



SEVEN DAYS TO THE GRAVE

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CHAPTER BACKGROUND

ADVANCEMENT TRACK

The PCs begin Chapter 2 well into 4th level (at least halfway to 5th level, if not more).

5

The PCs should be 5th level after completing their first mission to combat the plague.

6

The PCs should be 6th level before they arrive at Carowyn Manor or Racker's Alley.

7

The PCs should be 7th level before entering the Temple of Urgathoa below the hospice.

The PCs should just reach 8th level by the end of the chapter.

Although the flames of rebellion have been reduced to embers, peace is a short-lived comfort for Korvosa. From the red-tinted windows of Castle Korvosa's galleries and vaults, the increasingly morbid dreams of a new queen drift down upon the crawling, filthy citizenry below. What are mewling masses and simpering slaves to a high-and-mighty monarch? Why bother with the smothering obligations and unending exercises of rule? The life of a queen would be ideal, were it not for her subjects. Her Majesty has long mused on the subtle culling of her city's chaff, and royal coin can buy even the darkest dreams. With help from agents willing to commit any atrocity for gold and the zealots of Golarion's foulest gods, the madness of Queen Ileosa takes form—a form with tattered sails and a hull festering with death.

Even before she gained control of Korvosa after her husband's death, Queen Ileosa was looking to a future where she ruled a city scoured clean of those she deemed undesirable: Varisians, Shoanti, and especially those of the lowest class. She'd already contacted the Red Mantis for



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aid in engineering her husband's death, and while she was frustrated to learn of their policy against direct regicide, they could still aid her indirectly, supplying her with the poison needed to do the deed herself.

But her husband's death was not her end goal; it was merely a starting point. She knew even as she secured that first dose of poison that once he was gone and Korvosa was hers, she could spare no time before starting the next insidious stage of her plot. She contacted the Red Mantis again, asking for assistance in how best to take care of Korvosa's rabble—Ileosa wanted a city in her own image, and in order for this to come to pass, those of Varisian descent, Shoanti blood, or simply the poor luck to be among Korvosa's lowest class had to go.

Here, the Red Mantis had the perfect answer, for one of their highest-ranking assassins, a woman named Kayltanya, had long been an avid collector of sinister afflictions. She had recently come into the possession of a sample of fungus infected with a deadly and mysterious disease known as Vorel's phage. A plague, Kayltanya reasoned, would do wonders for fulfilling Ileosa's desires, especially if it could be engineered to target specific ethnicities. Yet Vorel's phage, for all its deadly nature, was difficult to spread and relatively easy to recover from.

And so Kayltanya put Ileosa in contact with a cold-minded sociopath, a Chelish "doctor" named Reiner Davaulus. Reputed to be a "gentleman's killer," his modus operandi forsakes blades and bloodshed, favoring the path of sickbed poisonings and "accidental" deaths. When Kayltanya contacted him, Doctor Davaulus considered the assignment a fantastic challenge, and swiftly came to Korvosa to meet secretly with Queen Ileosa. Soon thereafter, he became the primary point of contact between her and the Red Mantis. At the doctor's suggestion, the Red Mantis also brought in two additional specialists on disease to help him weaponize Vorel's phage: the cult of Urgathoa (led by a zealot named Andaisin, recently fled from Nidal) and the vampire Ramoska Arkminos (a scholar of diseases and necromantic contagions like vampirism). Offered significant fortunes from the Korvosan royal vaults, these nefarious scholars and cultists worked together to engineer a citywide assassination.

Within weeks, the foundation of Queen Ileosa's plot against her people was laid. The group she and the Red Mantis had gathered swiftly crafted the perfect epidemic to plague the city. The result was a more potent and infectious variation with dramatic symptoms sure to panic the populace. The Urgathoans named their creation "blood veil."

Using methods perfected by Lady Andaisin and enhanced by Ramoska Arkminos, Davaulus planned a double-tiered infection targeting Korvosa's lifeblood: its coin. In an operation overseen by Arkminos, a small

fortune in Korvosan silver was tainted with blood veil using a magical container called a *death's head coffe* (see page 433). The silver would be scattered throughout the city, particularly in the poorer quarters or directly into the vaults of the Bank of Abadar, where its taint would target the priests best poised to combat the disease and those most likely to unknowingly disperse the coin into the city. Finally, the conspirators engineered the arrival and sinking in the Jeggare River of the *Direption*, which would give the all the appearances of a plague ship, as a ploy to draw attention away from the tainted silver. Anyone seeking the source of the disease would uncover the clues pointing to the *Direption*, and thus waste valuable time chasing a red herring while the sickness only spreads further.

Her wishes fulfilled, her new dark allies marshaled, and her mind brimming with insidious dreams, Queen Ileosa gave the nod that launched a ship with black sails and opened her city gates to a pestilence unlike any Korvosa has ever known. If blood veil is allowed to run its course, not only will Ileosa have crippled the city's ability to resist her future plans and made Korvosa into a place more "suitable" for her warped sensibilities, but her final pacts with infernal and ancient fonts of power will grow all the more potent.

NPC DEVELOPMENTS

Some of the NPCs the player characters met in Chapter 1 don't have roles in this chapter, yet that doesn't mean they remain idle. Use the following notes to expand the roles of these additional NPCs as you see fit if the PCs seek them out during "Seven Days to the Grave."

Amin Jalento: After the PCs saved him from the mob in the previous chapter, Amin returns to his home in Old Korvosa; he remains there throughout this adventure, barricaded in his home. He survives the plague and will meet the PCs again in the next chapter.

Devargo Barvasi: Devargo continues to run Eel's End for much of this chapter, but when Queen Ileosa orders Old Korvosa quarantined, the King of Spiders puts Eel's End itself in lockdown. He hopes to ride out the plague, but unless the PCs intervene, things take a bad turn before this chapter's end when his ettercap ally Chittersnap, driven to extremes by hunger, attacks and kills Devargo. In this case, if the PCs visit Eel's End later, they find the place mostly abandoned, with Devargo's body wrapped in silk in the hold. If Chittersnap died, then Devargo may well survive the plague. In this case, Eel's End might serve as a safe place to rest for the PCs—assuming they can make such a prospect worth Devargo's time!

Neolandus Kalepopolis: The castle's seneschal has been lying low in Old Korvosa, but as this chapter begins, he is captured by the Arkonas—see Chapter 3 for more details.

PART 1

INFECTION

While “Edge of Anarchy” gave the PCs ample opportunities to explore Korvosa and become acquainted with its districts and people, most of these encounters occurred under stressful circumstances and the backdrop of a city in chaos. With the quieting of much of the city’s disorder and the slow acceptance of Queen Ileosa as Korvosa’s new sovereign, the city returns to a state of near normalcy, although the scars of the recent upheaval are still evident on many buildings and in whispered gossip.

Blood veil has already been introduced to Korvosa at the time this chapter begins, but it takes 7 days, on average, for victims to succumb. At first, these deaths are isolated and spread throughout the poorer sections of the city, as vagrants snatch up tainted silver coins scattered surreptitiously by the queen’s agents in back alleys and waterfronts. Those in the city who would fight against the plague don’t realize the looming threat for several days as a result, and it is only at this point that the PCs are brought in to investigate. Until then, you’ll need to keep the PCs occupied with other events and tasks. The first part of this adventure presents encounters to do just that, the most time-consuming of which is smuggling Trinia Sabor out of the city.

In addition to these preliminary events, give the PCs time to recover from the previous chapter’s perils. They should have a chance to explore the city, resupply, and clean up any loose ends. As “Seven Days to the Grave” promises to drastically alter the face and feel of Korvosa, be sure the PCs have ample time to prepare. Characters should be encouraged to make connections and grow attached to people and places throughout the city, especially if they’re locals. Such bonds should cause the tragedies of the impending days to affect the characters even more deeply and lend personal meaning to their search for a cure.

THE SECOND HARROWING

In the previous chapter, the PCs gained a powerful magic item—Zellara’s harrow deck. This harrow deck plays a recurring role throughout Curse of the Crimson Throne. This chapter is thematically tied to the suit of shields in a harrow deck and, by extension, to Constitution.

The best time to have Zellara perform her second harrowing (and thus generate the PCs’ available Harrow Points for this chapter) is at the very start of this adventure. Zellara can sense that something dire is coming for Korvosa as “Seven Days to the Grave” begins, and she uses her empathic link to instill an urge to

perform a harrow reading in the mind of the PC who carries her deck. If that PC doesn’t comply soon by using her cards to perform a reading, she takes matters into her own hands once she sees the PCs are alone by creating a *major image* of herself which then performs the reading. When you do this reading, take pains to interpret the cards from the past to dwell upon previous brushes with disease, sickness, and death the PCs might have experienced (be these drawn from their character histories or from events in “Edge of Anarchy,” such as the battle with the carrion golem or otyugh). When you get to cards representing the present, focus on metaphors that relate to the general sense of unease in the city. For the cards representing the future, get grim: interpret the cards as dire warnings, mass graves, undeath, rot and decay, birds feasting upon the dead (to symbolize the Queen’s Physicians), and beautiful women with ashen skin and blank faces (to symbolize the Gray Maidens).

See Appendix 3 for further information on how to perform a harrowing.

CRESSIDA’S CONCERN

The PCs spent much of the previous chapter working for the commander of the Korvosan Guard—specifically, for Field Marshal Cressida Kroft. When this chapter of Curse of the Crimson Throne begins, perhaps even as early as hours or even minutes after the botched execution of Trinia Sabor, Field Marshal Kroft seeks out the PCs, looking worried.

Cressida has some disturbing news. She’s received advance word that Queen Ileosa intends to restructure several elements of the city’s military organizations. Rumors of disbanding some or even all of the groups in favor of new organizations are on many lips, and with events running the way they have of late, Kroft is increasingly afraid that Queen Ileosa’s inexperience as a ruler is going to result in some poor or even disastrous decisions. The Field Marshal doesn’t go as far as to suggest malice or evil fuels Ileosa’s plans, but to her mind,



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ignorance and naivete can be almost as dangerous. In particular, the way Ileosa handled Trinia has left Kroft disturbed and worried for the city's future.

If the PCs stood up for Trinia or helped Blackjack rescue her, their actions may not have been immediately noticed by Ileosa and the city at large, but Field Marshal Kroft took note. Even if they didn't, she warns the PCs that events are moving swiftly in Korvosa, and in a direction that makes her nervous. More importantly, she reveals to the PCs that her ability to finance their missions will almost certainly be diminished as the new leadership realigns and restructures elements of the Korvosan Guard. Kroft even worries that her position as Field Marshal may be in jeopardy. Her goal at this point is to not make waves and to cling to her post as tenaciously as possible so she'll remain in a position to protect and represent the men and women of the Guard she's grown to trust and feel responsible for.

All of this is Kroft's way of informing the PCs that, for all of their best interests, the PCs should no longer consider themselves official agents of the Korvosan Guard. She hopes the PCs will continue to fight for Korvosa and her citizens, and promises to aid them as she can, but she can foresee a time in the near future when the power of the Korvosan Guard may not be enough to protect those who serve the city. She doesn't yet use words like "revolution," but the implication should be clear to the PCs that having a group of specialists like them on hand to help protect Korvosa from itself may mean the difference between life and death for the city.

In any event, Kroft does ask where the PCs will be staying in Korvosa, and how she can contact them if she has an opportunity for them. She doesn't need their aid currently, but imagines it won't be long before their services will be required.

RISE OF THE GRAY MAIDENS

At the end of the previous chapter, Ileosa's bodyguard Sabina appeared in public for the first time clad in a remarkable suit of exquisitely fashioned full-plate armor. With its red plume and crimson highlights, the armor serves as protection as much as it does a uniform, and although most gossip in the days to follow focuses on Blackjack's daring rescue, not a few tongues wag about the mysterious figure at the queen's side.

Sabina represents the Gray Maidens, a military group created by Queen Ileosa and loyal only to her that serves increasingly as both a royal guard and city enforcers. She places her bodyguard and lover Sabina Merrin in command of this elite force, and at about the time the PCs visit young Brienna Soldado (see page 78), Ileosa hands over the Longacre Building to the group as

a headquarters. Many of the Longacre Building's arbiters protest, and those who do are relieved of duty (they know better than to protest too loudly though, and thus avoid being imprisoned, or worse). Yet the city's senior arbiter, Zenobia Zenderholm, openly welcomes the Gray Maidens into the Longacre Building and pledges to aid them with the transition into their new headquarters. With funds from the castle treasury and the assistance of a bound efreeti named Yzahnum (conjured courtesy of one of the queen's powerful new allies, the bloatmage Togomor, who has taken up the role of castle seneschal in the absence of Neolandus), Ileosa is able to begin swift production of the armor, swords, and shields that will soon become symbolic of the Gray Maidens. At the same time, she begins hand-selecting new recruits into the Gray Maidens, choosing



GRAY MAIDEN FOOT SOLDIER

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beautiful young fighters, cavaliers, and the like, most of whom were initially conscripted from the Sable Company, the Order of the Nail, and the Korvosan Guard. As this campaign continues, the Gray Maidens increasingly recruit new members from Korvosa's violent underworld. Conscripts to the Gray Maidens must pass the queen's own examination for beauty and strength. Those found lacking are told they can play another role in the new age, but are instead led down into the dungeons below the Longacre Building, disfigured, and imprisoned. Women who make the cut undergo a cruel and grueling initiation process designed to break down their personalities, leave their once-beautiful faces scarred, and impress upon them that service and loyalty to the queen are the surest ways to avoid painful punishment. Recruits who don't fall in line find themselves imprisoned, but those who comply earn vaunted roles at Queen Ileosa's side and the power and support to revel in their roles as Korvosa's new enforcers.

