

Introduction.

**Welcome adventurers to Venuxsus, this large city is home to over a million people and you have arrived here after a long journey from the Northern realms you have all left the wintery abode of the northmen before the snows fell blocking the roads. When you arrived, the strong smell of fresh wine filled the air, children ran around the streets laughing and playing enjoying the winter suns.**

**As you are wandering through the various boroughs of the city you enter the famous harbourside district, the streets are as bustling as you had been told in the stories and there are open businesses and people wandering around the streets. No - one stops to ask you questions and everyone seems too busy to acknowledge a large party, you spot plenty of various races from elves and dwarves to the mountain orcs and gnomes.**

**As you walk down the streets, you come across a large tavern, a sign hangs above the doorway reading 'The sleeping stallion', inside there is a joyous atmosphere, a small layer of smoke hogs the air and you find an empty table to sit down and relax after your long journey. The room is dimly lit with a sparse amount of light emitting from the candles.**

(INTRODUCTIONS OF ADVENTURERS).

**After your long nights rest you awake to a strange feeling, something in the tavern feels....off as you all make your way to the open tavern floor, a few men are huddled around the bar talking in hushed voices. The innkeep looks over to you and smiles, he points you to a corner table and shouts "Breakfast will be served in a few minutes". After each of you have taken your seats at the table the innkeep comes over and takes your orders.**

(Players can ask him a variety of questions)

(Players that ask him what's happening - go to main quest)

Main Quest introduction stuff.

"Well you see, there's been a few murders over the last couple of days, normally it's nothing of note, the gangs murder each other on a daily basis, but this, it's not the same at all."

(players get an uneasy feeling around the innkeep, they feel like he is hiding something from them.)

"They found the first one two days past, she was a working girl from one of the brothels, I don't remember which one. It wouldn't have been a big deal if she was just stabbed or something and left. But she was mutilated, shredded and pulled open and left nailed to a wall for us all to ogle."

"Then the next day it happened again, this time to a dockworker, they found him in the warehouse district, he'd been stabbed and his heart cut out and then like the poor woman the night before, torn apart completely."

"People were blaming the gangs at first and then on the third day they found them, two people, one man and one woman from the two gangs of the city, they'd been murdered together, the woman's head had been cut off and put on a spear. The man had been opened up like someone was performing an autopsy on him and in blood, for the first time the killer left a message. It said "None are safe from me, I see all, I hear all. This city is mine." well as you can guess the city watch have confirmed this is a serial killer and well they can't find him"

"Then another one showed up last night, a woman not too far from here in fact, she's had all of her organs ripped out and thrown into the nearby well, the watch are there right now, they'd probably be open to help if you could offer it and since they've just put the city on lockdown, you can't be going anywhere. No-one in and No-one out"

(if the players do a deception check here they can uncover that this man is lying about the previous murders and that he actually doesn't know what is happening, he just knows people are being killed and the watch have said it's a serial killer)

"Don't worry about your rent just yet, since we don't know how long you'll be here, we will sort out something when the city lockdown has been lifted. If you're looking for the scene it isn't too far away from here"

If the players wander the streets of the city when it is dark and they do this for the first time, the murderer waits for them to be in a place where not many people are and confronts them. However if a good opportunity doesn't present itself, one of the players are bugged by a small bat, which they cannot grab nor can they get rid of, however the bat seems to be trying to get their attention for the players to follow it. If the players do not follow it nor leave themselves open for a confrontation, the killer waits for another night, if the players go two nights without meeting the killer he appears at the tavern they stay at when they walk in.

If the killer appears at the tavern, the whole room is empty save for the killer who stands in the centre of the room. (read the passage for Deltov below). In this first encounter, the vampire will most likely win as the players will not be high enough level however Deltov does not kill them, he injures them and warns them if they continue their search for him, next time he will slaughter all of them. However, if the players are accompanied by any NPC's he will kidnap one NPC, if the players have more than one, he will slaughter all NPC's bar the one he kidnaps.

#### Deltov (The killer) - Vampire Lord

345hp	Saving Throws: Dex +14, Wis +12, Cha +15	Speed: 50ft, 80ft fly	AC:20	Attack mod: +7	Str: 22(+6)	Dex: 22(+6)	Int: 20(+5)	Wis: 18(+4)	Char: 25(+7)
Attacks	Slash +14 to hit, 11 bludgeoning damage	Vampiric touch +15 to hit, 28 necrotic damage	Bite +14 to hit, 16 piercing damage plus 21 necrotic damage.  Heals 1D10 health	Shapechanger: can turn into a bat and fly about, also can turn into a cloud of mist.					

			Player rolls D20 on a 1 or 20 they are infected with vampirism						
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(when the players encounter the vampire at any point for the first time read this)

**The immaculately dressed creature before you could be mistaken for stunningly beautiful human male, if not for its elongated canine teeth and its glowing red eyes. The air about it is charged with both an alluring sense of supreme self-confidence and a menacing aura of darkness and evil.**

**"I see you have been searching for me, I will warn you now, that you nor anyone else will get in my way. I will give you this one opportunity to get on your knees and promise me you will not continue this investigation against me. If you refuse, there will be no mercy for you all."**

(if by chance the players drop to their knees and agree, deltov will smile upon them, however the NPC's with the players will most likely not agree and this will cause Deltov to attack the NPC's which he will kill and/or kidnap.)

Deltov will never agree to stop his killing spree, and if he is asked to he will attack the players, Deltov will always attack first in the first instance of combat.

