

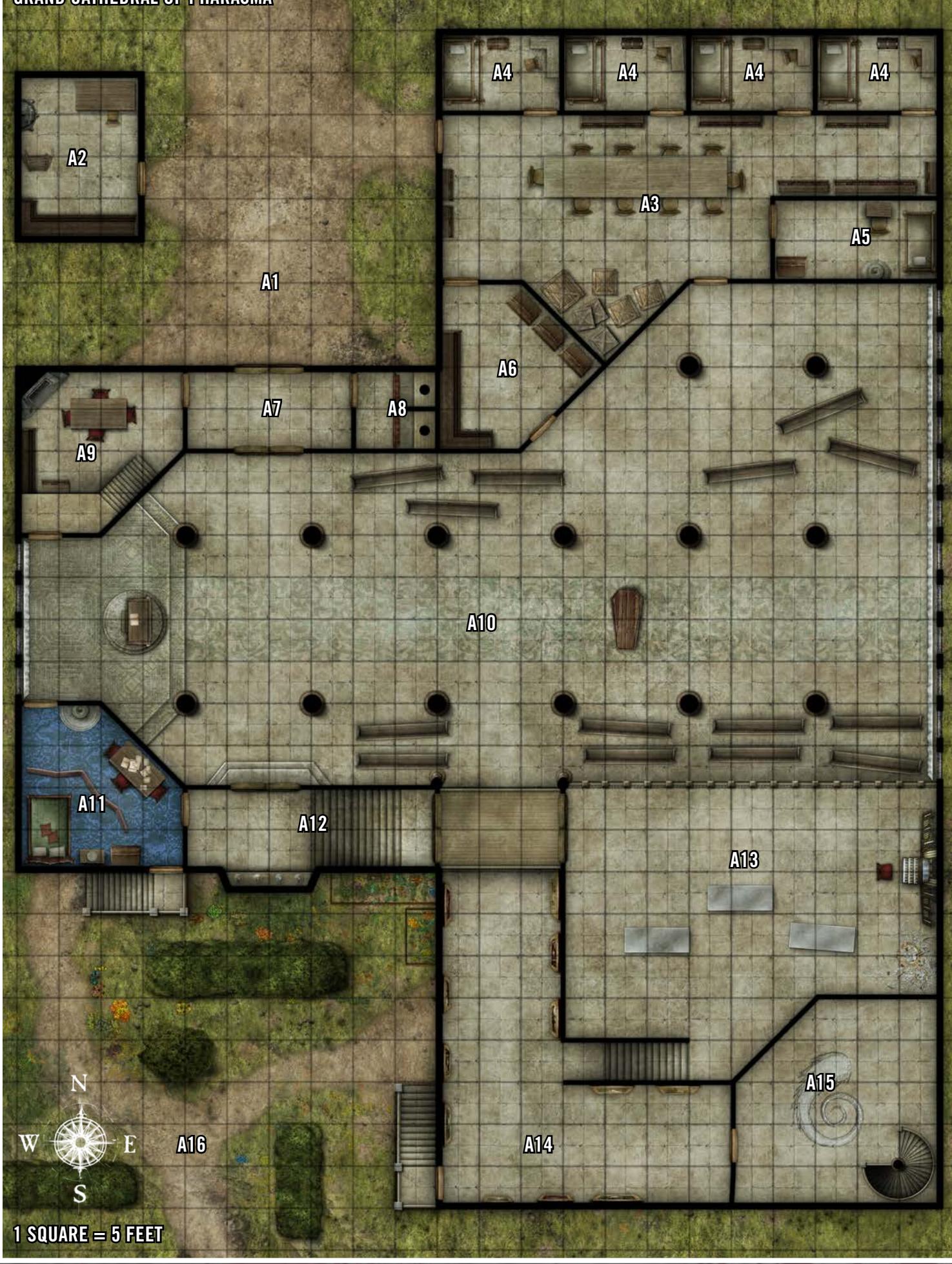
PATHFINDER®



SHADOWS AT SUNDOWN

LANDON WINKLER

GRAND CATHEDRAL OF PHARASMA



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SHADOWS AT SUNDOWN

SHADOWS AT SUNDOWN

by Landon Winkler

2

CHAPTER 1: DEATH WALKS THE STREETS

4

CHAPTER 2: SECRETS IN GRAY

20

CHAPTER 3: SANCTUM OF BLOOD

40

ADVENTURE TOOLBOX

by Landon Winkler

52

ITEMS AND REWARDS

53

KORVOSA AT A GLANCE

54

ENNOSITE, LOREAVOR

56

SCARLET WALKER

57

VAMPIRE, STRIGOI

58

LORTHACT

62



ON THE COVER

When the sun sets over Korvosa, the monsters come out, as Seelah finds out on a just-after-sunset trip to the city's graveyard, depicted by artist Setiawan Lee.



