no one actively propagating the disease, the plague's unnaturally swift and seemingly random spread ends. The disease remains at large, though, and deaths continue until the Korvosan Guard and city priests get matters under control. Fortunately, in the course of investigating the Hospice of the Blessed Maiden and the Temple of Urgathoa below, the PCs should have stumbled across Lady Andaisin's greatest fear—the seeds of a cure.

The cure for blood veil lies within the research of three ingenious but undoubtedly demented minds: Dr. Davaulus, Ramoska Arkminos, and the necromancer Rolth. Each have come upon the discovery that certain individuals of Varisian blood exhibit an immunity to blood veil. Unknown to them, these Varisians share a common bloodline. They are descendants, however far removed, of a woman named

Kasanda Miromia-Foxglove, wife of the failed lich Vorel, whose death led to the creation of the disease Vorel's phage and ultimately to blood veil. Kasanda watches over her descendants from death and fortified their bloodline against the depredations of her insane husband. From any of these villains' research, a skilled alchemist or healer might be able to develop a cure.

Saving the City

If the PCs find themselves in possession of notes from these researchers, they can correlate their findings to create a cure for blood veil. With only one researcher's set of notes, the cure can be found with a DC 30 Craft (alchemy) check and a month of work. With two sets of notes, it's a DC 25 Craft (alchemy) check and only a week of work. With all three sets, it's only a DC 20 Craft (alchemy) check and 1d3 days of work.

Body Count: Finding a cure for blood veil saves 1,000 citizens. In addition, if the PCs help to develop a cure, grant them an experience point award as if they had defeated a CR 9 creature.

Once the adventure ends, total the amount of citizens saved by the PCs and consult the table below to see how the city rewards them for their good work. These awards are cumulative—if the PCs save 3,600 citizens, they receive all four of the rewards listed below.

A Conspiracy Revealed

Although discovering a cure for the plague and saving Korvosā are important accomplishments, another even more important accomplishment occurs if the PCs

Citizens Saved

700 or fewer citizens

701—1,900 citizens

1,901—2,800 citizens

2,801—3,600 citizens

Reward

Family Friends: In gratitude for their efforts during the plague, Tayce Soldado organizes the thanks of Korvosā's settled Varisians. The PCs are treated to a large feast at Tayce's home with the entire community, many of whom bring the party modest gifts coming to total of 250 gp per character.

Good Samaritans: Dozens of families recognize the PCs for saving the lives of family members or neighbors. The PCs each gain a favor from a skilled craftsman, local artist, or other member of an NPC class. This favor might be the gift of an item worth no more than 1,000 gp, a place to hide out for a night, help researching a topic, or any of a variety of useful services (ultimately adjudicated by the GM).

Local Heroes: Field Marshal Cressida Kroft personally thanks the PCs for their extensive aid during the plague. Deputizing them as official members of the Korvosā Guard, she opens Citadel Volshyenek's armory to them. Each PC can select equipment worth up to 2,500 gp (including magic weapons and armor) from the stores.

Saviors of the City: Nearly everyone in the city knows or has heard of the PCs. The PCs gain a +2 bonus on all Bluff and Diplomacy checks made against Korvosā citizens. More importantly, Queen Ileosa is forced to publicly acknowledge their work, and gives a short and (noticeable with a DC 20 Sense Motive check) grudging speech in their honor, praising their work and actions and granting each of them a 5,000 gp writ in reward for their services. This writ is good for any purchase made within Korvosā's walls. If the PCs have been open and aggressive about their theories of the queen's involvement in the plague, she instead has Marcus Thalassinus, commander of the Sable Company, issue the award, claiming exhaustion in the wake of the recent events as her excuse for not attending the ceremony.

survive this adventure. The fact that agents of the queen—in Doctor Davaulus and his Queen's Physicians—are revealed to be in league with the foul creators of blood veil, and worse, seem to have been involved in propagating its spread rather than seeking its cure, is dangerous knowledge. Although Queen Ileosa cannot be directly confronted by the PCs at this time with accusations of engineering a plague to shape the city into something more to her liking, word of the crown's involvement in the outbreak spreads as soon as it's made apparent that the Queen's Physicians and Davaulus were corrupt. The queen's official stance is that the charming doctor duped her, and that his actions and the actions of his masked minions do not accurately reflect Queen Ileosa's desires. Gray Maidens involved in the hospice claim to have had no knowledge of the true goings-on in the chambers below, and Davaulus is publicly executed (or branded a traitor to the city if he is unavailable for such). Without hard evidence that she was involved, the majority of Korvosa's citizens find it difficult to believe that their queen, however vain and unpleasant, could be the source of such an evil. Most of Korvosa's citizens are simply thankful that the scourge of blood veil has passed, and are eager to get back to their lives. The city is too wounded to contemplate rebellion.

Yet unrest grows. As the city continues to recover, the rumors of the queen's involvement grow. Unfortunately, so do her resources. The Gray Maidens become more and more prominent on the street, and progressively oppressive laws and edicts begin to appear. The PCs retain any alliances with Cressida Kroft, Ishani, Grau Soldado, Vencarlo, and other allies in the city, yet they should distinctly feel increasingly unwelcome in Korvosa. The reason for this should be clear soon enough—for Queen Ileosa knows now that the PCs are, without a doubt, her enemies. It won't be long before the PCs learn just how dangerous staying in Korvosa could become.