After the first night Deltov will only come to the players in a term of invading their minds where he will tease where his next murder victim is/will be. He will appear if the players urge him to over and over again in any matter other than that though he will not attack the players until it happens in the story.

#### Murder Scene #1

As the players get near the scene of the murder, they see a large crowd of people all trying to see what is happening. You can hear a member of the city watch shouting to them "Please, everyone stand back, let the men do their work, return to your homes" The crowd doesn't reply and doesn't seem to want to move out of the way for the city watch or for the players.

When the players get through the crowd they see a young man of the city watch, the men of the city watch wear a piece of plate mail over their chest, they wear a blue cloak which includes a hood. On their cloak there is a symbol of a sword and shield indicating that they are the defenders of the people and the cities garrison in times of siege. The man shouts over to you "I'm sorry, there is no entry here, there's been a killing, you'll have to return to your homes and let us do our jobs"

The players can ask this man questions however he will seem distracted and is often stopping mid sentence to shout at people to step back. Once the players offer to help he will ask them if they are serious because they need the help. After confirming if they are serious or not they guard will ask the players to hold the crowd back as he gets the district captain.

The district captain is dressed the same as the other guard however this man sports a large moustache and speaks proudly like a man from high birth.

### Key Questions

"Greetings, I hear you are all willing to help the watch with the murders. Do you have any experience tracking murderers and solving crimes?"

"Don't pick up or move anything unless you contact the glass mage over there" (Points to a man carrying a crystal ball)

"If you find anything, let me know, I don't think you will since this is your first one, but let me know all the same"

"Also Don't wander the streets alone at night"

### The Scene

**If the players move or interact with a clue before consulting the glass mage, the captain is annoyed at them and if they do it too much, they will be fined 20GP.**

The woman is sat up next to the nearby well, her legs are crossed and she is hugging her torso however, the front of her torso has been completely torn off. On the nearby well the bucket used to collect water is full of the young womans organs (lungs, hearts and such NOT BRAIN). Blood is strewn about the area, showing a barbarism to the attack.

Clue #1 - Organ bucket, the bucket contains organs: Heart, Lungs, Intestines, Kidneys, Liver, Stomach. If the players route through the bucket, it seems like a standard bucket with nothing special to it. **However** if the players inspect the organs they notice small puncture holes in certain sections of the organs (they are from claws but let the players make their own conclusions) The holes are wider than teeth and are from something sharp. **(this tells the players the thing doing this has sharp claws/nails)**

Clue #2 - The body, the body is lay with its legs crossed and arms crossed however the front of the torso is missing, the bodies torso is hollow, the players can inspect the arms and legs of the body. They will find nothing of note of the legs of the body. The arms however tell a different story, the arms of the body are covered in purple and brown bruises (these are not from the attack however, the players won't know this yet) The arms have 4 long gauges on them, these are across the top of the arm, they are deep cuts and bone can be seen **(Reiterating a monsters involvement)**. On the inside of the torso nothing but blood and gore can be seen. On the neck of the victim there are two distinct puncture marks, however, unless the players look specifically at the neck they will not see this and this clue will go undetected.

Clue #3 - The back of the body. The back of the body has a large bruise (from being hit against a nearby wall) other than that there is a small piece of spine protruding, meaning the spine of this person was broken during the attack, there are shards of the spine missing, they seem to have broken off.

Clue #4 - blood splatters. There are blood splatters across most of the area, there are is a large one on the wall and others across the floor, there are plenty of footprints in the blood however you cannot see which were made by who as all the city watch now have blood on their boots. inspecting this will give no real clues other than inspecting the wall.

Clue #5 - Wall, the wall is stained in blood, however, there is a distinct crack on the wall, indicating a large amount of force was used specifically here, there are also shards of bone embedded in the wall (from the spine) **(This indicates the attacker was immensely strong, stronger than a human)**.

Clue #6 - Glass wizard ball, the glass wizard carries a crystal ball with him that takes a scene in the world and traps it in time (a camera) the players can use this to inspect the floor blood spatter

before it had countless footprints over it. Doing this shows that there are 4 series of footprints, one is from the victim, one from the attack and the other two are from the person who found the scene and a city watchmen. The only footprints here of note are the killers which the glass wizard highlights in his image, they seem to lead away from the attack toward a sewer gate.

Clue #7 - Sewer gate, (the footsteps ended here) looking around the players will not see much however, if they inspect a nearby wall they will see a small symbol carved in the wall the symbol looks like:

(The symbol is unknown to the city guard and the wizard however a DC18 int check from any character - it will reveal this is an ancient language not used in any modern culture today, however it is the symbol that means "Bruxa") Looking at the sewer gate the players can see a bloodied small hand print, the hand print seems smaller than that of a man, almost that like a gnome. Opening the sewer gate shows hand prints on the ladders down into the sewers.

**If the players don't come across this clue a member of the city watch will come across it and tell the players about it - The captain of the guard will also ask the players to follow the blood and see where it leads.**

Clue #8 - Bruxa, a player can ask the watch what a Bruxa is and they will tell them, that a bruxa is the wife of a higher vampire (two things that are extinct from the world currently), or more accurately, the first wife of a higher vampire, this wife is mainly for breeding. After she has given the higher vampire any offspring the higher vampire will release her from his thralldom meaning she is now her own higher vampire. Bruxa were hunted to extinction over 300 years ago by "gods men" Higher vampires, without their Bruxa were unable to breed and create more higher vampires that their race became extinct. Now only lesser vampires and thralls remain.