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SHADOWS AT SUNDOWN

Chapter 1:
Death Walks the
Streets

Chapter 2:
Secrets in Gray

Chapter 3:
Sanctum of Blood

Adventure
Toolbox

Chapter 1: Death Walks the Streets 4

Sightings of Queen Ileosa's ghost and the recent death of a local high priestess of Pharsma have the city of Korvosa on edge. Queen Cressida hires the PCs to investigate the sightings of her tyrannical predecessor, but as they investigate, the PCs discover a deeper conspiracy is afoot.

Chapter 2: Secrets in Gray 20

The PCs turn their attention to the Cathedral of Pharsma, only to discover the church has fallen to the control of a cabal of ancient vampires who once served Runelord Sorshen.

Chapter 3: Sanctum of Blood 40

The PCs pursue the vampires to their hidden underground lair, confronting them and defeating their attempt to bring Ileosa back to life as a pawn, while ultimately facing one of the city's most ancient enemies: the exiled infernal duke Lorthact.

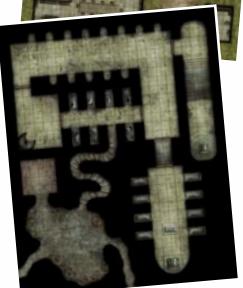
RETURN TO KORVOSA

This adventure is set in the city of Korvosa, the largest city in Varisia and the setting of several previous adventures, including the classic Adventure Path Curse of the Crimson Throne. Players and Game Masters who are familiar with these adventures' plots will find much to enjoy in this adventure, which serves as a sort of sequel both to Curse of the Crimson Throne and the standalone adventure Academy of Secrets, although knowledge of these adventures is by no means required to enjoy *Shadows at Sundown*.

SHADOWS AT SUNDOWN

FLIP-MAT

This adventure makes use of a custom Flip-Mat, available now everywhere you buy your games. Each side depicts an important location found in this adventure, and each map is also available in this book. There's no need to draw out these locations when you can pick up this Flip-Mat and have the work done for you!



ADVANCEMENT TRACK

11 The PCs begin this adventure at 11th level.

12 The PCs should reach 12th level before they investigate the mysterious events in the Cathedral of Pharsma in Chapter 2.

13 The PCs should be 13th level before they attempt to explore Aliriel's Sanctum in Chapter 3.



CHAPTER 1

DEATH WALKS THE STREETS

Korvosa faced many threats over the centuries since its founding, but one of the most enduring and most sinister is the exiled infernal duke Lorthact. Once a high-ranking devil, Lorthact overreached in a plot to further his power at the expense of Eiseth, Queen of the Erinyes. Eiseth unleashed her loyal legions to destroy Lorthact, who fled across the planes in fear for his very existence. Lorthact spent the next few centuries in hiding, attempting to gather the souls he would need to buy his way back into Hell's nobility and, in so doing, to secure protection from Eiseth's wrath.

For most of his time on Golarion, Lorthact lived as Volshyenek Ornelos, the shadow master of Korvosa's infamous magic school, the Acadamae. There, he helped create a deadly contest known as the Breaching Festival, which (unknown to any but himself) served as a way to harvest the most promising souls of the

university's students. As decades grew to centuries and forced him to retreat further into the shadows to avoid suspicion—and to cede day-to-day control to new generations—Lorthact grew impatient.

When Queen Ileosa seized control of Korvosa in 4708 AR, Lorthact saw a chance to accelerate his plan. By serving as an unnamed backer in an infernal contract that granted Ileosa additional power, Lorthact hoped to leverage both her soul and fragments of all those who suffered under her rule to aid in his return to Hell. His plans were upended when heroes defeated Queen Ileosa and her soul became entangled in infernal bureaucracy, just out of Lorthact's reach.

A few years later, Lorthact suffered another setback when a different group of heroes won the Breaching Festival and exposed the truth of its diabolic nature. Lorthact was forced into hiding again, his power much

SHADOWS AT SUNDOWN

diminished by the damage done to the demiplane he'd built to harvest souls from the festival. Now reduced to a shadow of his former strength, he knows that it's more vital than ever to remain out of sight until he can recover his power.