During this chapter, the Gray Maidens are few in number, but Sabina Merrin quickly bolsters their ranks over the weeks. Although they are destined to become one of the major opposition groups against the PCs, strive in this adventure to present them as merely a necessity of desperate times—a personification of the threat of martial law in the face of a great urban crisis. By the time the PCs finish this chapter of *Curse of the Crimson Throne*, they should know the true and brutal nature of the Gray Maidens, but as this chapter starts, they might almost see them as potential saviors of the city. Certainly, their regimented training and imperious presence seems to work wonders in keeping order in the streets.

The introduction of the Gray Maidens takes place in the same square where Ileosa recently staged Trinia's near-execution. Whether the PCs are in attendance or hear about these developments through the grapevine is left to your discretion (they may well learn about this only after returning to Korvosa from the next event). Alternatively, the PCs could learn all this information directly from Cressida Kroft in their meeting with her, at which point her fears of Queen Ileosa restructuring the city's military seem to be fully justified.

In any event, once this announcement goes out, Queen Ileosa retreats into the Castle, which is closed to the public for the duration of this adventure. She does not emerge into the public again until the start of Chapter 3 (see *The Crown Revealed* on page 137).

Use the following statistics for rank-and-file Gray Maiden foot soldiers, particularly those encountered in combat scenes in this chapter.

GRAY MAIDEN FOOT SOLDIER

CR 2

XP 600

Female human fighter 3

LE Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 27 (3d10+6)

Fort +4, **Ref** +2, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 20 ft.

Melee longsword +7 (1d8+3/19-20)

Ranged composite longbow +4 (1d8/x3)

TACTICS

During Combat Although the Gray Maidens prefer to fight in melee, they are also excellent shots, and in larger groups at least a few of their number hang back to fire upon foes in combat while their sisters engage with sword and shield.

Morale Gray Maidens fight to the death.

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 17

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

Skills Climb +2, Intimidate +8, Perception +2

Languages Common

SQ armor training 1

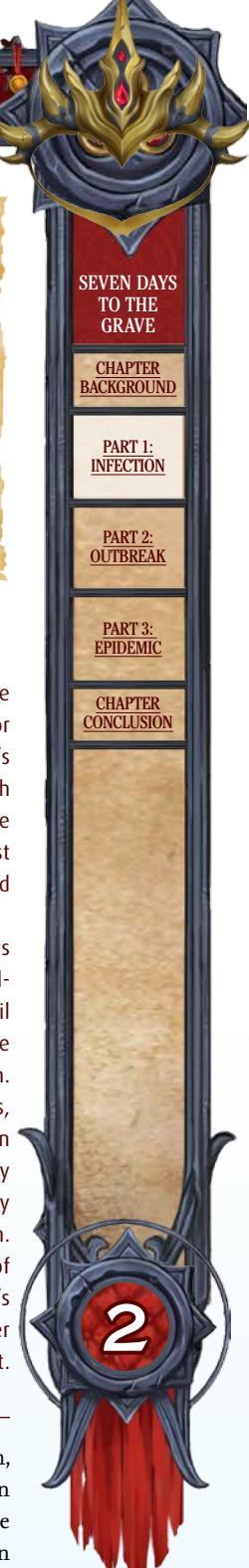
Gear full plate, heavy steel shield, composite longbow with 20 arrows, longsword

A DAMSEL IN DISTRESS

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

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

After his rescue of Trinia, Blackjack—the alter ego of Vencarlo Orisini—sought a way to ensure the painter-turned-scapegoat’s safety, and decided that as long as Trinia remained in Korvosa, she would be in danger. Smuggling someone out of the city would usually be



My friends, I hope this note finds you in good health in these dangerous times. In light of the recent unrest, I feel that I could provide some tips on self-defense to adventurers such as you, and would be most gratified to meet with you for these lessons, offered gratis, at Orisini Academy, 16 Hillcrest Street. I eagerly await your arrival.

Vencarlo Orisini

HANDOUT #2-1

no problem for the well-connected swordmaster, but in the days following the city riots and general upheaval, many of Vencarlo's usual contacts are either doing time or lying low. Further, he knows he's being watched by the government, and he can't disrupt his routine. Yet every day Trinia remains hidden in his home is another she might be discovered. Thus, he turns to the adventurers whom his friend Field Marshal Kroft put so much faith in and sends them a short, cryptic note that invites them to pay him a visit in his academy in Old Korvosa (see Handout #2-1).

As mentioned in the note, Orisini Academy is located at 16 Hillcrest Street, near the center of Old Korvosa. A sign hanging from the front door reads, "Classes Cancelled Today." A few moments after the PCs arrive, regardless of whether they knock on the academy's front door, a serious-looking Vencarlo appears and ushers them inside. The swordsman thanks the PCs for responding to his cryptic note and leads them down a hall and into a study, the windows of which are tightly shuttered and curtained. He explains in hushed tones that he has an important task for the PCs, one that becomes obvious when he calls another guest into the room: Trinia Sabor.

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

"You were all at the queen's debacle, so I don't doubt you recognize this charming young woman. I had only just reached my home the night of Her Majesty's morbid gala when that troublemaker Blackjack and this startled woman arrived at my doorstep. The so-called "people's hero" and I have had some dealings in the past, but it's been some years since I've seen the scoundrel. He was quick with his

words and soon swooped off, doubtlessly to right some other festering wrong, but not before entrusting Miss Sabor to my protection and care. Although I don't know Blackjack's motives or politics, I trust his judgment and have seen much right done by his blade. He says Miss Sabor is innocent of the crime she's been accused of, and I'm more disposed to trust a hero of the city than the tantrums of some bloody-minded child playing at queen.

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

Vencarlo is relatively sure the PCs will aid him, particularly if they've already put their reputations on the line in helping Blackjack effect his escape from the execution, which is why he's risked revealing he's been harboring Trinia in the first place. He plans on funding the escape: supplying Trinia with a horse and supplies for her travels, along with any reasonable mundane supplies the party needs to smuggle her out of the city. Should the PCs prove hesitant, Vencarlo insists that more is afoot than is currently clear and that as gentlefolk, the PCs should aid an innocent in need. If they require further convincing, he grudgingly offers them 500 gp for their efforts.

Vencarlo asserts that a simple, subtle egress would work best and draw the least attention. With the recent events

near North Bridge, he suggests a slow walk through the city down to High Bridge and then up to Dwarfwalk Road, mingling with the afternoon's merchants leaving the city. He opposes more dramatic attempts to leave town, knowing the city is certainly on alert for such theatrics as flying people or other shows of magical power. The PCs don't have to escort Trinia all the way to Harse (which is over 60 miles northeast of Korvosa). They need only to escort her to a wayside inn along the road north called Trots, where they're to hand Trinia over to a man named Jasan Adriel, a friend of Vencarlo who owns a horse ranch in Harse. It's a 12-mile trip to Trots, and Vencarlo hands the PCs a pouch of 20 gp to cover a night at the inn if they don't want to make the journey back to Korvosa immediately.

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

Guiding Trinia out of the city should be a relatively simple affair, provided the PCs don't overcomplicate it. With Trinia adopting the disguise of an everyday traveler, there's very little chance of her being spotted among the city's crowds as long as she and the party keep a low profile, but the PCs shouldn't know this. Groups of guards (who now bear crimson tunics to proclaim their allegiance to the new queen), Hellknights and mercenaries, and perhaps even a Gray Maiden might cast sidelong glances at the party as it travels through Korvosa, but each passes by as long as the PCs don't do anything suspicious.

During the walk, Trinia takes advantage of her time with the PCs to learn a little more about them. She's particularly curious as to why they're helping her now after they perhaps played a role in her capture, asking them questions about their past and current goals. She's intrigued by any tales of adventure since, as a bard, she's always on the lookout for exciting new stories. She remains relatively humble if asked about herself. She's been through a lot lately and just wants to be out of Korvosa on her way to somewhere safe. She's never

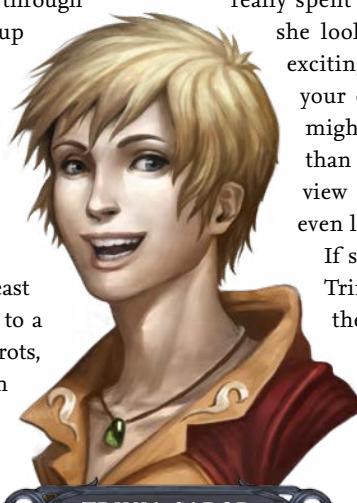
really spent much time out of the city before, and she looks forward to her stay in Harse as an exciting opportunity, much like a vacation. At your discretion, Trinia's interest in the PCs might bloom into something even more than curiosity. For instance, she may start to view a PC as a potential mentor, friend, or even lover.

If she's asked about Blackjack or Vencarlo, Trinia grows somewhat evasive. After they made their escape from the castle, Blackjack and Trinia fled north through the city's alleys, rooftops, and sewers in an attempt to evade pursuit. They eventually came to Vencarlo's academy. Blackjack broke into the building through a back door and bade Trinia wait in a back room while he spoke to the school's master. Several minutes later, Vencarlo himself, appearing flushed and worried, introduced himself to Trinia as an accomplice of the legendary hero, explaining that he'd agreed to hide Trinia at the academy until he could orchestrate her escape from the city. The next morning, a package was delivered to the academy containing all of Trinia's confiscated gear. She and Vencarlo assumed this to be a final gift from Blackjack.

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

As soon as the party escorts Trinia through the city gates, the trip should grow much less stressful. As Vencarlo mentioned, Trots is a 12-mile journey. Feel free to check for wandering monsters on this journey (using the Hinterland Encounters table presented on page 464 in Appendix 7); a battle against some minor monsters not only gives the PCs a chance to fight alongside Trinia, but can also get them a few experience points closer to 5th level.

Trots is a relatively unremarkable roadside inn with bland fare and mostly vermin-free accommodations. The PCs are met there by Jasan, a wide-grinning, barrel-chested man who greets Trinia like a long-lost friend. He thanks the PCs for escorting her, but is eager to be on his way back home. Trinia bids the PCs farewell for now as she and Jasan ride north. The PCs are free to spend the night at Trots or head back to Korvosa at once.



TRINIA SABOR



YELLOW LIGHTS RUMORS

Diplomacy Check DC	Information Gained
10	The Korvosan Guard fired upon and destroyed a ship full of foolish pirates from Riddleport who had obviously hoped to sneak into the heart of the city under cover of night. (<i>False.</i>)
15	A sinister-looking ship refused inspection as it sailed into the river. When it neared North Bridge and still failed to make its intentions known, the watch fired upon and destroyed it. (<i>True.</i>)
20	None of the guards who signaled or shouted out to the ship received a response. Some say that no one was on board at all. (<i>Mostly true.</i>)

The PCs aren't scheduled to meet Trinia again until Chapter 4, but if she has struck up a friendship with one of the PCs, she may well keep in touch by means of messages delivered via *animal messenger*. If the PCs wish to make additional visits out to Harse to visit her, consult Appendix 2 for more information on the village and Korvosa's hinterlands. For now, though, Cressida's request that the PCs remain in Korvosa in case the city need them should compel them to return soon.

Treasure: If the PCs befriended Trinia, either earlier in the adventure by hiding her, or during the course of their escorting mission, the bard is grateful for their aid and gives them her masterwork mithral dagger and her *wand of daze monster* as thanks, observing that she won't need them out in Harse, but the PCs may well if things keep getting worse in Korvosa.

Story Award: Once Trinia has been delivered safely to Trots, award the PCs 2,400 XP.

YELLOW LIGHTS

One night early in this adventure (preferably when the PCs are out of town, escorting Trinia out of the city), the queen's red herring sails into Jeggare River. This is the *Direption*, a black-sailed Nidalese ship owned by the cult of Urgathoa that serves largely as a mysterious decoy to divert inquisitive eyes from the plague's true source. The conspirators sail the ship into the harbor, hung with a lanterns shedding yellow light from the figurehead—a common method in the Inner Sea trade routes of identifying a ship under quarantine. They hope this action misdirects those seeking the source of the plague—or even better, eliminates them when they investigate the sunken wreck and fall victim to the dangerous aquatic ally the conspirators have ensconced in the shipwreck.

The *Direption* sails upriver just before midnight. Before the ship makes it to the docks, though, the night's peace is shattered by a wooden screech, followed by the crash of a trebuchet being fired. Again and again the sounds echo from the Wall of Eodred near North Bridge, waking nearly all of North Point. Across the river in Trail's End, citizens wake just in time to see a

sleek brig swiftly sink into the wine-dark waters. The rest of the night passes in breathless anticipation of the wall-weapons' further use, which fortuitously never comes.

Next morning, gossip buzzes through the city and fanciful tales run wild. Every tavern and street corner is abuzz with rumors of pirate raiders and ghost ships. The Crimson Throne remains quiet on the matter, though, with even the loosest-tongued politicos seemingly knowing nothing of the previous night's incident. With so many far wilder and more interesting tales circulating, the facts of the matter quickly become lost among the frenzied gossip.

This event should occur when the PCs are out of town, so that they hear the information secondhand via rumors on the street (or perhaps from Grau Soldado, Cressida, or another NPC they speak to soon thereafter). At your discretion, you can have this event take place while the PCs are in Korvosa, but you should be prepared for them to want to immediately seek out the wrecked ship. In this case, use the information presented on page 88 of this adventure, but omit the presence of the sea hag within the sunken ship. Should the PCs attempt a Diplomacy check to gather information about the mysterious events, the rumors they learn depend on the result, as summarized on the table above.