**This should lead to the players knowing this is some form of vampire committing the murders. Whatever their conclusion, take it and write it down as this will come up later in other crime scenes.**

The players will have two options from here, either they will begin their venture into the sewers and follow the bloody hand prints, or they will be heading back to the tavern to plan their next move. Guide the players but do not hold their hand **THIS IS THEIR CAMPAIGN, HELP NOT HINDER.**

#### Sewers of Venuxsus

The sewers are dank and smell awful, however they are pretty well lit for most considering. The bloody hand prints follow the track to the left. It seems like the person who the handprint belongs to has been running, maybe even afraid.

The tunnel smells of raw sewage and the torches along the wall light your way. As you follow the handprints you reach a junction. The bloody handprints however, have stopped. (If the players inspect the area (DC 10 perception) they notice that there are a few drops of blood on a single brick on the wall. Upon further inspection the brick seems loose and can be pushed.) If the players don't look around the sewer tunnels seem to go round and round in circles and every 50 feet or so there is a ladder to the surface.

As you push on the brick, you hear the noise of gears shifting and a small tunnel opens up, it seems big enough for you all to crawl through one by one. The bloody handprints follow the crawl space. Inside is dark and a little cramped with only enough room to slowly crawl forward. However after crawling for a few minutes you see a dim light and hear a few voices up ahead.

(The voices are talking in Goblin - unless characters speak this, they do not understand the conversation)

Goblin 1 - I saw the scene, he's struck again. He's growing more impatient.

Goblin 2 - Well did you manage to snag anything from the scene before the watch arrived?

Goblin 1 - Yeah I did, I managed to grab this silver ring off the womans corpse.

Goblin 2 - That's not the womans you idiot. It's his!

(If playerrs don't speak goblin go from here)

The goblins seem to be having a conversation however, you do not know what about. One of the goblins seems to be angrier at the other. The room ahead of you is around 20 feet across and looks like an old sewage treatment room. It has been retrofitted into a small den for these two goblins.

(If the players do not attack the goblins right away)

The none bloody goblin, grabs a small object from the other goblin and rushes off in an angry mood.

The bloody goblin seems to be kicking up a fuss (if they understand goblin create an argument)

When Goblin 1, turns to Goblin 2 a creature appears seemingly out of thin air and cuts Goblin 1's throat. Three Vampire Spawn appear in the room and say "The ring, give it to us".

(if the players attack right away)

The goblins see the players coming and one of them runs for the back door, however before reaching it, three creatures appear in the room seemingly out of thin air, they say to the goblins (in common) "The ring, give it to us".

If the players kill two of the vampire spawn they hear a voice in their heads "Have you come to challenge me also? I will tell you this only once. Leave my thrall alive and let them take the ring, if you do not, I will bring death to you all."

The players can listen to the voice and allow the thrall to take the ring and leave or they can attack the thrall.

(if the thrall leaves with the ring)

"You are smarter than you seem, but do not take my kindness for weakness, I will not be so kind if you interfere again." The thrall will take the ring and bow to the players, it will turn into a cloud of mist and disappear, the goblin in the room will tell the players "The ring was important, it's the key to this whole thing, he's leaving them all around the city. On the bodies of his -" mid sentence the goblin stops speaking and begins choking, A large black cloud of smoke engulfs the goblin and you see red eyes in the smoke.

(if the players attack the thrall)

"You have made your actions known to me, I will enjoy destroying you" The room, that the players are in begins to shake and the torches begin to go dim, the living goblin shouts over to you all in common "You must run, he is coming for that ring! I will stall him until you make it out of the tunnel!"

If the players refuse to run and stand their ground Deltov will appear and attack the players, he will however, not kill them when they are on the ground dying he will take the ring from them.

The players will wake up at the inn which they started at, a few days would have passed since they were last awake, they were found by the city watch.

Sewer Aftermath after either situation

The room is now empty (bodies of goblins and vampires are around the floor where you cut them down and left them) The goblins have nothing of importance on them.

The spawn however do. Two of them are dressed as common people, each of them has a symbol carved into the back of their neck:

The player can do an int(history) check and if they pass (DC 18) they know that the symbol is one from Vampire culture meaning "Shadow Lord" the last known sighting of a shadow lord was over 300 years ago.

(if the players have killed all three of the spawn)

One of the spawn is dressed as a noble from the city, they are wearing a ring with the same symbol on that the other vampires have carved on them. He is carrying a small bag of gold on his person. (30GP)

Around the room, there are boxes and barrels all around the place, some are full of dried foods and others are full of a liquid known as "Grog" The crates have a variety of clothes in them, from rich to poor clothes. There doesn't seem to be a way to haul all of these boxes out of here and to empty the room it would take around a week.

At the back of the room there is a small lockbox, no bigger than a foot in length. The lockbox doesn't have a traditional key lock. There is a small round lock on the front of the box. Which seems big enough for a ring or pendant of sorts. The box cannot be broken open and the lock cannot be picked. **At this point in time the players shouldn't be able to open this box.**

As well as the scraps around the room you manage to find the goblins small stash of valuables.

### **Aftermath of the sewers and crime scene #1**

The players should now have the lockbox and have had at least one run in with Deltov. The players will have an understanding of the city and what is happening and that the person behind this is a higher vampire (a race that is supposed to be extinct). From here the players main goal will most likely be finding someone to open the lockbox or finding another ring and another body.

From here you should guide the players to return to the inn and have a long rest as they would have done a lot in that single day as it is. If any of the players have suffered from vampirism. Those players will suffer a dream. The others sleep soundly.