In the years since the Breaching Festival disaster, Lorthact quietly searched for an opportunity to regain what he'd lost. Key to his plans was reclaiming control over Ileosa's soul. If he could wrest it from the infernal bureaucracy, he could use her legacy to regain his power and, in short order, use all of Korvosa as a bargaining chip to return to his proper place in Hell. Complicating his plans were legal minutiae in the infernal contract that would quickly alert his enemies, particularly Eiseth, to his involvement if he took steps to take control of Ileosa's soul—a risk Lorthact couldn't chance as long as his power was so weak.

Lorthact was still searching when an unexpected opportunity presented itself. When Runelord Sorshen abandoned the Eurythnian Vault deep under Korvosa to found New Thassilon, the minions and creatures she'd kept imprisoned in the deep underground chambers were set free. Most of these creatures fled, eager to put as much distance as possible between themselves and Sorshen, fearing a potential change of heart from the notoriously mercurial runelord. But some remained, including an ancient, deadly strigoi vampire named Aliriel.

Aliriel found her way into the city above. Night after night, she studied its citizens and explored its shadows, swiftly learning about this new world in which she found herself. She made a surprising discovery during these explorations: a vial of preserved blood drawn from none other than Queen Ileosa. Using ancient magic and eldritch devices Sorshen left in her dungeons, Aliriel used this vial of blood to perform an astonishing feat: She rebuilt Ileosa's heart, and established a tenuous link between the necromantically infused organ and Ileosa's soul in Hell.

Aliriel knew Ileosa's legacy remained strong in Korvosa. If she could rebuild the queen's body, free her soul from Hell, and bring her back to life, the restored queen would be in her debt—a powerful puppet the vampire could use to establish her own domain. Rebuilding the body was not the challenge of this task; what stumped Aliriel was the task of slipping the soul from Hell's clutches. When she stole a collection of documents, including the only existing copy of Ileosa's infernal contract, she drew Lorthact's attention.

Lorthact extended an offer to Aliriel: He would help her navigate the complexities of the infernal contract that keeps Ileosa's soul trapped in Hell; in return, once Aliriel uses Ileosa to gain control of the city, she will

allow Lorthact full control over the Acadamea so he can build a version of the Breaching Festival to gather souls at an even greater rate than before. Aliriel would do well to not fully trust Lorthact, for the exiled infernal duke intends to use Ileosa's soul for his own purposes—to aid in sacrificing all of Korvosa, Aliriel included—in his bid to return to Hell.

As this adventure begins, Aliriel is well on her way to rebuilding Ileosa's body and preparing to retrieve the former queen's soul from Hell to bind it into her new flesh. Between arduous necromantic rituals to grow new body parts, clandestine meetings with diabolic bureaucrats from Hell, and secret conferences with Lorthact to refine her ritual's methods, the strigoi vampire has made progress. As Ileosa's soul gets closer to freedom, the ritual began to manifest unexpected side effects. Two weeks before this adventure begins, phantasmal visions of the dead queen began appearing around Korvosa, causing rumors to spread of the evil queen's imminent return from death.

The citizens of Korvosa are already reeling, for a prominent local—Kepira d'Bear, Korvosa's bishop of Pharsma—died only four days ago. As the city gears up for a grand funeral ceremony, and as manifestations of Ileosa's "ghost" continue to appear, the citizens edge toward panic, and the truth of Aliriel's—and Lorthact's—plot comes dangerously close to discovery.

STARTING SHADOWS AT SUNDOWN

Shadows at Sundown makes some assumptions about prominent NPCs in the city of Korvosa, including the fact that the city's current queen is Cressida Kroft, who served as the commander of the guard in the previous era under Queen Ileosa's rule. It's possible that players in your group have also played through previous adventures set in Korvosa, such as the *Curse of the Crimson Throne* Adventure Path or the standalone adventure *Academy of Secrets*. In such a case, you should alter the NPCs in this adventure as you see fit to mesh more elegantly with your table's established canon for Korvosa.

It's possible that PCs from previously played Korvosa adventures are still in the area, in which case, you might need a reason why these established, higher-level PCs aren't in this adventure. The characters might already be helping the queen with other endeavors, such as a diplomatic mission to a new potential ally in New Thassilon or Ravounel. They might be on an extended vacation somewhere far from Varisia. They could be retired or even dead. If those previous heroes are at or below 11th level, consider having the players of those characters adapt their characters to play in this adventure!