When the PCs hear of the strangely lit ship, a successful DC 20 Profession (sailor) check reveals that shining a single yellow light from the bow is a nautical warning identifying a ship under quarantine.

The PCs likely have more questions about the *Direption* and might even seek to investigate the sunken wreck (see The Wreck of the *Direption* on page 88 if they insist), but for now, its importance should be downplayed. Present the event as part of the campaign's background flavor, if you can. The general feeling about the incident should be that it was a potential danger that has been handled, although many in Korvosa remain surprised at the quickness and lethality with which the intruder was dealt. As the plague spreads, though, rumors that the mysterious ship was the source of the plague swiftly circulate.

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THE FIRST SYMPTOMS

Several days before the *Direption* sinks into the Jeggare, young Brienna “Breeze” Soldado made the most important discovery of her life. In an alleyway near her Trail’s End home, she found a small but bulging belt pouch. When she opened the pouch, she found 50 shiny silver coins—the largest fortune the child had ever seen. Shocked at her good luck and thanking Desna, she raced into North Point, intent on spending every coin of her unexpected windfall as quickly as she could.

Unfortunately for Brienna, the coins she found were among those tainted by the cult’s *death’s head coffer*. Brienna fell ill quickly. Her mother, Tayce, did all she could think of, drawing on more than 20 years of common parenting sense, but nothing seemed to soothe the girl. By that evening, despite the attentions of her mother, concerned neighbors, and a pinch-faced local herbalist, Brienna’s condition had only worsened.

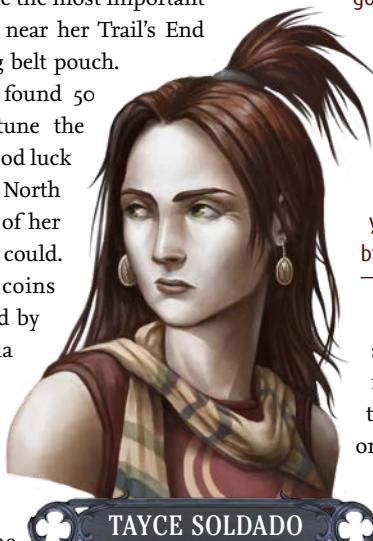
After a long night that brought little respite, it was clear that Brienna’s condition was dire indeed. Tayce sent her sons into the city to schedule a visit from a cleric from the Grand Vault of Abadar while she called on her departed husband’s brother, Grau Soldado, her only family in the city.

A SECOND FAVOR

In “Edge of Anarchy,” the PCs met Grau Soldado and hopefully helped him recover from his depression and alcoholism. Their kindness and support made a mark, and now that his niece has taken ill, Grau realizes these fine adventurers might be her best shot at recovery. Even if there are no healers among the PCs, Grau still seeks them out, having seen they have a knack for getting things done and knowing they’re probably the best equipped out of all his contacts to help.

Grau uses his contacts with the Korvosan Guard to locate the PCs, an easy enough task if they are still in the good graces of Field Marshal Cressida Kroft. Physically, he’s in much better condition than the last time the PCs met him, having shaved, bathed, and sobered up. Psychologically, though, Grau remains distressed. If he encounters a character besides the one he’s looking for, he urgently requests to be led to the PC he believes can best help his sick niece. Once Grau finds the PC he’s searching for, he looks for a private place where they can talk.

“My niece is sick. I don’t know what she has and neither does anyone in Trail’s End. She’s broken out all over in red pocks



TAYCE SOLDADO

and can barely keep down food, or even the swill that good-for-nothing herbalist gave her. Her mother’s talking about going to the Bank of Abadar, but can’t afford to pay the prices their clerics would demand. Then I remembered how you and your friends handled yourselves during the riots, and how you aided me, and I figured you could help. A bunch of resourceful folk like you, I’d bet if you don’t already have a way to fix this, you must know who can. Surely you can’t just sit by while a child suffers, can you?”

Grau believes his request is simple and straightforward, and he is shocked if the PCs refuse. If it comes down to it, he offers to pay the PCs for their services, but he can afford only 100 gp (50 gp shy of being able to pay for a *remove disease* spell himself). Should the PCs still refuse, he resorts to guilt and insults to try to goad them into coming before finally giving up and seeking help elsewhere.

A FAMILY IN NEED

Tayce and Brienna Soldado live in a small community northeast of Korvosa called Trail’s End. Made up primarily of Varisians—with a few Shoanti and socially disaffected Chelaxians—Trail’s End is poor and reputedly dangerous, but the neighborhood feels more like a small town than any district within the city proper. The criminal element is obvious and impossible to ignore in the face of dozens of toughs and thugs who loiter on the streets, mostly Sczarni brutes who call themselves the Bashwater Boys and prey exclusively upon Chelaxians and other outsiders. Knowing most city folks’ distaste for Varisia’s natives, the residents of Trail’s End return such prejudices, creating a community that thrives off Korvosan coin but reviles the city all the same.

Tayce Soldado (CG female human commoner 3) lives here with her three children, Brienna, Charlo, and Rello. Despite being only half-blooded Varisians, Tayce’s sons have distinctly Varisian features, with unruly black hair, brown eyes, and olive skin, while Brienna takes more after her father, having a paler complexion, with light hair and freckles. Tayce and her family are well known and quietly respected in Trail’s End, and have nothing to fear from the local Sczarni toughs. While Tayce works as a washerwoman for those in the community and several families in North Point, her children also bring in a few coins for the family, with Brienna working as a maid, while Charlo and Rello work as unofficial apprentices to a wheelwright friend of the family.

Tayce is a single mother. Her husband Bayan was murdered long ago by highwaymen. Left with three



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children to raise alone, Tayce dedicated her life to bringing them up right. Grau visits the family at least once a week to ensure that they're safe and have everything they need. He respects and honestly likes Tayce, and his visits are inspired by familial concern and fraternal obligation, not any one-sided feelings for his brother's widow.

The Soldado home is a squat, two-story wooden building in desperate need of repair. Overall, the building feels like the home of a family too busy living to bother with tedious chores. Inside, the house is remarkably clean and well kept, filled with worn furniture and decorated with the crafts and scribbling of children. Tayce ceded the one bedroom to her children years ago and sleeps on a settee on the first floor. Since Brienna's illness, though, the boys have joined their mother downstairs.

INFECTIOUS ENCOUNTERS

When Grau and the PCs reach Tayce's home, Charlo and Rello are playing quietly in the living room, while Tayce attends Brienna upstairs. Every few minutes, a spasm of ragged coughing fills the house from above. Ishani Dhatri, an acolyte from the Bank of Abadar, is in the kitchen with a bag of herbs, brewing some concoction that smells of cinnamon and anise. Upon seeing the man still there, Grau is obviously displeased and goes upstairs to have a sternly whispered conversation with Tayce. Any character who succeeds at a DC 20 Perception check can make out the gist of the conversation: Grau scolding Tayce for racking up a bill with an expensive healer when he said he would handle things, and Tayce defending her decision and restating the direness of Brienna's condition.

Ishani Dhatri attends a kettle boiling on the kitchen hearth until Grau and Tayce come back downstairs. He is almost 30 years old, yet is still only a low-ranking priest in the church of Abadar. His mother brought him and his sister Vavana to Korvosa when he was less than 10 years old, fleeing an outbreak of scarlet leprosy in Vudra that had already claimed his father. Taking the first ship they could find, the Dhatri's found themselves on the return journey of an Arkona ship, and upon their arrival in Korvosa, their mother had to pay the price for said passage: 13 years of indentured service to the Arkonas. She died a mere 4 months after arrival, leaving Ishani and Vavana orphaned. After Vavana secured enrollment in the Acadamae, she cut ties with Ishani as well, leaving the young man completely alone.

Ishani's experience in Vudra scarred him, and being on his own in a strange city threatened to overwhelm him; rather than crumble under these fears and emotions, though, he found support and a purpose in the church of Abadar. He's spent his life in Korvosa seeking to help the sick ever since. Yet with each year, his

frustrations with church restrictions on offering healing magic without payment grows. He knows he can't offer actual healing without seeking payment, and the use of herbal remedies and other methods of fighting illness are his way of skirting the system for folk who need his aid yet cannot afford the church's rates. In time, Ishani may well simply convert to a more altruistic faith (most likely that of Sarenrae), a process that can be greatly expedited if a PC cleric of an appropriate deity senses his conflicts, but for now, the comfort and support of the church of Abadar outweighs his other concerns.

Any PC who takes the time to talk to Ishani has a chance to learn much about him and the disease afflicting Brienna Soldado. His greatest concern about the girl isn't that she's ill, but that he doesn't recognize the exact combination of her symptoms. He fears this might be a harbinger of a new disease.

If the PCs ask why he hasn't cured the girl yet, he sighs in frustration and replies, "If I had been sent for earlier, perhaps I could, but I'm afraid my duties at the Golden One's Vault required me to entreat him for similar miracles already this day. Even if I could heal her, the tenets of my church force me to request a donation for Abadar's power, which I suspect these simple folk could scarcely afford."

Nearing 40, Tayce Soldado possesses a simple beauty, scarcely hidden by her disheveled appearance and wan features. She hasn't slept in more than a day, but her concern for her daughter drives her on and she welcomes the PCs sincerely, especially if one of them has the look of a priest. She knows nothing of how her daughter might have become so ill, as the girl has drifted in and out of consciousness since she succumbed to the disease. Once Tayce satisfies herself that one of the PCs might be



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able to help her, she invites the healer upstairs with her to see Brienna.

The creaky steps open up into a bedroom loft above the main room of the Soldado home. A young girl lies in one of the beds, her slight frame dwarfed by the bed's size and the pile of pillows, afghans, and quilts surrounding her. Splotches of an angry red rash cover her face and arms, appearing in irregular shapes and sizes. Suddenly, her restlessness is interrupted by a violent fit of hacking coughs that jerk her entire frame, lifting her well off her pillows. The spasm passes after a moment, dropping her back to the bed, but seemingly having done little to ease her breathing.

Brienna Soldado is a 1st-level commoner with a Constitution score of 9 and a Charisma score of 12, but has currently taken 4 points of Constitution damage and 5 points of Charisma damage. If she doesn't receive healing or other treatment soon, she's likely to die within the next few days.

The PCs have three obvious choices: heal Brienna on the spot via *remove disease* (or a similar effect), head out into Krovosa to secure a potion or NPC spellcaster to do so, or do nothing. *Lesser restoration* can stave off the inevitable if it's used to heal her Constitution damage. Ishani himself suggests purchasing a *potion of remove disease* from his temple, or if the PCs can pay the 150 gp, he can return the next morning to cast the spell himself. A successful DC 20 Sense Motive check reveals that Ishani feels awkward and ashamed at asking for money, and a successful DC 12 Diplomacy check is all that's required to convince him to cast *remove disease* for free the next day (doing so is against Abadar's teachings, of course, so Ishani spends the bulk of the remainder of the day in prayer seeking forgiveness from the Master of the First Vault).

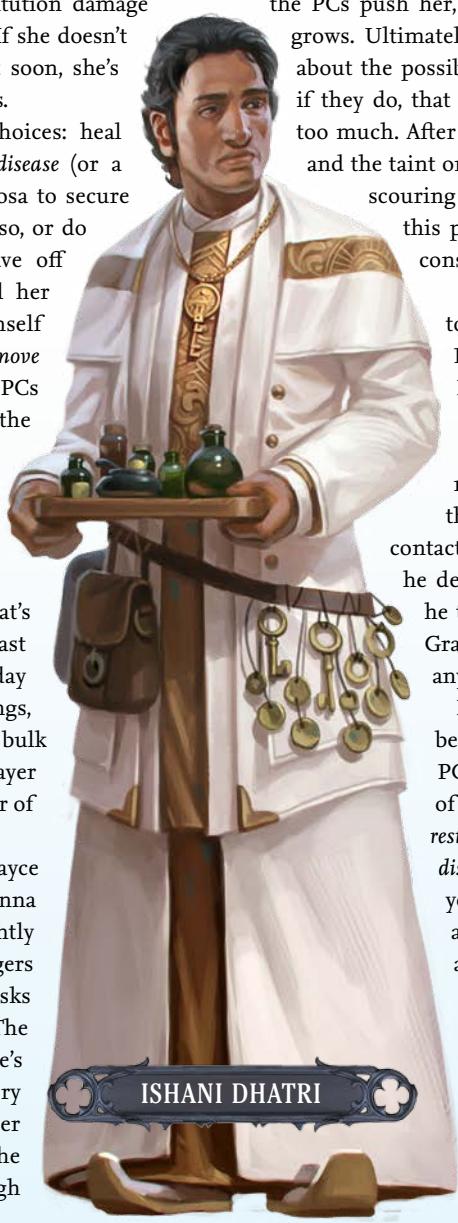
If Brienna's life is saved, Tayce is overwhelmed with joy. Brienna wakes almost immediately. Slightly befuddled by the crowd of strangers in the house and all the fuss, she asks her mother if lunch is ready yet. The PCs immediately become Tayce's personal heroes, and she proves very animated and affectionate in her thanks—few can hope to escape the relieved mother's hugs. Although

the Soldados can hardly afford to compensate the PCs, Tayce is eager to prepare them a feast that, considering her cooking skill, is a considerable reward. The PCs are now always welcome in the Soldado house, which swiftly takes on a celebratory air.