The next morning after the players wake up they are visited in the tavern by two men in cloaks, their faces are covered by hoods and masks and they do not look directly at any of the players. The men offer the players large sums of gold if they all agree to drop looking into the serial killer case. Those players who are good should not be able to be swayed to the gold as they want to help the innocent people of the city.

The men will get angry if the players do not agree with them. If this happens the men will fire two small hand crossbows at two of the players, this is a surprise attack and therefor the players will not be able to react to this attack until after both men have shot at them and fled. (+4 to hit, range 30/120, 1D6+2 damage. Plus poison.) When both the men have shot, they try and escape. If the players chase them out into the street they are faced with fighting 5 men instead of 2, if the players

manage to catch the men before they leave the tavern they will have to fight two men then three men. All of these men are actually drow with their hoods up. Two of them will try and sit at the back of the fight, shooting at the vulnerable. Three will try and fight the players in close quarters.

After the players kill three of the drow, one tries to run whilst the other moves in to engage the heroes. If the players kill the one that is running away before he gets away. Then they can find the clue on his body, if not they miss out on the clue unless they ask the last drow about it.

The clue is a piece of paper, the piece of paper has a drawing of 6 identical rings on it, the paper also had a picture of a lockbox on it and a necklace of some sort (it has been damaged by damp). The players can also get this information from the last drow. He will tell the players that he was sent by the Drow Queen to stop us from looking into the murders. The Drow Queen wants to use these murders against the emperor and impose harsh trade deals and slavery on regions of the south.

This will give players a clear indication of what is needed in the quest to come. The players will need, the lockbox, the pendant and 6 rings all for something specific. At this point the players should also know that the killer wants the players (or investigators) to find the box. His reason for taking the ring away from you is still unknown to you.

EXP from part 1 350XP

Treasure/loot from this section is given out at the sewer:

176 silver pieces  
6 lbs. of copper trade bars (3GP)  
25 Gallon(s) of ale (5GP)

## Part 2

### Hunt for the Key

This quest is the search for the key to unlock the lockbox that the players found in the goblin hideout. The players can ask pretty much any character if they know anything about the lockbox. Most citizens will have no idea how to open it and recommend they "Find a key".

However certain shopkeepers will know more about the lockbox. (Blacksmiths, Jewellers, Craftsmen) They will be able to tell the players that it is:

- Enchanted
- Unbreakable
- Locked with a magic item (not a key)
- Almost 200 years old

They do not however, know exactly how to unlock it. Some craftsmen will say that they have seen drawings of similar boxes and tell the players if they head to the city watch headquarters they can access the archives and find out more about the box and how to unlock it.

**The Headquarters for the city watch is larger than most building in the city. It sports large towers of stone and you can see the distinct shine of the famous city watch bell towers. Two large statues**



**stand on either side of the buildings entrance, one wielding a sword and the other wielding a circular shield. The door to the building is made of wood and iron and is decorated with gold.**

*The City Watch Headquarters is a large building, it used to be the kings castle before the Emperor ordered the Parliament to be his new castle as well as the seat of his government. The old palace was converted into the city watch headquarters and from here the legions of city watch manage to keep the peace as best they can. The upper floors of the headquarters belong to the management and the captains of the watch as well as the commander. From the 14th floor to the 30th the city watch live with their families and co-workers. The headquarters contain countless rooms and floors to train upon. The 13th floor of the building is home to the glass mages. The 1st to the 12th floors of the building are home to new recruits and other administration to the orders as well as the court room where criminals are charged in front of a jury of peers.*

*The sublevel to the headquarters are freshly built. The old prison in the ocean was torn down by the emperor and is being used for classified reasons under the empire.*

*The new sublevels go down for at least 3 miles and the distance keeps growing for as much as the prison needs to grow.*

*The lowest cells are used for the most dangerous criminals and the upper cells are used for the least dangerous. No-one but the sergeants and captains are allowed access to the prison.*

**The foyer to the building is around 30 feet across and around 40 feet in depth. A caged desk is situation at the end of the room, from here ex-prisoners and those being released from the drunk cells can collect their belongings. There are city watchmen situated around the room, all armed. The floor is made from white marble. Columns hug the walls of the foyer. There is an almost unnatural light illuminating the entire room.**

Upon entering the building, the players will be approached by a man in robes. The robes are adorned with the city watches symbol. The man seems to be in his later 50's.

"Welcome, can I help you."

(The players just have to say they are working the killer case - upon hearing this the man will know who they are and let them into the archives.)

If the players do not say they are helping the captain with his serial killer investigation this man will not be helpful at all.

The players will be lead to the 6th floor of the building and be let into the archive building. (this room takes up the whole board). Each alley between the books are around 5 feet wide and the shelves themselves are also 5 feet wide containing countless books.

The books are however split into categories:

- History
- Past crimes
- Evidence
- Unsolved crimes
- Gangs
- Magical crimes
- Known Covens

The book/s they are after are located in the history and magical crimes sections. In the magical crimes section they find a book containing enchanted storage units: The book contains knowledge of a man using enchantments to lock his organs in boxes. Using magic he cursed himself with immortality, with his organs always in tact he would never be able to die. His enchantment went wrong however and instead of making himself immortal he brought the lockboxes to life. They would only be opened using an item called Boneway Pendants. The boxes can store anything, they can also store spoken knowledge and language including conversations spoken around them.

Sometimes this can be done without the owners knowledge since the box has free will to do what it likes with its containers.