Chapter 1:
Death Walks the Streets

Chapter 2:
Secrets in Gray

Chapter 3:
Sanctum of Blood

Adventure Toolbox

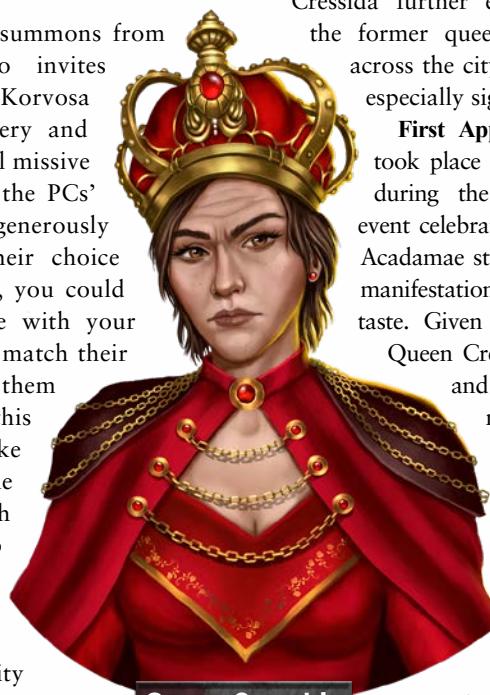
The Queen's Summons

This adventure begins with a summons from Queen Cressida Kroft, who invites the adventurers to Castle Korvosa to address an alarming mystery and growing fear. The queen's initial missive makes it clear she's aware of the PCs' reputations and intends to generously reward their assistance in their choice of coin or magic. If you wish, you could generate a summons to share with your players that you've tailored to match their previous exploits, showing them why they've been chosen for this mission. You should also make sure the players—and thus the PCs—know that Korvosa's high priestess of Pharsma, Bishop Keppira d'Bear, died a few days before the adventure began, especially if their PCs are from Korvosa or have been in the city for some time before this adventure begins. If they're newcomers to the city, you can adjust the queen's dialogue below as needed to convey this news to the players.

A pair of castle guards usher the PCs into the castle. Queen Cressida meets them not in the castle's throne room, but in a spacious, well-lit room anchored by a broad, polished, round table. A detailed map of Korvosa spreads across the table with tidy stacks of documents collected along the edges. Cressida invites the PCs to join her at the chairs surrounding the table. Have Cressida thank the PCs for answering her summons and acknowledge their previous triumphs before she moves on to the reason she's called upon them.

"The situation is a bit delicate, and it's come at an inopportune time. I'm sure you're familiar with the legacy of the city's previous ruler, Ileosa. Well, recently, an alarming number of sightings of her ghost—or specter, or phantom—have been reported throughout the city. Old fears and hatreds linger, and these rumors are stirring them all back up. At first, we thought it was a student prank or the ravings of a drunk that grew out of control, but the most recent manifestation appeared here in Castle Korvosa.

"Normally, I'd look to the church of Pharsma for help in a situation like this. But since we just lost Bishop Keppira a few days ago, the church has its hands full planning today's funeral procession as an event worthy of her memory. So, here we are. Will you investigate these disruptions and track down their source? You will, of course, be well compensated for your services."



Queen Cressida

Cressida further explains rumored sightings of the former queen's ghost have been reported across the city, but four particular events are especially significant.

First Appearance: The first appearance took place two weeks ago in Kendall Plaza during the Crimson Festival, an annual event celebrating Queen Ileosa's downfall. An Acadamae student took responsibility for this manifestation, claiming it was a joke in poor taste. Given the other sightings since then, Queen Cressida doubts the student's claim and can't help but wonder why he made the confession if, indeed, it was false.

Second Appearance: The second credible sighting occurred on the Jeggare Bridge to Old Korvosa seven days ago—a site where Ileosa's Gray Maidens maintained a guard post once the northern island's other bridges were burned during the previous queen's rule.

Third Appearance: The third report of Ileosa's ghost took place five days ago in Longacre Building, Korvosa's courthouse and jail, and the building Ileosa turned over as a headquarters for her Gray Maidens.

Fourth Appearance: The most recent appearance occurred in the throne room in Castle Korvosa only two days ago. A ghostly image of the late queen appeared on the Crimson Throne itself as writing in blood manifested on the walls. The chamber has been avoided since the event.

Other Appearances: You can add additional sightings of the ghost as you see fit—if you do so, make sure that Queen Cressida brings these additional sightings to the PCs' attention at this time.

Treasure: Queen Cressida insists the heroes receive payment for their work. She offers them each 1,000 gp up front to cover any preparations they need to make, and she arranges for them to lodge in Castle Korvosa's barracks if they don't already have a local base from which to work. In addition to this payment, she will award them an additional 1,500 gp if they discover the source of the manifestations, or 3,000 gp if they also successfully eliminate it (with evidence, of course).