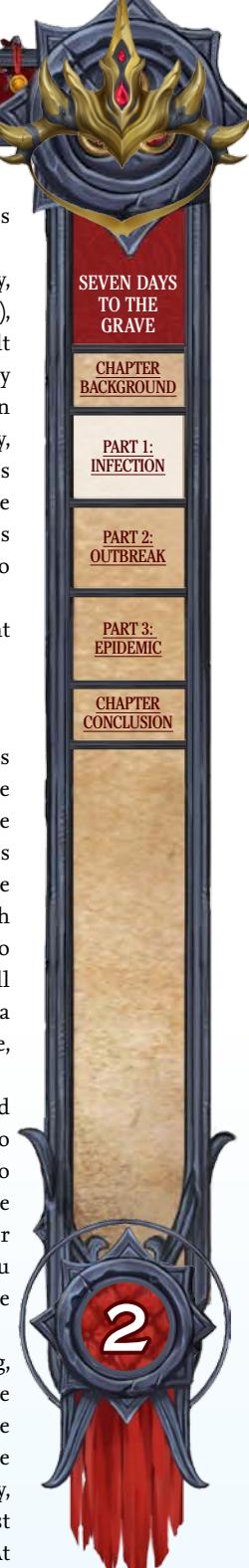
Brienna herself is simply happy to be feeling better. She doesn't know the coins she found made her sick, but she does know that she became ill soon after she went on her shopping spree. She secretly worries that Desna made her sick as punishment for not sharing the coins with her family, and if the PCs press her for clues in an attempt to track down a possible source of her sickness, she grows evasive and ashamed. A successful DC 30 Diplomacy check is enough to coax out her fear, and *detect thoughts* might give the PCs a clue as well. The more the PCs push her, though, the more protective Tayce grows. Ultimately, the PCs aren't expected to learn about the possibility of tainted coins this early, but if they do, that shouldn't derail the unfolding plot too much. After all, the disease is already spreading and the taint on the coins has worn off. Time spent scouring the city for diseased coins is, at this point, a wild goose chase that could consume valuable time.

Regardless of how the PCs' visit to the Soldado home develops, the PCs leave an impression on Ishani. He suggests that some of his more charitable work sometimes requires the aid of those outside his church's rigid hierarchies and asks whether the PCs might be amenable to him contacting them in the future. Soon after, he departs to attend to other duties, but he tells the PCs he can be found at the Grand Vault of Abadar should they have any need of his god's services.

Ishani's statistics are presented below. When he first encounters the PCs today, he has already cast both of his *remove disease* spells, his *lesser restoration* spell, and his *diagnose disease* spell. You can use Ishani as you wish in this chapter. He may well accompany the PCs on some of their adventures if you feel they could use a backup healer. Certainly, once he's befriended the PCs, he no longer charges them for his spellcasting, justifying his aid to them by the fact that the PCs are working to save the city, and thus working for Abadar in their own way.



ISHANI DHATRI

**ISHANI DHATRI****CR 4****XP 1,200**

Male human cleric of Abadar 5

LG Medium humanoid (human)

Init +3; Senses Perception +4**DEFENSE**

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 36 (5d8+10)**Fort +7, Ref +2, Will +10****OFFENSE****Speed** 40 ft.**Melee** dagger +3 (1d4/19-20)**Ranged** +1 light crossbow +4 (1d8+1/19-20)**Special Attacks** channel positive energy 5/day (DC 14, 3d6)**Cleric Spell-Like Abilities** (CL 5th; concentration +9)7/day—*resistant touch* (+2)**Cleric Spells Prepared** (CL 5th; concentration +9)3rd—*fly*⁰, *remove disease* (2)2nd—*aid*, *calm emotions* (DC 16), *lesser restoration*, *shield other*⁰1st—*command* (DC 15), *diagnose disease*^{UM}, *remove fear*, *sanctuary*⁰(DC 15), *shield of faith*0 (at will)—*detect magic*, *guidance*, *read magic*, *stabilize*D domain spell; **Domains** Protection, Travel**TACTICS****Before Combat** Ishani casts *shield of faith* before combat if possible.**During Combat** Casting *shield of faith* is Ishani's first act in combat if the spell isn't already active. Otherwise, he starts by casting *sanctuary* and then seeks to heal and support allies for the duration. A pacifist by nature, he avoids combat himself unless there's no other option.**Morale** If confronted alone, Ishani seeks to use *fly* to escape. If cornered, though, he fights to the death.**STATISTICS****Str 10, Dex 8, Con 13, Int 12, Wis 18, Cha 14****Base Atk +3; CMB +3; CMD 12****Feats** Brew Potion, Combat Casting, Improved Initiative, Selective Channeling**Skills** Craft (alchemy) +7, Heal +12, Knowledge (nature) +3, Knowledge (religion) +9, Spellcraft +9**Languages** Common, Varisian, Vudrani**SQ** agile feet (7/day)**Combat Gear** potions of cure moderate wounds (3); **Other**

Gear +1 light crossbow with 10 bolts, dagger, silver holy symbol of Abadar, 12 gp

Development: Unfortunately, in treating Brienna, Ishani and any PCs who come in contact with the girl are exposed to blood veil and must succeed at Fortitude saves to avoid catching the disease. So far, her mother has been lucky in that she has succeeded at her saving throws, and she's had the wisdom to forbid her sons from coming into

close contact with Brienna. Whether or not the Soldados are exposed to blood veil again is left up to you.

Once the PCs have saved Brienna (or alternatively, once they do what they can and leave the Soldado home), Ishani invites them to return with him to the Grand Vault of Abadar. He's seen similar signs of sickness in the city and worries that Korvosa may be on the edge of a full-on outbreak. While Ishani is right, he's also, unfortunately, a few days late. Continue with The Unwashed Masses on page 82 if the PCs agree to accompany Ishani to the temple. If they don't, Field Marshal Kroft contacts the PCs soon enough with a request for a meeting (see First, Do No Harm on page 85).

Story Award: If the PCs cure Brienna of blood veil, grant them 1,600 XP.

SIGNS OF THE PLAGUE

For the remainder of this chapter, the city of Korvosa falls increasingly under the frightening cloak of pestilence and plague. Blood veil is a terrifying sickness, and despite the best efforts of the city's healers, the plague spreads like a proverbial wildfire. The next part of this adventure presents numerous ways in which the PCs interact with those who have fallen victim to blood veil, and those who seek to take advantage of the situation. In addition, full rules for blood veil itself, along with some notes on how a plague can exist in a world where magic can cure disease, can be found on page 430 in Appendix 4 of this book.

You may wish to have additional plague-themed encounters for the PCs to navigate as they work to uncover blood veil's source and develop its cure. Two additional encounters are summarized below; feel free to use these as random events to spice up the game, or even to expand them into full-fledged missions if you want to give the PCs a few extra chances to combat the disease's spread.

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 ghoul warren, releasing a nest of angry ghouls and ghosts into the city's graveyard. At your discretion, these undead can inflict blood veil with their bite attacks rather than ghoul fever.

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. This is a situation where diplomacy might be a better option than combat, so make sure you give the PCs a chance to talk down the mob before the Gray Maidens are forced to attack.

PART 2

OUTBREAK

Plague has come to Korvosa, and while the new queen and her advisors bicker over how to address the calamity, fear takes hold on the streets. As the number of sick folk grows, people take desperate measures to avoid the plague, shutting themselves within their homes, shunning the infected, and even seeking escape from the city. The disease is prevalent in Korvosa's most impoverished areas, particularly Old Korvosa—blister-faced beggars and hacking common folk are visible on every corner.

As this part of the adventure proceeds, the PCs should become increasingly aware of other signs of similar sickness in the city. What starts as a few random cases soon feeds into rumors of sick people with distinctive red pocks on the face. While some are able to fend off the disease through simple resilience, magical means, or sheer luck, the number of the infected quickly grows beyond the city priesthoods' ability to simply "magic it away." The number of people who are ill in Korvosa continues to grow as this chapter proceeds. Through the efforts of Queen Ileosa and her conspirators, approximately 5,000 Korvosans are destined to succumb before the plague runs its course if the PCs do nothing to fight it.

During this part of the chapter, many encounters end with a Survivor Count section. These sections detail what results the PCs' efforts have on the worst-case-scenario death toll of 5,000. You should record the total number of lives the PCs save and any additional deaths they cause or permit, as this not only affects the plague's total casualties at the adventure's end, but also serves as a guide for how effective the PCs were in combating the plague.

When this part begins, use the Korvosa (Plagued) stat block on page 399 to represent the city.

THE UNWASHED MASSES

In a city as steeped in political scheming, decisive justice, and trade as Korvosa, it should be no surprise that the city's largest and most influential faith is the congregation of Abadar. Presided over by Archbanker **Darb Tuttle** (LN male human cleric of Abadar 13), the Bank of Abadar is one of the more potent moderating factors in the city, ever eager to remind the government and nobility of their responsibilities to their citizens. Although its acts might sometimes seem charitable, the church of Abadar is more concerned with the just enactment of the law and the continued flow of trade, a trait that Queen Ileosa was depending on to allow blood veil to gain a strong, early foothold in the city.

The PCs are most likely to first come to the Grand Vault as they accompany Ishani there, either to secure healing for

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

Of course, when the PCs reach the temple of Abadar, things might not be as they expected.

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

Yet for a deity of law, the steep stairs and ramps leading up to the temple's great bronze doors offer a strangely discordant scene. Dozens of citizens—mostly of the working class, although the silks of a few merchants show through the crowd—throng the entry, scarcely being held back by a group of gold-armored Abadaran clerics. All seem intent on gaining entry to the temple, but the clerics turn away nearly all comers. The clerics' reasoning becomes clear as one desperate believer is turned away, his pitiful countenance mottled with violent red sores.

Although Brienna Soldado was among the first to be stricken with blood veil, her case did not remain unique



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in Korvosa. The conspirators seeded several stashes of tainted coins throughout the city, and while those tainted coins have by now reverted to harmless silver pieces, the damage is done. Blood veil is more than capable of spreading on its own once the outbreak occurs.

This is the cause of the scene awaiting the PCs at the Temple of Abadar. The clergy has been inundated with pock-marked patients, healing those with the gold to pay and recommending local herbalists for those without. The priests might have been able to help more, but they have their own troubles—several of their acolytes, guards, and vaultkeepers have developed symptoms of the same mysterious disease. What little magic was left among the clergy was quickly sold to a few wealthy and lucky worshipers, but in all, fewer than two dozen citizens were healed.

Upon arriving, the PCs witness the temple guards turning away all comers who show signs of blood veil. Others who have less urgent business in the temple must fight through the disease-ridden crowd and undergo the guards' brief questioning as to their purpose—twin gauntlets few healthy visitors dare to run. While the crowd remains relatively orderly in its pleading, the temple's protectors and a few Korvosan Guards gathered nearby eye the situation with unease.

If the PCs intend to enter the temple (either to meet with Ishani or escort him inside), they must navigate the desperate crowd. This proves troublesome, forcing each PC to attempt a DC 14 Strength check to strong-arm through the assemblage. If any PC is obviously a healer, the crowd turns its attentions to the party, begging for healing and divine aid regardless of the PCs' actual ability to heal.

Actually healing a diseased victim or making a show of divine power within sight of the mob nearly sets off a riot. The crowd swarms the would-be healer, dozens of the sickly riffraff begging to be cured and explaining why their cases are the most desperate. Violence against the crowd at any point is immediately noticed by the Korvosan Guard. While the watch can understand a few thrown punches if the party is mobbed, the use of weapons or deadly spells, even in defense, could see the characters arrested.

Once the PCs manage to muscle through the crowd, guards at the doors to the Grand Vault halt them and sternly ask their purpose. If they aren't accompanied by Ishani, mentioning his name is enough to convince the guards that the PCs have legitimate business inside, and unless the PCs are obviously sick or violent, the guards let them into the temple for their appointment.

THE MISSING ARBITER

As the church of Abadar fights to protect Korvosa from blood veil, a troubling mystery vexes the church from within: one of their most notable (and powerful) worshipers, Arbiter Zenobia Zenderholm, is missing. Zenobia does not keep offices in the High Bank; as an Arbiter, she works out of the Longacre Building. When that building is quietly annexed by the Gray Maidens, Zenobia hands over the building over but then goes missing. Her vanishing concerns the church of Abadar, but with the more pressing matter of fighting blood veil on their hands, the priests have little time to spare for an investigation into the matter.

Before the church or the PCs have a chance to investigate further, Zenobia resurfaces and proclaims her allegiance to Queen Ileosa, vowing to aid the Gray Maidens in their pursuit of justice. She no longer carries the symbol of Abadar, and she cuts her ties with the church. Its attempts to openly communicate with the woman are rebuffed and, for now, Archbanker Tuttle regretfully considers Zenobia to be a “doubting soul lost to her fears.” Once the current mayhem in Korvosa is settled, he hopes to woo her back to the fold, but for now, he and the church have bigger concerns than the apparent loss of faith of one of their members.

In fact, Zenobia has done more than lose her faith—she has perished from blood veil, one of its earliest victims. In her dying moments, her cries for mercy went to Urgathoa, not Abadar, and the goddess of undeath heard and granted Zenobia life after death as a penanggalen. The PCs will learn more of this vile fate in time (see Part 3 of “A History of Ashes.”), but until then Zenobia continues to masquerade as a living human who’s simply turned her allegiance from Abadar to the Gray Maidens.