Some notable crimes using these boxes:

- A man swore he was possessed by the box and it made him start a criminal empire and murder countless innocents. Due the unknown nature of the boxes, his claims were seen as the truth and he was place in an asylum.
- A man collected each of the boxes and stored pieces of his murdered victims in them. He was caught and when the boxes were finally opened away from him, they expelled tonnes of pieces of corpses.
- Over 300 years ago when in possession of a Bruxa, the boxes were used to gain knowledge of what happened to the higher vampires. Due to the unknown nature of the magic when the Bruxa was found, she was babbling and incoherent. She didn't even flinch to the exposure of direct sunlight. She was burned at the stake in daylight.
  - This should let the players know some kind of important information is in the box and that they should treat the box a certain way as they can learn a lot from it, however, if they aren't careful they can fall false of the boxes bad temptations.

In the History section this can be found:

- The information found here is all about the city and when it was constructed all the way up to the most recent events of the city. (DM can make up their own telling it must include however; The sewer were built early in the cities construction, There was an ancient castle in the silver district which was demolished by the rich of the city who built on top of the ruins.) this means that there are parts of this castle remaining (More on this in the later settings)
- They can see information on something called **The Boneway** this is an ancient street in the city which is lost to todays citizens. However this book says that the boneway was a place vampires and other cursed would visit. The witches here would either make their curses worse or cure them. The only thing they would want in return is a single bone from the cursed body. These bones were used in many different ways, some were turned to weapons, others to pendants and rings.
  - The only clues to where **The Boneway** is are, witches and cursed gather around it.
    - The Boneway can be found in the city at any time by the players. If they work out where the boneway is and go there, go to the boneway section
    - The Boneway is located near "The Haunted Maiden" tavern and Fairmarket church.

**After this the players will now know they have to find The Boneway as a way to unlock the box, they will also know about other information they can get from the box.**

**The sections after this one are either The Boneway or The search for the rings.**

However they can learn a great deal from the other sections:

- Past Crimes
  - In here they can learn more specifics about the murder of the last king of the south
  - They can learn about the mass burning of the wizards of the south
  - They can learn about the warehouse district riot over non-humans.
- Evidence
  - There is evidence from a lot of past crimes, from murder weapons to plans from carried out bank heists.
  - Some banned artefacts can be found in these boxes
    - A necromancy ring

- Bag of Holding (used for a smuggling ring in slaves)
  - A simple Silver ring with no adornment or decoration on it
- Unsolved Crimes
  - Drowning in the harbour. A man was found stripped naked and tied to an anvil. He was thrown in the harbour and drowned. No suspects were found and no further action was taken.
  - Murdered man. A man was found in harbourside. He was found in the central fountain, he was torn to pieces and also chewed. The city watch didn't find any evidence as to who or what had done the crime. The captain of the city watch however placed the blame on a circus animal. The case remains open as no evidence can be found.
  - Countless accounts of gang on gang crime.
  - Countless murders throughout the magic user cull (During the Lord Protector's false reign)
  - Robberies galore.
  - One account of mass grave robbing. A man emptied the silver districts crypts. Instead of robbing the wealth in the crypts, all of the corpses were stolen, along with ancient house crypts. No evidence was found of where the bodies went or why they went. The case remains open.
- Gangs
  - Snakes Masks
    - One of the Top gangs controlling harbourside in the city
  - Devils Rejects
    - A rival gang to the Snake Masks, they also operate in harbourside but are based in the Rook district.
  - Cleavers Crew (Dwarven Gang)
    - A gang of dwarves loyal to a dwarf named cleaver. They have an extortion racket on most of the retail in Fairmarket, however they are currently suspected of starting a non-human riot.
  - Gaunter's Silverbeards (Orc Mercenary Company/Gang)
    - Starting as a company of mercenaries hired by the Lord Protector of the south, these orcs kept the peace as they were paid to do so. When the emperor of the South rose, he disbanded the company and named them outlaws, so outlaws they became. They are situation all throughout the city and run countless illegal casino's and fight clubs.
- Known Covens
  - Books in this section age back over 500 years, back when the city was without walls and small enough for 6000 people alone. Some will talk about older covens and others will talk about the last coven dating back only 50 years.
    - Ancient Covens: High Vampire Coven
    - Ancient Covens: Witches of Necromantic
    - Ancient Covens: Court of Lycans
    - Ancient Covens: Crisis Coen
    - Recent Covens: Last court of Danis (Werewolf)
    - Recent Covens: Court of Lorden (Mages)
    - Recent Covens: Ravencroft Court (Vampires)
    - Latest Covens: Yanx Coven (Witches)
    - Latest Covens: The Danes (werewolf)

## Hunt for the Rings

This quest is the search for older/newer murder scenes to find more of the killers rings left at the scenes.

Most people do not know exactly where the murder scenes took place, to start this quest the players need to enlist the help of a glass mage as those mages will have the locations of the crime scenes so the players can find the rings.

**The stairs leading to the 13th floor stop at a door made out of glass and iron. The glass is coloured black. The main room is large and dark. So much so that you cannot see the ceiling or the walls. This section of the room is full of shelves, each of these shelves holds a large ball of glass. Inside the balls, scenes from various crimes can be seen. The only light in the room comes from a few blue lights hovering in thin air, a few brighter lights are being held by elderly men, these men are pondering the glass balls in front of them.**

Glass mages can be found on the 13th floor of the city watch headquarters. Their quarters are full of glass balls on shelves, each one holding images of crimes from all around the city. They are numbers and marked in an order you cannot understand. You will find a few elderly glass mages around the floor who can explain more about the order and the magic around it.