Assuming the party agrees to her offer, Cressida gives them a royal writ explaining they have her authority to investigate all matters related to Queen Ileosa and her supposed ghost sightings. She explains they might not want to use it if they want to keep a low profile, but it could open some doors if necessary.

SHADOWS AT SUNDOWN

BEGINNING THE INVESTIGATION

The PCs begin by investigating one of the four sightings of Ileosa's ghost shared by Queen Cressida, but other events soon draw their attention. In time, their findings—and information learned from events that occur during the investigation—should push the PCs toward a visit to the Acadamae or the not-quite-abandoned inn Whitecaps, where additional clues eventually lead the PCs to explore Korvosa's Gray District. There, they can uncover the truth behind the city's latest mystery.

Attention Points

At several points during this chapter, the PCs have opportunities to Gather Information to learn more about the mystery or to scavenge for rumors. Doing so can earn the PCs valuable clues, but keep in mind they aren't the only ones interested in the strange events happening around town. Whenever a character attempts a Gather Information check while investigating a sighting, they automatically gain 1 Attention Point (this increases to 2 Attention Points on a critical failure to Gather Information but is reduced to 0 Attention Points on a critical success).

Using the queen's royal writ to gain access tends to attract attention as well; each time the PCs use the writ, they can attempt a DC 11 flat check to avoid attention; failing this check gains them 1 Attention Point.

A character who has the Discreet Inquiry feat (*Advanced Player's Guide* 204) reduces all Attention Points earned by 1 (to a minimum of 0) when they Gather Information (they also earn only a single point if they critically fail a Gather Information check).

Once the PCs realize their investigations are drawing attention, a character can use the following activity to Spread Disinformation to deflect attention.

SPREAD DISINFORMATION

EXPLORATION **SECRET**

You spread falsehoods through the city's rumor mill to reduce attention your party has received while investigating. After spending four hours on this activity, attempt a DC 28 Deception check. Attention Points can never be reduced below 0.

Critical Success Reduce Attention Points by 2.

Success Reduce Attention Points by 1.

Critical Failure Increase Attention Points by 1.

Attention Effects

As the PCs attract attention, certain events trigger as a result. Some of these are relatively harmless and may even provide new clues or introduce potential allies. If the PCs continue to gather attention, they'll eventually

A SUSPICIOUS DEATH

The timing of Bishop Keppira d'Bear's death is likely to intrigue players, and her death is indeed linked to the strigoi vampires: She was murdered by Alriel and transformed into a strigoi four days before this adventure begins. The PCs will have many opportunities to learn the truth of this in Chapter 2, but when this adventure begins, they should be more focused on investigating Ileosa's ghost. With the aid of dominated priests, Alriel took great steps to keep suspicion away from the church; so far, no one doubts that Bishop Keppira, who served as Korvosa's high priestess of Pharsma for nearly half a century, died of natural causes in her sleep.

If the PCs insist on visiting the cathedral immediately, you can move directly to Chapter 2 of this adventure. Without performing a thorough investigation beforehand, they may find themselves in over their heads, as a significant amount of experience points can be earned by investigating the sightings—XP that will certainly help them face the threats they'll encounter once they confront the strigoi.

attract the wrong kind. The first time the PCs reach any of the following Attention Point thresholds, the indicated event takes place at some point in the next 8 hours. The exact timing for that event is left to you to determine, as feels most dramatic for your game.

3 Attention Points: Conspiracy theorist Saliah Nightfoot contacts the PCs (**Event 2**, page 12); this event occurs only once.

6 Attention Points: The Gray Maidens approach the PCs (**Event 3**, page 13).

9 Attention Points: Toff Ornelos, headmaster of the Acadamae, contacts the PCs to arrange a meeting (**Event 4**, page 14).

12 Attention Points: The PCs encounter Ileosa's manifestation (**Event 5**, page 14). As long as attention points remain at this level or higher, the Cathedral of Pharsma is on high alert (see Chapter 2).

15 Attention Points: A strigoi and her dominated minions ambush the PCs soon after nightfall by (**Event 6**, page 14).

21 Attention Points: Scarlet walkers ambush the PCs (**Event 7**, page 15).

XP Award: If the PCs start Chapter 2 with fewer than 12 Attention Points, grant them 120 XP for managing to attract only potentially helpful attention during their investigations. If they start Chapter 2 with fewer than 6 Attention Points, grant them an additional 60 XP, and another 60 XP if they start with fewer than 3 Attention Points.

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Adventure Toolbox