Story Award: If the PCs manage to navigate the crowd without harming anyone, grant them 1,600 XP.

THE HEALER’S HANDS

Even after the clerics of Abadar manage to disperse the plague victims with promises of healing, the temple remains a place besieged. Within its airy hall, priests and patrons eye each other and every newcomer with suspicion, and every footfall upon the marble floor echoes through a frightened silence. Ishani escorts the PCs to one of the temple’s western meeting rooms before revealing his concerns.

“Thank you for your aid. I assume you already suspect my reasons for calling, having seen the crowd outside.” He shakes his head sadly. “Poor lot. You recognize the symptoms too, I’m sure. I had hoped that the Soldado case was isolated,

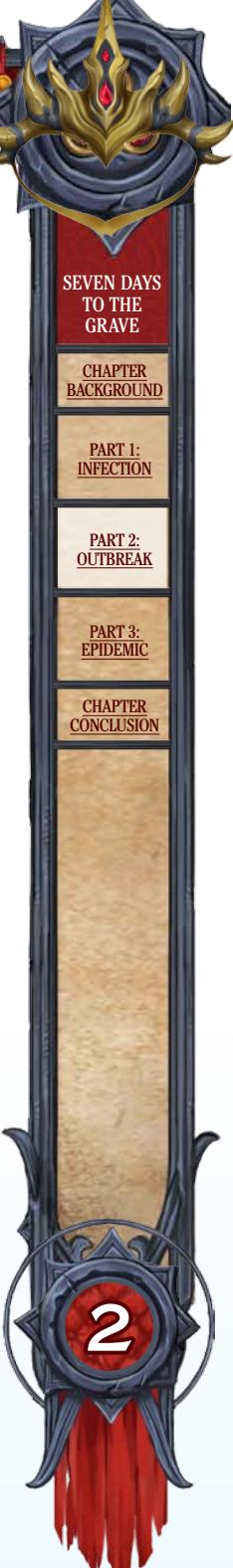
but apparently we have a bigger problem on our hands than I’d feared.

“I’m concerned for the city, but also for my brethren here. The morning after my first visit to the Soldado home, I came to the temple to hear that three of my brothers awoke with similar symptoms, although they had already been healed. I spoke to each, and aside from their usual duties in the temple, none have had any dealings with any who are ill. Later in the day, more of my fellow priests—acolytes, guards, vaultkeepers—developed symptoms, and folk from throughout the city began arriving in search of healing. It’s been more than a little bit frightening. They’re calling the sickness ‘blood veil’—an apt enough name, I suppose.

“Most of the patients we’re treating have come from North Point and Old Korvosa. The disease seems to spread fastest through the lower classes. Although we here at the temple can heal some of the ill, I dread that the transmission of the disease will soon outpace our resources. The only way to stem the growing infection is to involve the entire city. We need to organize. We need to call upon the faiths of Sarenrae, Pharsrama, and even Asmodeus to face this attack. Archbanker Tuttle and several of his assistants are out pursuing alliances with these other faiths, but even that won’t be enough. We need to involve the Korvosan Guard and the queen’s new agents, the Gray Maidens, at the very least. That’s where you come in. With the number of desperate souls growing, it’s not particularly safe for a priest to walk the streets of Korvosa. I hear you have a good relationship with Field Marshal Cressida Kroft. Perhaps you would be willing to escort me to Citadel Volshyenek for an introduction?”

Ishani doesn’t expect the party’s involvement to be charity and has already cleared a generous payment of 200 gp for each PC involved in the errand. This is all the church is willing to commit to a single priest’s unofficial interests, but Ishani might be convinced to increase the payment by 50 gp apiece if the PCs prove hesitant, supplementing the church’s gold with his own.

Ishani is also willing to answer any questions the PCs might have about blood veil, but it’s unlikely he knows much they don’t. His first encounter with it, after Brienna, was at the temple, when three of his fellow priests received healing for the disease’s early symptoms. Several other faithful fell ill soon after, but each was healed with ease. The first cases from outside the temple were a barkeep and his wife from the Three Rings Tavern in North Point. They paid to be cured magically and were sent on their way. Within the next hour, though, three more sick citizens arrived, and more in the hours after that. Soon the crowd the PCs saw upon entering the temple had formed. Ishani fears the scene on the temple’s steps is but a precursor to the dangers ahead.



FIRST, DO NO HARM

Reaching Citadel Volshyenek poses little problem, despite Ishani's fear to the contrary. Although many in the city attempt to conduct life as normal, whispers and quiet conversations replace the raucous chatter of any normal business day, as if noise might attract the plague's lethal notice. If the PCs don't escort Ishani, they meet him here anyway once they answer Cressida's call for aid.

But Ishani's concerns aren't the field marshal's only recent problems. A few hours prior to the PCs' arrival, Field Marshal Kroft received orders stamped with the Korvosan royal seal, commanding the Korvosan Guard to provide members from its ranks to watch over the queen's personal physician, Doctor Reiner Davaulus, and a group of strange people proclaimed to be physicians, as they fulfill an appointment by the throne to halt the plague's spread. Although Kroft doesn't like her troops being tasked as glorified bodyguards, she knows her duty and obeys. Reiner and his band of strangely dressed "Queen's Physicians" are escorted to Citadel Volshyenek to be introduced to the Guard, and as the PCs arrive, this introduction is in full swing. Assuming the PCs have done nothing to sour their relationship with Field Marshal Cressida Kroft and the Korvosan Guard, the guards at the gate greet the PCs warmly, noting that if PCs want to meet the Queen's Physicians, they need to hurry to catch the doctors in the citadel's courtyard. As the PCs enter the citadel, read the following.

The echoes of forcefully spoken but unintelligible words resound off the imposing granite and iron walls of Citadel Volshyenek's outer curtain. Dozens of red-and-silver-armored guards stand in assembly upon the pitted stone mustering ground here, muttering in hushed, somber tones. Before them, atop a weathered wooden platform, paces Field Marshal Kroft, her eyebrows arched sternly as she momentarily tolerates the crowd's murmurs. Behind her upon the scaffold stand three grizzled veteran guards at attention, as well as an ominous-looking group. These newcomers wear cowled robes of oily-looking leather, supple gloves, and wide black hats. Some grip heavy canes, others dark satchels. Each of them, though, wears a dark-goggled mask tapering to a pointed beak. Among them stand two others. The first is a middle-aged gentleman in a simple black overcoat with streaks of white gracing the sides of his short, dark hair. He watches the gathered guards with a soft, concerned expression, his hands tightly clasping a heavy-looking doctor's case. The second figure is an imposing one



indeed—one of the queen's new Gray Maidens, clad in her resplendent plate armor and crimson plume.

The Field Marshal's fierce tone cuts through the rumble of whispers as she addresses her gathered guards. "You will escort Doctor Davaulus and his physicians in their royal duties wherever those might take them. Furthermore, you are to consider orders from any of the queen's Gray Maidens to be as binding as those of any superior officer in the Korvosan Guard. You are the Korvosan Guard. You will not balk. These are dire times, and your city needs these healers. Your city needs you. Your patrol leaders have your assignments. Dismissed!"

As the assembly ends, the guards gathered in the courtyard break up into groups, many reporting for various duties while others loiter for

a few moments to quietly gripe about their new orders. The armored woman is Kordaitra Destaid, the quartermaster and second-in-command of the Gray Maidens. Although she does not remove her helm and takes no notice of the PCs at this time, she confronts them more directly later in this adventure. Kroft and her veteran attendants begin to head into the citadel with Dr. Davaulus and his Queen's Physicians, but PCs who act fast can easily catch the commander's attention. Even if they don't try to catch up with Kroft, the field marshal notices them before she enters the keep and sends one of her aides to fetch the PCs. The leader of the Korvosan Guard welcomes the PCs and is even eager to see them, but she seems guarded in her current company; Davaulus's doctors unnerve her just as much as they do her guards. She introduces the PCs to Dr. Davaulus, leader of the Queen's Physicians. A calm man with a polite demeanor and deeply analytical mind, Dr. Davaulus greets the PCs warmly and welcomes their questions, saying he hopes to ease the concerns of as many of Korvosa's people as possible in this trying time. If questioned about his plans to help Korvosa, Davaulus admits he must still confer with Field Marshal Kroft to form a sensible plan, but produces a public announcement from his bag—one of numerous such wris soon to be distributed throughout the city (see Handout #2-2 on page 87)—to convey the queen's initial expectations.

If the PCs attempt to question the Queen's Physicians themselves, these people have little to say and defer to Davaulus, their voices muffled and disembodied as they emanate from their sinister masks.

The party might also wish to speak with members of the Guard. By and large, the common grunts are wary of these strange new doctors, as they're like no healers

these simple soldiers have ever seen before. They are also offended that outsiders have been given authority over them, and many are fearful that attending the doctors will expose them to the illness as well.

At the conclusion of the discussion with Kroft and Davaulus, Ishani asks if he might be of service in coordinating the efforts of the Grand Vault of Abadar with those of the city. His participation is welcomed, and he heads inside with the group after thanking the PCs, surprised and cautiously optimistic about the queen's new plans. It's up to you whether the PCs should be allowed into this meeting, a lengthy affair wherein Kroft and her aides go over the reports and statistics of plague in the city, then confer about ways to contain and treat the victims. Talk of quarantining blocks of the city and limiting movement through districts is the only news of any real import that comes of the discussion.

DR. DAVAULUS AND THE QUEEN'S PHYSICIANS

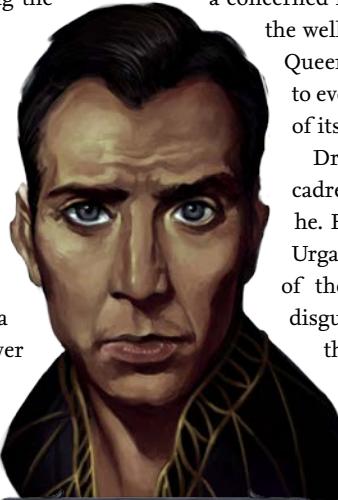
Doctor Reiner Davaulus heads Korvosa's efforts to combat the blood veil plague preying upon the city. A Chelaxian in his mid-40s, the doctor is deliberate in his speech and conducts himself like a concerned father, seeming to take genuine interest in assuaging the concerns and maladies of those around him. He claims to have served Queen Ileosa's family in Egorian, the capital of Cheliax, for many years. When she contacted him several days ago, begging for his assistance on her city's behalf, he couldn't refuse. After accepting her gracious offer of magical transport to Korvosa, he has spent his time assembling a group of the city's most talented healers to help stem the tide of the spreading plague. In all cases, he speaks highly of the queen and her attentiveness to her city's needs (this being the greatest clue to his counterfeit nature).

Dr. Davaulus does not lie when he doesn't have to: he is a doctor, he did come at the queen's request, and he is from Egorian. What he doesn't say, however, is that rather than being a servant of the Arvanxi family, he is in fact a member of the Red Mantis. An unassuming and unconventional assassin more interested in slow poisonings and seemingly natural deaths than blades in the night, Davaulus was tasked by his superiors with fulfilling Queen Ileosa's genocidal wishes. To this end, the learned doctor contacted two fellow scholars of disease with whom he'd had extensive prior associations: Lady Andaisin of Urgathoa's cult and Ramoska Arkminos in Ustalav. With their aid, he masterminded the creation and advent of Korvosa's plague. Currently, he acts as a go-between for the queen, the Red Mantis, and the cult of

Urgathoa hidden beneath the city. Publicly appointed as the Queen's Physician, Davaulus pantomimes the acts of a concerned healer devoted to his royal patron and the well-being of her city; in truth, he and his Queen's Physicians plan to spread blood veil to every corner of Korvosa, relieving the city of its excess population of undesirables.

Dr. Davaulus's supposedly handpicked cadre of doctors is as deadly and false as he. Each of these people is a worshiper of Urgathoa, although they bear no evidence of their religion and their magic masks disguise their evil alignments. Expecting their appearances to generate some concern, the doctors lift up their masks to show they are indeed humans if asked (although this does not count as removing the masks, allowing them to still benefit from the magic items' effects). Each claims to be a local with some knowledge of healing or a country doctor rushed in from Harse, Palin's Cove, or Veldraine as soon as word of the spreading disease reached her.

Dr. Davaulus's statistics appear on page 117. Statistics for a typical Queen's Physician appear below for use as needed in this chapter.



REINER DAVAULUS

QUEEN'S PHYSICIAN

CR 2

XP 600

Human rogue 3

NE Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 23 (3d8+6)

Fort +4, **Ref** +6, **Will** +1; +2 vs. nauseating scents

Defensive Abilities evasion, immune to blood veil, trap

sense +1

OFFENSE

Speed 30 ft.

Melee mwk club +5 (1d6+2)

Special Attacks sneak attack +2d6

TACTICS

During Combat The Queen's Physicians work together in combat, seeking to team up and flank foes with their clubs to make sneak attacks. They fight with an eerie silence, coordinating their attacks with a series of hand gestures and speaking only when forced to.

Morale In the presence of a superior, the physicians follow orders to the letter out of fear and fight to the death. On their own, they attempt to flee into hiding if reduced to fewer than 3 hit points.



Attention!