(DM can make up their own accounts)

The magic works by duplicating the area and trapping the duplication in the glass. In reality a living person can be trapped in the glass in that scene forever, but the glass mages prohibit this practice.

The order of glass was set up around 80 years ago when the founder of the order trapped a gang of robbers inside a glass orb, because of the nature of the magic, the gang was forever reliving their actions and because of this they could be convicted of their crime on that proof alone. When doing this the King of the South (Before the Empire) ordered this man to teach others and they would trap criminals and crimes to convict the criminals of the city in the prison under the HQ.

The trapping of people and the use of glass magic for forensics was ordered by the last king of the south (Before his murder at the hands of his Lord Protector) this way crimes could be analysed in detail and a more comprehensive case could be brought against them.

The other elders around the floor only reiterate this information. If the players ask them for help however, they will point the players toward the youngers of the order who are currently eating in the mess hall.

Upon entering the mess hall the players will come across many new young recruits, they can approach any one they want.

- Because of this the DM can either choose who the NPC is, be that male or female and what race .

The glass mage will offer assistance with the players since doing so will make themselves known to the command in hopes of getting a promotion.

**(a glass wizard will have very basic stats: AC-15 To hit- +4 HP-25. They have two attacks: Close quarter hit: +4 to hit 1D8 damage. Ranged Hit: +2 to hit 1D12 damage.**

### **The Rings**

There will be 6 rings in total, this section of the game might not take long at all or it might take a little bit of time. However, no matter how long the players take when they return to the normal world a week would have passed. **(A WEEK LATER\*)**

The players all go to a local tavern, upon arrival the glass wizard will book out a room. The players will have to wait a couple of hours in this time (This allows players to have a break and earn some money at the gambling tables) The games are all based around chance. Players must say how much they are wagering and the return of their offer will be (Whatever their offer + D100% of their offer) They will then have a roll off with the DM, the D20, best out of 3. They can do this as a way to earn a bit of money. This will also count as a short rest if the players want too. Each player is only allowed 1 games in the casino each.

The glass wizard returns after a few hours and he is carrying with him a large bag. He ushers you into the rooms and tells you to sit around the table. He dims the room and uses Mage light to illuminate the room with a dim blue light.

He then takes around 4 glass balls out of his bag and he places them seemingly in thin air. Player can see the scene of a crime in the glass, however they cannot interact with the glass.

**(In the archives if they have checked, they will know that the world inside the glass is an exact duplicate to the real world and that if the glass wizard wants he can transport people into the world and out of the world if he wishes.)**

Players may know this so if they can't seem to figure out a solution allow the glass mage to speak up and offer them up a situation, the situation can either be transport them into the world so they can look for the ring or transport pieces of the crime scene into their tavern room. Players will most likely not find the rings this way unless they want to do it on specific balls.

**Ball 1** - The ring isn't on the body or evidence

**Ball 2** - The ring isn't on the body but it is on a piece of evidence

**Ball 3** - The ring is on the body

**Ball 4** - the ring isn't on the body or evidence

If the players were to transport the body from ball 3, they would get lucky and find the ring, however if they transport bodies from the scenes to their world they will just have a body, this might disrupt things in the crime scene.

**Ball 2** - If the body is moved, the piece of evidence it points to will be harder to locate.

Other than this moving things around the scenes shouldn't hamper the players too much.

**Upon entering the glass worlds the worlds feel distorted and you feel almost drunk. Walking and moving around however, feels normal. People inside the glass world even when standing next to you sound like they are far away.**

**Ball 1:** This ball contains the first murder victim of the serial killer. The body is nailed to a wall with long iron nails, it is completely eviscerated.

Around the scene there is a well (that the locals use to get water. A few pieces of torn cloth and a book. The ring is inside the book, it falls out when a player opens it. The ring is a simple silver band with no decoration or carvings.

Other things around the scenes are a few crates and barrels, inside contain nothing important. A few bags are found that contain a few precious gems (10SP). There seems to be something written in blood on the wall but it is in a language you do not understand, however if you had pen and paper

you could copy it down exactly and find someone to translate it (The message says "Bruxa Belong to Deltov")

If the players however have a member of the city guard with them in their party he will tell them this instantly.

**Ball 2:** The scene is in an open market place. The marketplace is obviously empty in this section. The stall has been smashed apart, seemingly in a fight. The murder victim is a man. He looks like he has been smashed through the stall tables and once on the floor hit repeatedly until his chest had completely crushed and most of his organs had tried to escape his body through the mouth.

The area contains nothing of important a few pieces of fruit, bloodied and a copper coin. The body is in position with its hand reaching above it seemingly to grab something nearby.

A search above the body's hand will find a collapsed shelf and a box broken open. Inside the box is a large iron nail (Like the one used on the first victim) The nail seems like a regular nail but if it is shaken, it sounds as if there is an object inside it. The ring can be found in the head of the nail. Hidden inside a compartment.

**Ball 3:** This ball is one of the most straightforward boards. It is in the living room of someone's house, There are a few books and other pieces of paper around the place. They all seem to be about some form of political news or some talks of war. One of the books is about "The Dark below" the great roads under the earth carved by the dark elves.

The murder victim has had his arms and legs torn off. Their head also seems to have been ripped open from the jaw. The man is wearing very military colours, and upon searching his torso, inside the inner pockets of his blazer they players will find the ring. (This can be done if the player just transport the body out of the ball.)

**Ball 4:** This is a larger scene. The area is a graveyard and although you are in a glass world. Something feels vaguely off about the area. You feel as if you are being watched.