BY DECREE OF HER ROYAL majesty, the radiant queen ileosa, all citizens and members of the korvosan guard are to aid and admit the newly established queen's physicians in this time of urgency. these royal agents will extend healing to those who are ill and organize defense against the spreading affliction known as "blood veil." they are to be allowed access to any home or building they deem necessary in the course of their duties. all those suffering from disease or disorder are to submit themselves to the physicians for treatment.

to aid in the duties of the queen's physicians, know that the order of the gray maidens shall also provide military support as needed. the maidens answer directly to the crimson throne, and will be called upon as necessary to augment and strengthen the peace where city guards will not suffice.

impeding or distracting the queen's physicians or the gray maidens in the pursuit of their duties is punishable by imprisonment. impersonating one of the queen's physicians or gray maidens is punishable by death. knowingly harboring or hiding the infected is punishable by death. purposefully spreading blood veil is punishable by torture, then death.

the queen's physicians will be making rounds of every city district henceforth until her majesty deems this misfortune has abated.

HANDOUT #2-2

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 18

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative

Skills Bluff +5, Diplomacy +5, Disguise +5, Heal +5, Intimidate +5, Knowledge (local) +7, Perception +6, Sense Motive +6, Sleight of Hand +9, Stealth +9

Languages Common, Varisian

SQ rogue talent (combat trick), trapfinding +1

Gear leather armor, mwk club, *plaguebringer's mask* (see page 435), healer's kit

THE QUARANTINE

At some point later in this chapter, preferably before the PCs begin to investigate the Hospice of the Blessed Maiden in Part 3 but after they've gone on two or three missions in Part 2, word that blood veil has been particularly devastating in the district of Old Korvosa results in Queen Ileosa making a bold move. As the plague reaches its height and the citizens of Old Korvosa grow increasingly desperate, she quarantines the entire district. 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 chapter to progress. See Chapter 3 for more information and details on how one can come and go from Old Korvosa once the island is under quarantine.

COMBATING THE PLAGUE

The remainder of Part 2 presents five missions the PCs can undertake to combat the spread of blood veil throughout Korvosa. Each of these missions begins with a hook for the PCs that acts as a way to inform them of the mission and why they should undertake it. Completing each mission increases the number of people saved, but the order in which the PCs tackle these missions is irrelevant. Similarly, succeeding at (or even attempting) all five missions isn't a requirement for completing "Seven Days to the Grave." As the PCs complete missions, in addition to saving souls who would have perished to the plague, the PCs also begin collecting clues that point to the source of the illness. Once the PCs gather enough clues, they know to head to the Hospice of the Blessed Maiden, where the climax of

this chapter takes place. Jumping the gun and heading to the hospice before they tackle all five missions is risky, not only because they need the gear and experience they earn in this part to help survive the deadly encounters in and below the hospice, but because skipping these missions and forcing an early end to the chapter results in more deaths overall.

MISSION 1: THE WRECK OF THE DIREPTION

The PCs have likely heard rumors of the sinking of a supposed plague ship, the *Direption*, by this time. If they haven't, Field Marshal Cressida Kroft informs them. If indeed the ship was the primary source of the plague, then perhaps clues to the plague's original source or perhaps even its cure can be found within. The problem is that the *Direption* now lies in the deep waters of the Jeggare, and so exploring the shipwreck requires skill, bravery, and magic. Kroft is eager to learn more from the wreckage, but her guards aren't the best choice for the task. The job instead falls to the PCs.

The *Direption* lies beneath nearly 80 feet of water, its masts shattered and hull split in two. Reaching the wreckage can prove a daunting affair, as the PCs must overcome the barriers of swimming down to the ship, breathing underwater, and lighting their way. The PCs might not yet be able to cast *water breathing* themselves, but Cressida can pull strings with her contacts and supply each PC with two *potions of water breathing*. In addition, if the PCs have befriended Ishani, he can prepare two *water breathing* spells per day to cast on the party as needed.

With the concern of drowning overcome, seeing beneath the Jeggare's surface also poses a problem, for the murky water remains dark at this depth even at high noon. Aside from numerous illuminating spells, the inextinguishable light of everburning torches and sunrods proves useful even deep underwater.

LOCATING THE WRECK

Finding the *Direption* shouldn't prove too difficult even with the restricted visibility of the Jeggare's muddy waters. Cressida Kroft can provide the PCs with the exact location where the ship went down, after all. Still, locating the ship's final location deep below the river's surface requires a successful DC 15 Perception check. Without a light source, the DC increases to 25. Each attempt to locate the shipwreck takes 10 minutes of swimming. Here in the deep Jeggare, the waters are relatively placid, and only a successful DC 10 Swim check is needed to navigate them. However, every 10 minutes spent attempting to locate the ship brings a cumulative 20% chance of attracting the silt eels that lurk in area A1.

When the PCs finally discover the *Direption*, they find that obvious scars from fire and trebuchet strikes mar

the ship's hull, which lies on its side in two pieces amid the splinters of its masts. The ship's hull split into these two halves over a rock outcropping, its bow fallen to one side and a larger section of the stern on the other. Two relatively intact interior decks lie within both halves of the ship, along with the captain's quarters situated at the stern. While the bow sunk in a way that allows explorers easy access to any of its levels, the stern cleaved to the rocks it fell upon, limiting entrance to its lower decks. Upon the stern section's upper deck, the 10-foot-square main hatch and a covered ladder lead to the berth below. Both are swelled shut, and the heavy main hatch requires a successful DC 26 Strength check to open, while the trap door covering the ladder to the ship's hold requires a DC 23 Strength check to open. The trebuchet stone that struck the ship its killing blow also punched a sizable hole into the *Direption*. This 10-foot-diameter hole allows the easiest access to area A2.

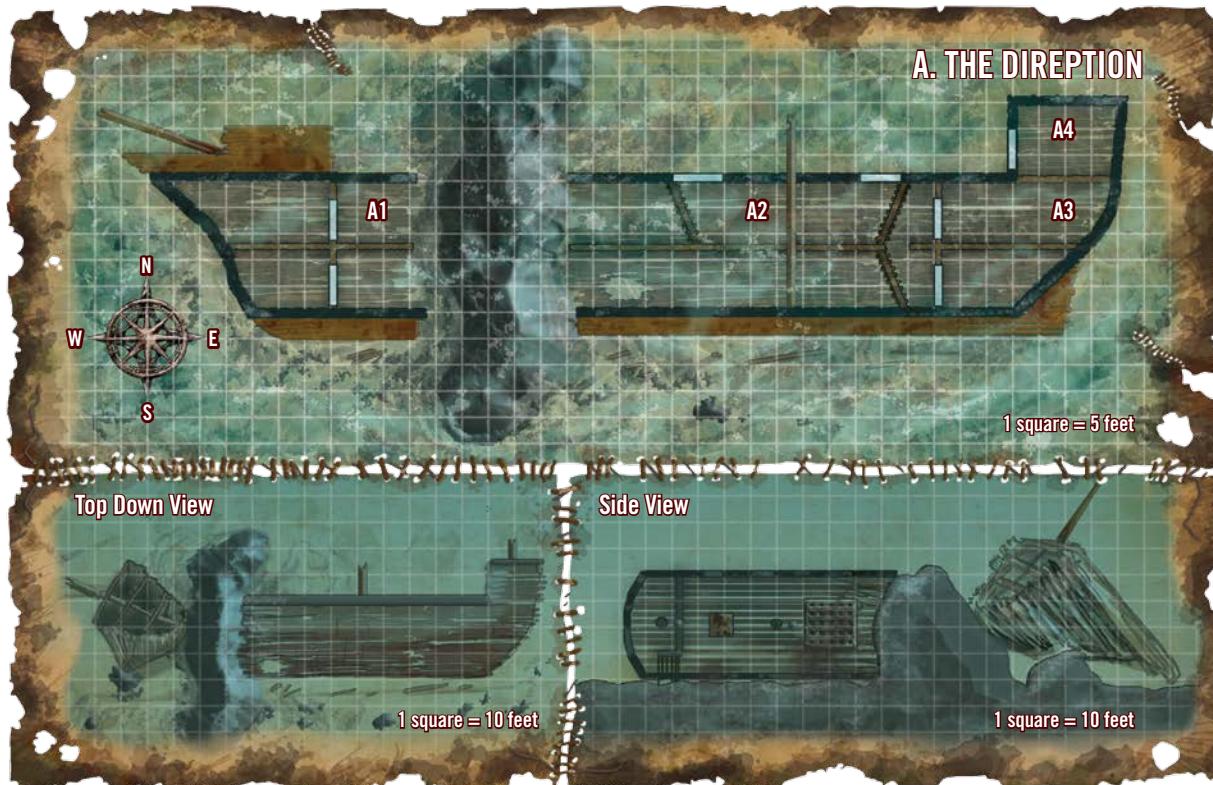
A PC who succeeds at a DC 20 Knowledge (local) or Profession (sailor) check identifies the shipwreck as a Nidalese merchant ship. Any attempt to research the ship's owner is a difficult task, but succeeding at a DC 30 Knowledge (local) check while using the Korvosan Guard's extensive records of ship traffic to and from the city's docks uncovers mention of the *Direption* visiting the city several times over the course of the years 4703–4711, but that at some point after that the ship was reported as "lost" by its owner, Garagori Whenston of Nisroch. Garagori, a Nidalese merchant of middling success, passed away in 4713. Further investigation into his history is a dead end, but feel free to let the PCs waste time trying to learn more if you wish, since this plays directly into the conspirators' hope that the *Direption* delays them from focusing on the truth.

A1 THE DIREPTION'S BOW (CR 4)

The front portion of the ship broke away and landed awkwardly here, revealing two splintered decks inside. Its bowsprit shattered and decks filled with debris, the vessel bears an ominous moniker along its fire-scarred hull: *Direption*.

Having split from the rest of the ship as it sank, the *Direption*'s bow emptied most of its contents into the river's currents, leaving little of interest inside. The doors into the forecastle and galley here swing open in the current, their interiors wrecked and disordered. A successful DC 18 Perception check while examining either of these areas reveals no evidence of supplies in the galley or personal goods in the forecastle.

Creatures: A half-dozen silt eels (spiny-faced, dark-brown poisonous eels native to the region) have relocated from their original lairs in the rock that split the *Direption* into scattered pots and overturned bunks on the wreck's bow.

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CR 1/2

XP 200 each

Variant giant moray eel (*Pathfinder RPG Bestiary 119*)

N Tiny animal (aquatic)

Init +3; **Senses** low-light vision, scent; Perception +5**DEFENSE**

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 6 (1d8+2)

Fort +4, **Ref** +5, **Will** +1**OFFENSE****Speed** swim 30 ft.**Melee** bite +5 (1d4-2 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**TACTICS****During Combat** The silt eels attack any creatures that come too near to their homes, and if they notice anyone outside the wreck, swim out to investigate and attack as well.**Morale** The silt eels flee to the bow of the wreck if wounded. If confronted there, they fight to the death.**STATISTICS****Str** 6, **Dex** 16, **Con** 14, **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** +1; **CMD** 9**Feats** Weapon Finesse**Skills** Escape Artist +11, Perception +5, Swim +11**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.**A2 SHATTERED HOLD (CR 2)**

A yawning wound in the ship's charred timbers allows murky water to flow through this debris-cluttered hold. Loose timbers, small fish, and dozens of identical boxes float eerily in the quiet darkness.

Despite what many in Korvosa have come to suspect, the *Direption*'s hold did not carry the plague. In fact, the ship was largely empty when it sailed into the harbor. Its crew comprised several loyal Urgathoan cultists who abandoned the ship as it entered the river's mouth, leaving the most loyal (and least valuable) of their number, a man named Rois Vindmel, to pilot the ship farther upriver until it was sunk. As a result, there are no remains of crew members to be found in the shattered hold, nor any sign of any element that would suggest the *Direption* was a plague ship at all.

Creatures: The conspirators hoped the *Direption* would distract those who sought to trace the plague's source and fight its outbreak, but knew that once the wreck was successfully investigated, its use as a red herring would end. And so Lady Andaisin arranged for a second "surprise" for the wreck's investigators—an aquatic ally of hers, the sea hog druid Yvicca, with whom Andaisin often compared religious theories on the nature of disease. Before the *Direption* sailed up into the Jeggare,

2

the Urgathoan priestess directed the crew to detour to the waters just south of Korvosa where Yvicca made her lair. The sea hag followed the ship north, then up into the river, and once it sank, she moved into the wreckage with her jigsaw shark animal companion, Skinshear, to lie in wait for the inevitable investigation by the cult's enemies.

Yvicca dwells deeper in the wreckage, but she's set her shark Skinshear to guard the hold. She prepares for combat as detailed in her stat block (see area A3), then joins the fight here as soon as she's ready.

SKINSHEAR**CR —**

Shark animal companion

N Small animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 22 (3d8+9)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed swim 60 ft.

Melee bite +4 (1d4+1)

TACTICS

During Combat Skinshear circles within the area, and should it detect the PCs, it butts its head against the door of area A3 to alert Yvicca, then swims out to attack the intruders.

Morale Skinshear fights to the death.

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 14

Feats Improved Initiative, Toughness

Skills Perception +5, Stealth +11, Swim +9

SQ tricks (attack, down, guard, stay)

A3 CREW QUARTERS (CR 7)

Several hammocks drift in the murky waters, strung between beams in this room. The room swirls with a haze of gore, fish heads, and half-eaten eels chumming the circling waters.

As in the hold, no evidence of any bodies or personal belongings can be found in this room, suggesting the ship had no crew when it went down.

Creature: Yvicca chose this portion of the ship to serve as her new lair; the chum clouding the water is an excellent indication of her foul personal hygiene. If she's surprised in this room because her shark didn't notice the PCs, she won't have had time to cast *speak with animals* before the fight, and does so on the first round of combat so she can call out for Skinshear before she begins the fight.

YVICCA**CR 5**

XP 1,600

Female sea hag druid 2 (*Pathfinder RPG Bestiary* 243)

NE Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +13

Aura horrific appearance (DC 16)

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 57 (6 HD; 2d8+4d10+26)

Fort +10, **Ref** +8, **Will** +10

SR 15

OFFENSE

Speed 30 ft., swim 40 ft.

Melee +1 shortspear +13 (1d6+8), claw +7 (1d6+3)

Druid Spells Prepared (CL 2nd; concentration +5)

1st—*cure light wounds*, *faerie fire*, *speak with animals*
0 (at will)—*detect magic*, *detect poison*, *flare* (DC 13),
read magic

TACTICS

Before Combat Before combat, Yvicca casts *speak with animals* so she can more easily direct Skinshear and any summoned animals.

During Combat Upon seeing the PCs, Yvicca uses her evil eye ability to daze the strongest-looking interloper before swimming into melee herself. If brought to fewer than 15 hit points, she uses her *wand of cure moderate wounds* on herself, unless she's surrounded, in which case she continues fighting.

Morale Yvicca fights to the death.

STATISTICS

Str 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +12; **CMD** 26

Feats Great Fortitude, Skill Focus (Bluff), Skill Focus (Perception)

Skills Bluff +11, Handle Animal +9, Knowledge (nature) +4, Perception +13, Stealth +11, Survival +10, Swim +22

Languages Common, Druidic, Giant

SQ amphibious, evil eye, nature bond (shark named Skinshear), nature sense, wild empathy +6, woodland stride

Combat Gear *wand of cure moderate wounds* (18 charges);

Other Gear +1 shortspear

A4 CAPTAIN'S CABIN

The door to the captain's quarters is swollen shut, requiring a successful DC 20 Strength check to open.

Along with a few other bits of ruined furnishings, the tattered sheets of a canopied bed twist like ghosts above the snapped wooden bed frame. Knotted amid the linens, a drowned man idly floats in the room's murky waters. A closed footlocker sits on its side at the far end of the room.

The *Direption* wasn't entirely abandoned when it sank into the Jegare. The corpse here is that of the ship's only remaining crew member, an Urgathoan zealot ordered to

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guide the ship into Korvosa's harbor. A sickly sort, Rois Vindmel served Urgathoa mostly due to his rampant hypochondria. Fate and bad luck eventually forced the middle-aged acolyte into the service of Lady Andaisin, who had little patience for his nebbishy ways but saw a use for his blind devotion. When the plot to sail the *Direption* into Korvosa harbor took shape, Andaisin volunteered her least-favorite servant for the mission, and Rois, who had become besotted with the Urgathoan cleric, was only too eager to impress her. Unable to decline the will of his cult's icy high priestess, Rois oversaw the mission, hoping to escape the sinking ship, swim to shore, rejoin his mistress, and obtain a reward. Completely alone, he worked furiously to guide the ponderous ship up around Old Korvosa, but was unable to maneuver it close enough to land to swim for shore before the Korvosan Guard opened fire. When the first blows began to strike the ship, Rois panicked and retreated to the cabin here where he'd left his personal belongings, but as the ship pitched and rolled he struck his head against the very footlocker he was trying to open. He was unconscious when the ship sank, and drowned without waking.

His corpse, wearing simple black robes, now floats in the room. An examination of his body reveals a nasty head wound—not something that would kill, but certainly enough to knock a person out. Rois's body has been partially eaten by crabs and fish, particularly his face. Apart from making his corpse so grisly, his lack of a tongue makes *speak with dead* essentially useless (attempts to use this spell might be able to secure yes or no answers, but details about his life should be difficult to decipher). If the PCs learn he was part of a cult of Urgathoa, that's fine, but they shouldn't be able to learn the location of the hidden cult's temple from this damaged corpse. At your discretion, if the PCs ask the right questions, his tongueless corpse might howl out Andaisin's name, but it takes a successful DC 20 Perception check to correctly understand the word. A further search of his body reveals his silver unholy symbol of Urgathoa on a chain around his neck.

Treasure: Rois' silver unholy symbol is worth 25 gp, but greater treasures lie within the watertight footlocker. A PC who succeeds at a DC 10 Perception check while examining the footlocker finds a patch of skin and hair stuck to the corner of the metal box where Rois struck his head, and a successful DC 20 Perception check also reveals that the footlocker's seal remains intact.

Within the footlocker is a leather pouch containing 50 pp and 38 gp, and a *cloak of resistance +2* bearing an embroidered image of the unholy symbol of Urgathoa (Rois didn't want to wear it openly on the off chance that the *Direption* was hailed or boarded before its mission was carried out); the symbol on the cloak can be removed without harming the cloak's magical properties with a successful DC 20 Profession (tailor) or similar check. Failure means the symbol is removed but the cloak gains the broken condition and functions as a *cloak of resistance +1* until it is repaired.

The footlocker also contains a copy of *Serving Your Hunger*, Urgathoa's sacred text. This book is exquisitely illuminated and bound in black silk and velvet over darkwood covers, yet its pages are ancient and fragile. The book is worth 1,500 gp. Any nonevil church in Korvosa will



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pay this price as a bounty in return for the book, which the clergy will either then archive (if the church is Abadar's) or destroy (any other nonevil Korvosan church). If the footlocker is opened while still underwater, the book's contents are ruined and its value drops to 500 gp.

If the book makes it to the surface undamaged, the PCs can peruse its contents. The text is largely presented as a combination prayer book and cookbook for the preparation of various humanoids as meals, but also serves as a primer for taking a conciliatory approach to dealing with the undead and for the transformation of oneself into undead. Rois has committed blasphemy in his copy—whenever the name "Urgathoa" appears in the text, he's scratched the name out and penned in the name "Andaisin," an indication of how deep his obsession with his high priestess ran.

Development: If the PCs learn the name Andaisin, a successful DC 20 Knowledge (history or local) check, or a successful DC 25 Diplomacy check to gather information, reveals a disturbing tidbit of information. Cressida Kroft automatically knows the following information if the PCs mention the name to her. Several years ago, the small village of Beorandy on the northern shores of Nidal succumbed to a sudden and devastating outbreak of bubonic plague. Nidalese investigators found evidence that the cult of Urgathoa, led by a woman named Andaisin, had engineered the outbreak, but the high priestess and her cult has absconded. Evidence that she'd fled aboard a ship compelled Nidal to alert authorities along the western coast of Avistan that Andaisin was a wanted criminal, and that if apprehended, she was to be returned at once to Pangolais to face charges of mass murder. Andaisin was never caught.

Story Award: Award the PCs 1,600 XP for learning the connection to the cult of Urgathoa. Award them an additional 1,200 XP if they discover the significance of Lady Andaisin's involvement.

REPORTING TO CRESSIDA KROFT

Once the PCs explore the wreck, Cressida Kroft is surprised to learn the ship may not have been a plague ship after all, but if the PCs found evidence the cult of Urgathoa was involved, she grows grim. If the PCs haven't figured it out on their own, she now realizes the "plague ship" was intended to do little more than delay or misdirect an investigation into the sickness. The presence of a worshiper of the goddess of disease on the ship can be no coincidence, and she comes to believe a cult of Urgathoa is operating in Korvosa. If she learns Andaisin is involved, she becomes even more worried, for this notorious Nidalese criminal has already destroyed towns via plagues, if Nidal's claims are to be believed. For obvious reasons, Kroft doesn't want to further complicate

Korvosa's situation by letting word of Andaisin's possible involvement reach Nidal. Cressida asks the PCs to be on the watch for further clues but to continue working to fight the spread of blood veil throughout the city. As long as cultists of Urgathoa remain active, possibly encouraging the plague's spread, stopping the contagion grows even more important.

Survivor Count: If the PCs spend more than a day resolving this mission, each additional day they spend distracted by the *Direption* costs the lives of 10 citizens, effectively reducing the total number of people the PCs would have otherwise saved.

MISSION 2: PLAGUE RATS

As in many large cities, the tunnels and sewers beneath Korvosa attract all manner of unsavory elements. Combining elements of thieves, vermin, and monsters that prowl the reeking depths, the wererats of Korvosa eke out a living from the city's refuse. Most Korvosans contentedly believe the monsters are nothing but stories to keep children out of trouble, and thus, the lycanthropes and their unwitting hosts have long lived in a kind of oblivious accord. Until now.

Giving voice and violence to their fear of the plague, a mob of Midland citizens publicly execute a wererat they discovered foolishly prowling in an alley. Their misguided violence quickly leads to a few drunken dockworkers braving the sewers to hunt wererats, blaming their problems on the lycanthropes believed to dwell below. Used to fear and abuse, most wererats respond to the attacks by abandoning their dens and hiding elsewhere in the city. However, a wererat firebrand named Girrigz Ripperclaws refuses to do so, instead calling his kin to war against the weakened humans above.

One of Korvosa's closet lycanthropes seeks out the party once these events begin. A mousy, second-hand fishmonger with jaundiced eyes, Eries Yelloweyes has lived in secret as a wererat for more than 50 years and is one of the oldest lycanthropes in the city. She has seen much suffering in her time, including devastating government-directed purges, a return of which she fears Girrigz's warmongering ways could quickly incite. Her efforts to talk sense into the violent wererat and his gang have failed, but Eries hears of the PCs through her contacts in the Korvosan Guard and approaches them in her human form for help. Quietly proud of her lycanthropic blood, she explains that something must be done about Girrigz before more lives are lost. She asks the PCs to speak with him and, if necessary, offer him an example of the force the city will doubtlessly employ should his rebelliousness continue. Begging the PCs not to kill her people if it can be avoided, she gives them directions to Girrigz's lair beneath Midland. In exchange for their help, she promises to work



to convince her wererat kin to help fight the plague from the shadows by disposing of infected bodies and doing what else they can to fight its spread.

B1 SEWER TUNNEL

The trek through Korvosa's sewers to Girrigz's wererat camp can be as long as you wish. If the PCs are lagging in experience points or you want to enliven the journey, see page 465 for encounter tables for Korvosa's sewers. Eventually, though, the party comes to a tunneled-out gap in the sewer wall.

Through the disgustingly visible haze of noxious sewer reek, the flow of unmentionable slop through the sewer tunnel's filth-slick channel unexpectedly forks. Most of the muck continues on its expected path, but a small stream of ooze diverts off through a wide cleft in the moldy masonry wall. The man-sized crack cuts deep into the rock behind the wall, and wisps of thin white smoke issue forth.

Any characters who proceed down the main tunnel another 20 feet find that the sewer bends east and is blocked by a large, rusty grate. From here, PCs can easily see into area B4.

B2 GUARD DEN (CR 5)

The flow of sewer filth oozes into this rough-hewn stone cave from the west, pooling to the south before continuing through a crude channel in the eastern wall. Fat black mushrooms and other disgusting fungus grow thick around the pool of slime. Several low alcoves are cut into the walls, each filled with moldering hay, filthy furs, and tiny bones.

This room serves as a guard post against incursions from humanoid hunters or any of the sewer's countless other threats. A PC who succeeds at a DC 15 Knowledge (dungeoneering) check recognizes the largest of the mushrooms to the south of the sewage pool as a shrieker (*Pathfinder RPG Core Rulebook* 416).

The shallow flow of sewage in this room makes the floor somewhat slippery in the spaces it covers. Moving at half speed through the muck offers no problem, but a PC who moves faster or makes an attack in one of these slimy spaces must succeed at a DC 12 Acrobatics check or fall prone.

Several cracks in the north wall allow Tiny or smaller creatures to slip through into area B5.

Creatures: A pair of wererats and three dire rats keep watch in this room. The dire rats are trained not to cross the flow of sewer water, as doing so tends to set off the shrieker, but the wererats purposefully do this if they notice intruders or are attacked.

The shrieker sits near the center of the south wall, but closer to the passage to area B3 than to the other gap in the wall. Any creature that enters this room from B1 and doesn't immediately move north (through the gap between the wall and the stone pillar at the room's center) causes the shrieker to begin screeching. This in turn causes the wererats in area B3 and the rat swarm in B5 to come investigate. It also wakes the otyugh in area B4.

WERERATS (2)

CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 197)

DIRE RATS (3)

CR 1/3

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary* 232)

B3 COMMUNAL DENS (CR 6)

Several pieces of broken furniture, dried hay, and fragments of lumber burn in a small fire at the center of this open, ruggedly carved cavern. Short alcoves filled with filthy, oversized rats' nests dot the walls, and the disgusting drip of polluted black condensation echoes through the chamber. A thick flow of sewage spreads across the western edge of the chamber, seeping from a crack in the western wall to another in the south.

Most of Girrigz's wererats spend their time here sleeping, sharpening scavenged weapons, and eating what passes for food in the sewers. The filth-soaked floor here is somewhat slippery in the spaces the refuse passes through, just as in area B2.

A successful DC 20 Perception check in the easternmost alcove reveals a hole in the eastern wall. Small or smaller creatures can squeeze through this gap.

A PC who succeeds at a DC 14 Knowledge (engineering) or DC 20 Perception check realizes that the walls around the cleft in the south wall are subsiding. If the stone there is chipped away (hardness 8, hp 40), the gap into area B4 becomes just large enough for the otyugh to rampage through.