The large area seems to be that of a church yard. There are dozens of graves around, to the poorer people of the district. There is a large war memorial statue and a statue of an angel with its wings melting away. (In vampire lore sometimes it is the devil who offers Dracula his vampirism, because of this the ring is in the fallen angel. It is in the angel's fist surrounded by the statue's marble hand.

*If the DM wants to use the memorial instead, the ring is inside the memorial. Behind the name of a soldier named Reegis Rhaan. The players will have to break down the memorial to find the ring.*

The body is that of an older woman. She is wearing a man's clothes however. She seems to have been a gravedigger for the church and is carrying a shovel in her dismembered arm. There are a few things of note to the woman, she is wearing a necklace belong to The Vixen the god of the South (showing her religion). She is also carrying a small pocket edition of a book. The book is a favourite children's book called "Tales of Lucen" - The book details a young boy named Lucen who would always pull pranks on his family. He pulled pranks on his brother Armen, His Sisters and His mother, each of the pranks seem harmless to Lucen but they upset his family. Then one day Lucen pranks his father. He sneaks into his father's workshop and over his latest creation Lucen pours water. When he does it, the creation his father had spent so long on, began to crumble and break. When Lucen's father came home he was furious, and with this, Lucen was disowned by his father and went to his mother, but she shunned him too, so too did his brothers and sisters and so Lucen ran away. Lucen sat alone in a dark forest when he saw a holy man. The holy man gave Lucen the latest copy of his Holy Book and without a word moved on. Lucen read it and wept and grew angry vowing to return

to his home and bring vengeance to his family. The family however, had more sons and more daughters and live happily and still live happily today.

The book can symbolise the devil and him being a fallen angel, hopefully this will point to the statue of the fallen angel.

*If the players do not pick up on the fallen angel, the glass wizard will tell them to check for where the murder weapon is that crushed the woman's head. However, they are not looking directly for a sign of impact. They will find cracks on the hand of the statue and show that it was there she was hit against and that spot was what killed her.*

*If players still don't inspect the statue some more or take the hints tell them that from a certain angle they can see the glint off the sun off something shiny.*

After this section the players should now own 4 out of the 6 needed rings. The ones remaining are: the one either Delton or his thrall took and one other ring

The players leave the ball and find out from the innkeep that a week has passed. Since they've been gone the city watch has rolled out a curfew for its citizens and has ordered all brothels closed until further notice. Whilst the players were away there was another murder. (The players should realise another ring would be on this dead body.)

### **The Boneway - The cursed street.**

**Upon turning the corner you enter *Baker Avenue*, the smell of fresh breads, meats and fruits enter your nostrils. There are plenty of men and woman going about the business selling their goods to the passers-by. A few children are playing in the street singing a local song. The Sign for "The Haunted Maiden" Sways in the wind ever so slightly.**

On the street which "The Haunted Maiden" is located. The street is at least at face value a bakers street. Other than the tavern there are a few bakeries and butchers however, there aren't many civilian homes. At the end of the street is located Fairmarket church which has a graveyard attached to it.

When walking up and down the street there isn't any signs of this place being home to witches and there doesn't seem to be any sign of cursed people or creatures.

*The signs aren't clear as to how to access The Boneway or what The Boneway even is. However if players can come up with a reasonable sense of accessing The Boneway that is outside the DM's plan then that can be their access point (\*Note, Standing in the middle of the street and shouting for witches is not a way to access The Boneway\*).*

### **Higher Vampire**

180hp	Int: +22	Speed: 60ft	AC:31	Attack mod: +7	Str: 26	Dex: 18	Int: 16	Wis: 16	Char: 22
Attacks	Slam +7 to hit, 15 dm	Slash +7 to hit, 20dm	Bite +4 to hit, 1D8 +2 damage. Players must succeed on a DC 12						

			Constitution save or be cursed						
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#### Vampire Spawn

29hp	In: +6	Speed: 30ft	AC:15	Attack mod: +2	Str: 16	Dex: 14	Int: 13	Wis: 13	Char: 14
Attacks	Slam +5 to hit, 9 damage	Slash +5 to hit, 15dmg	Bite +4 to hit, 1D8 +2 damage. Players must succeed on a DC 12 Constitution save or be cursed						

#### Werewolf

58hp	In: +6	Speed: 30ft	AC:11	Attack mod: +2	Str: 15	Dex: 13	Int: 10	Wis: 11	Char: 10
Attacks	Claws +4 to hit, 2D4+2 damage	Spear (human form) +4 to hit both melee and ranged, 6 damage.	Bite +4 to hit, 1D8 +2 damage. On a roll of 20 on a D20 after the first bite, if the roll is 20 the werewolf bites twice dealing 1D4 +1 damage. Players must succeed on a DC 12 Constitution save or be cursed						

#### Drow

Sunlight sensitive, if exposed to sunlight it becomes weaker and fights at a disadvantage.

13hp	In: +2	Speed: 30ft	AC:15	Attack mod: +4	Str: 10	Dex: 14	Int: 11	Wis: 11	Char: 12
Attacks	Short Sword: +4 to hit, 1D6+2 damage	Hand Crossbow: +4 to hit, 30/120 ft, 1D6+2 damage. Target must succeed a DC 13 constitution save or be poisoned for 1 hour. If the target fails by 5 or more they also fall unconscious.							



## Quest items

#1: Lockbox - The lockbox is locked by an enchanted lock made of Bronze and Ivory. After being cleaned of dust and grime the box is a dark green and seems to be made from stone or metal. The trim of the box is a red metal that feels almost hot at the touch.

Unlocked with The Boneway Pendant

#2: Silver Rings - Identical silver rings with no decorations or engravings.

## Vampirism & Lycanthropy

The effects of both of these curses happens whenever a player is bitten by either a vampire or a werebeast. Upon the roll of a 1 or 20 the players are infected. However, the players should not be told about this happening to their character. They will be given signs through the phases and they will be able to draw their own conclusions however when they reach phase 2, inform them that they are suffering from either curse if they have already not concluded that they are becoming a vampire or werewolf.

Phase 1 (The night after being bitten (or the next sleep)) - This night the player falls asleep normally, however they suffer from either a blood dream or a dream of the moon.

### Blood Dream

Those players who suffer the dream see a dark river in a dark woods. The moon above them is a crescent moon and it is a deep orange in colour. They can hear a faint voice in the woods that they go to. The voice belongs to an old woman who stands in a clearing. She is wearing a long black cloak and is speaking a language that the player doesn't understand. She looks directly at the player/s and they see her eyes are blood red. The woman approaches the players and reaches out for their face. When she touches their face they wake up and it is morning.

### Moon Dream

Those players who suffer the dream see an open field under a bright full moon. The open field has countless animals littered across it, however whenever players try to approach them, the animals run from them. They do however come across a white stag, when they approach the stag doesn't run away. It turns to them and seems to be glowing in the moonlight. Its eyes are a deep blue and it speaks to you. "Ashes, they all taste like ashes anyway. Me I taste divine. Eat me" (there are two outcomes to this situation)

(If the players eat it) the players devour the stag and as they eat there is the sound of laughter behind them and no matter what they now cannot stop eating the stag. They awake in the morning covered in sweat and with the taste of blood in their mouth.

(if the players don't eat) The stag runs away and the field goes silent. The player begins to start falling through the ground into nothingness. As they fall they hear a voice laughing and it says "If you will not eat that which tastes divine, I will feed you horror" The players are force fed animals that all taste like ashes and dust. The players wake up covered in sweat with the taste of ashes in their mouth.

After the dream phase the next day the players will feel more tired than usual and whenever they eat they will feel sick but will not physically be sick, this will not affect them in combat or anything else.

### Phase 2 (Three nights after the first dream)

After the first dream the player will not feel sick, so for two days they will feel their normal selves, until they go to sleep. Whilst sleeping the players will go through their curses awakening.

### Vampire Awakening

The players will wake up late in the night whilst everyone is sleeping, they will head to the nearest window for some fresh air. However when they reach the window, the next thing they see is them standing over a dead animal (usually a goat or sheep), the sheep is dead and the players can taste blood in their mouth but have no memory of what is happening. The next thing they see is an empty street, the player can see dim red lights of odd shapes across all of the houses. Upon closer inspection these red lights are shaped like people and are in fact peoples blood circulating through their bodies. As they approach a person they next appear in a large circular room. They hear the voice of an old woman coming from all directions. "The elder blood has chosen you, find our coven and we will teach you much, or feed the thirst in your own way". After this, the player awakens just outside the area where the players are sleeping, there clothes smell of blood and sewage but other than this they look relatively normal. When eating vegetables, they all taste like water/nothing, when eating meats however they can taste all the differences in the meat from where the blood was last in the meat and more details (DM can elaborate).

### Werewolf Awakening

The player wakes up in the late night, they can hear the constant howl of the cities dogs, even over the commotion of the drunks outside. They feel a pain in their chests and in their hands. They wake up the next day in the stables of the tavern, their clothes are shredded and they are surrounded in blood and have blood on their hands and around their mouth. They have no recollection of the night before and do not know how they are in the stables. The players feel weak around silver and some herbs and spice (specifically wolfsbane). When eating, the player can no longer stomach the taste of vegetation, even if they are a vegetarian, it feels like eating ashes. However eating meats and other substances taste the same to them. (upon this awakening, a few people in the local tavern will be talking about how an wolf pack attacked a local farmers herd of cows and slaughtered all of them.

Phase 3 - Phase 3 happens 2 in game weeks after phase 2, during those times they will have completely normal dreams however, their weaknesses will persist. After 2 weeks in gae phase 3 of the curse begins.

Vampire phase 3 - The morning when the players wake up, they will have slightly longer canine teeth and their eyes have changed to a red coloured pigment. They have also have growth upon their fingernails.

Werewolf phase 3 - The players wake up in the morning, in tattered clothes and covered in blood, their sense of smell has improved. Their hair seems to be shaggier and a bit greyer.

After phase 3 - vampiric players gain a thirst for blood, they need to drink at least 1 vial a day otherwise they have disadvantage on perception checks.

Players will not gain benefits from their vampiric and werewolf curses until they find a vampire coven and a lycan pack. However they will suffer the disadvantages of the curse. If a werewolf player is hit with silver or anything holy they will take double damage. Vampire players take 1D4 damage if they ingest or are hit with garlic and take double damage when attacked with holy weaponry or spells and take double damage from items and spells that involve sunlight. Vampiric players also have to wear a hood to cover themselves in direct sunlight. If they do not wear a hood they can take 1D4 -3 damage from sunlight.

### **Fair market square**

**You emerge from an archway(or an alley) and you stand in Fairmarket square, this a busy park where the locals and tourists would gather to have a nice day in the sun. Today however, with the city being closed the square is full of locals, both drunk and going about their daily business. A few stalls are open selling their goods.**

This is the main hub for players to buy goods and other provisions. They can buy armour and weapons here also.