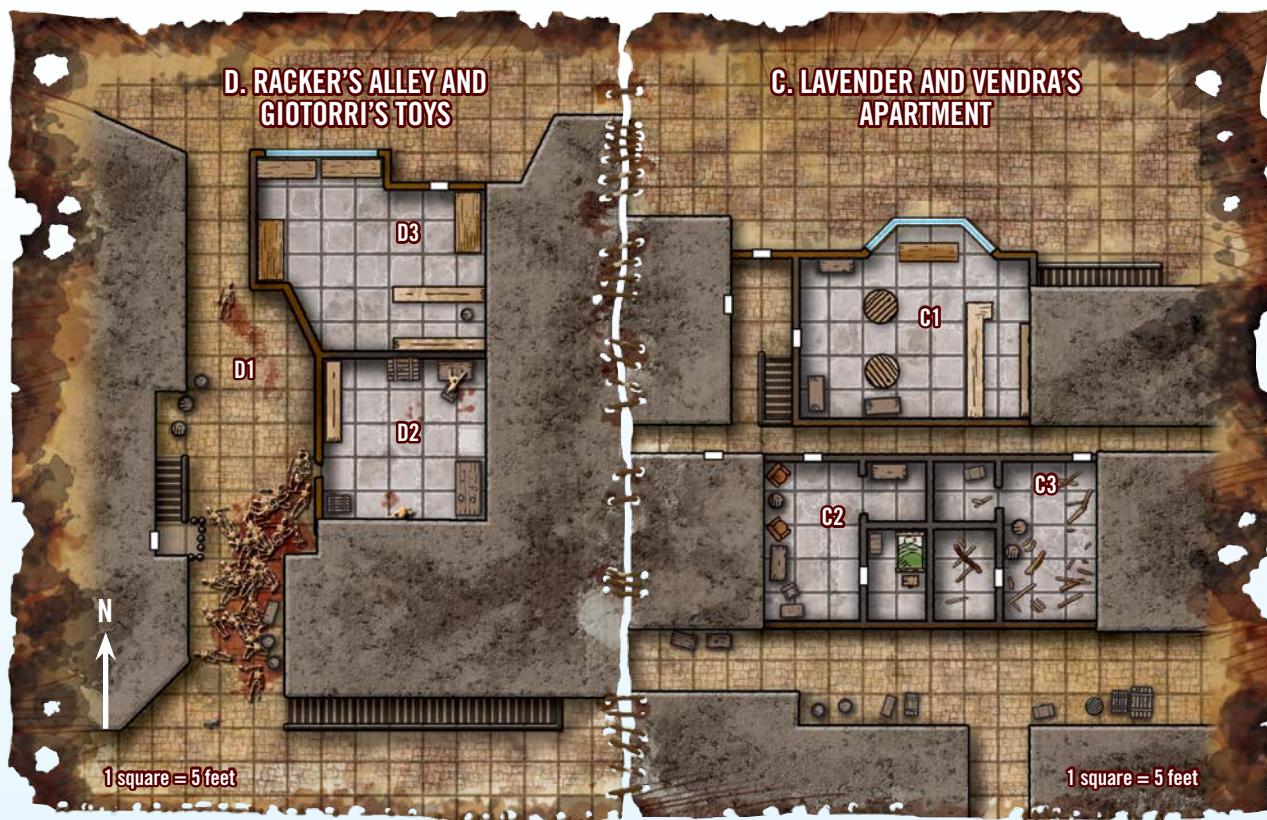
Creatures: A group of four wererats lounge here, hissing and laughing at several fat black rats tormenting an alley cat they captured in a small cage. They attack any non-wererats who enter the room. If battle erupts in this room, Girrigz transforms into his dire rat form and comes through the gap in the east wall from area B6 to aid his allies.

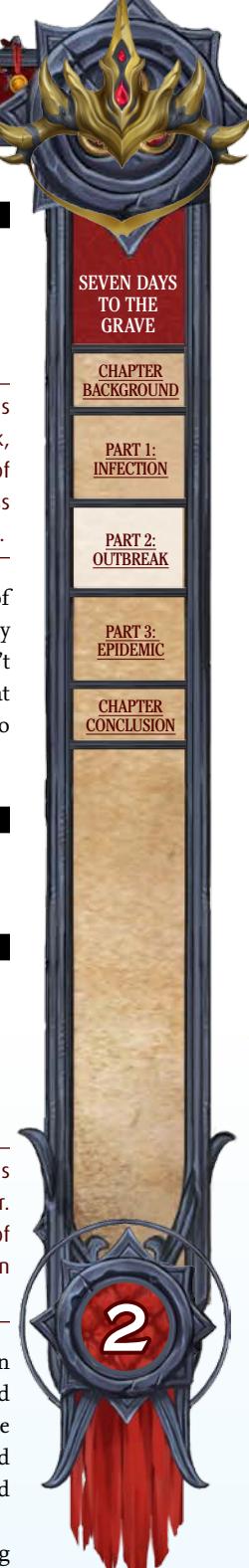
WERERATS (4)

CR 2

XP 600 each

hp 18 each (*Pathfinder RPG Bestiary* 197)





Treasure: A PC who succeeds at DC 18 Perception check discovers a variety of the wererats' crude treasures and tools, the most noteworthy being three smokesticks, a tanglefoot bag, a thunderstone, 20 tindertwigs, a bent copper trumpet bearing a pennant with the city's coat of arms worth 120 gp, and a complete set of masterwork carpenter's tools.

B4 TRAPPED OTYUGH (CR 4)

Two thick grates of rusted iron hedge in this section of sewer tunnel. From a human-sized crack in the northern wall seeps a steady flow of sewage, oozing into the greater flow of tainted water. A hulking pile of filth and debris partially blocks the stream of offal, forming a cart-sized clot in this disgusting artery.

An old fixture of the city sewers, the grate to the west prevents undesirables from slinking through the sewers. The grate to the east is a newer addition meant to serve the same purpose, but includes a lifting mechanism that allows the passage of sewer workers and other civic servants, and the city has simply not removed the old grate yet. Both grates extend to the ceiling 10 feet above (hardness 10, 60 hp, lift DC 26).

A wall-mounted mechanism consisting of several gears and a large handle rests on the south wall, 10 feet to the east of the eastern grate. The wererats jammed the device to keep it permanently unlocked and ready to use. Any creature who spends a minute turning the handle causes the eastern grate to screech loudly as it retracts into the ceiling.

Creature: The wererats here have used the two grates to trap a lone otyugh. The creature has been here for more than a week, surviving off of rats and what it finds floating through its makeshift cage. Unless awakened by the shrieker in area B2 or similar loud noises, it is sleeping when the PCs arrive.

If awakened, the hungry otyugh's first reaction is to attack any PC in reach. If the PCs are out of reach, the distressed sewer monster blubbers about being "so hungries" and "caught by mean rat hoomans." Kind words and a successful DC 23 Diplomacy check convince the otyugh to aid the PCs by attacking the wererats. Giving the otyugh any kind of food grants the PCs a +4 bonus on this Diplomacy check. The otyugh remains friendly for only an hour, though, and unless the PCs succeed at further Diplomacy checks, it soon forgets who the PCs are and attempts to eat them anyway. With a successful DC 17 Intimidate check, a PC can also convince the otyugh to attack the wererats, but this tactic secures its cooperation for only 10 minutes before it lashes out at the PCs.

OTYUGH

CR 4

XP 1,200

hp 39 (*Pathfinder RPG Bestiary* 223)

B5 RAT DENS (CR 3)

The scrapes and scratches of tiny claws cover the uneven walls of this crudely carved cave. Amid these marks, dozens of dark, fist-sized holes dot the stone like a rocky beehive. Hundreds of bones—of rats, horses, fish, and humans—lie scattered across the floor, and a cleft in the earthen wall leads off to the east.

Creatures: Within the carved-out walls, a swarm of rats and six fat, greasy dire rats make their nests. They attack any creature that enters the room and doesn't smell of rodent. If the shrieker in area B2 is set off, the rat swarm moves through the gaps in the southwest wall to investigate, but the dire rats are too lazy to care.

RAT SWARM

CR 2

XP 600

hp 16 (*Pathfinder RPG Bestiary* 232)

DIRE RATS (3)

CR 1/3

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary* 232)

B6 GIRRIGZ'S DEN (CR 6)

Several crates, mismatched boxes, and poorly kept weapons lie stacked and scattered about this dingy stone chamber. Pinned to the side of one stack is a crudely sketched map of Korvosa. A large rat's nest, strewn with moldy pillows, fills an elevated hollow in the south wall.

Creature: Girrigz, the wererats' leader, plans his war on the city above from this den. He and his followers managed to collect much of what they think they might need in the coming days, including a variety of weapons; discarded foodstuffs; and equipment such as rope, manacles, and several flasks of alchemist's fire.

Succeeding at a DC 20 Perception check while examining the alcove on the southern wall—Girrigz's nest—reveals a large crack, big enough for a Small creature to squeeze through, leading to area B3.

Girrigz always hated the sewers. A natural lycanthrope, he has spent his entire 29 years of life as a wererat, feeling trapped beneath the boots of Korvosa's people above. More than once, the rebellious wererat has sneaked up onto the streets to take out his hatred on beggars and other unsuspecting humans, seeing his predations as just revenge. Less than a year ago, he took two silver crossbow

bolts from a well-equipped Korvosan guard who came upon him savaging a dockside vagrant. Barely escaping with his life, Girrigz has since been a fiery and vocal member of the wererat community, urging his people to strike back against the weak humans above. The lack of reason and the cowardice of elder lycanthropes have long stifled Girrigz's warmongering, but the attacks from those above coming in the days since the plague have finally given the savage wererat revolutionary the following he needs. While he lacks the numbers and skill to truly threaten the city above, his blind hatred could easily lead to the deaths of hundreds.

Although he doesn't respond to the sound of the shrieker's screeching, battle in area **B3** or the release of the otyugh causes Girrigz to come investigate. If the party manages to catch him unaware, he's here studying a map of the city and dreaming of burning Castle Korvosa to the ground. Girrigz cannot be reasoned with. He hates all non-wererats, and upon seeing invaders, he savagely attacks and fights to the death.

GIRRIGZ
XP 2,400
CR 6


Male human natural wererat fighter 6 (*Pathfinder RPG Bestiary 197*)

CE Medium humanoid (human, shapechanger)

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 23, touch 18, flat-footed 18 (+5 armor, +4 Dex, +3 deflection, +1 dodge)

hp 67 (6d10+30)

Fort +9, **Ref** +6, **Will** +6 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee +1 mithral rapier +13/+8 (1d6+5/18-20)

Special Attacks curse of lycanthropy, weapon training (light blades +1)

TACTICS

Before Combat Given advance warning, such as by the sounds of fighting in area **B3**, Girrigz imbibes a *potion of bear's endurance*, a *potion of blur*, and a *potion of shield of faith* +3 before stealthily moving in to join the battle.

During Combat Girrigz fights ferociously, taking particular pleasure in using his bite attack. He drinks his *potion of cure moderate wounds* if reduced to fewer than 20 hit points.

Morale A total fanatic, Girrigz fights to the death.

STATISTICS

Str 13, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 25

Feats Dodge, Improved Initiative, Iron Will, Mobility, Vital Strike, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +7, Handle Animal +7, Perception +5, Stealth +7, Survival +8

Languages Common, Varisian

SQ armor training 1, change forms, lycanthropic empathy

Combat Gear *potions of bear's endurance* (2), *potion of blur*, *potion of cure moderate wounds*, *potion of shield of faith* +3; **Other Gear** +1 chain shirt, +1 mithral rapier, 230 gp

Treasure: Amid the rotted food, coils of moldy rope, and threadbare dark cloaks that fill most of the crates in this room, a PC who succeeds at a DC 15 Perception check turns up 22 daggers, 12 short swords, three light crossbows, 60 crossbow bolts, four chain shirts, 12 flasks of alchemist's fire, a masterwork longsword, and a masterwork suit of chainmail. A PC who succeeds at a DC 20 Perception check while searching Girrigz's nest discovers four *potions of cure moderate wounds*, a *bottle of air*, and a *pearl of power* (2nd-level spell), as well as the crack in the southern wall.



Story Award: If the PCs manage to scatter Girrigz's warband without killing any wererats (other than Girrigz), grant them experience for each surviving wererat as if they had defeated it in combat.

Survivor Count: Preventing Girrigz's war against Korvosa saves the lives of 400 citizens.

MISSION 3: THE COLOR OF DEATH

Lavender, one of the better-known and noted perfume boutiques in Korvosa, stands amid a row of tightly packed shops just off of Summoning Street. Owned by an opportunistic Chelish woman named Vendra Loaggri, the perfumery has always had a reputation for avant-garde creations and brazen promotions (infamous memories of the "Free Imp with Every Purchase" stunt still linger among residents of the Heights). With fear of blood veil running rampant throughout Korvosa, Vendra conceived of her most ingenious publicity stunt ever: a cure.

Lavender's Luxuriant Liniment is the everyday elixir of the common Korvosan. It wakes you up in the morning and calms you down at night. It soothes aching joints, tired feet, sore hands, and throbbing heads. It takes the pain out of cuts, burns, bruises, and blemishes. It smells like chastity, confidence, and respectability, and tastes like honeyed dewdrops over snow clouds. Most miraculously, though, Lavender's Luxuriant Liniment dispels blisters, minimizes swelling, calms the complexion, and erases all symptoms of the common blood veil complaint.

And it's all a complete sham.

Turning from an unscrupulous merchant to a two-bit snake-oil saleswoman, Vendra expects to collect a small fortune from desperate Korvosans and be long gone before anyone realizes her prosaic potion's main ingredient is river water.

The PCs may hear rumors about this miracle cure on their own and decide to investigate. Alternatively, an NPC ally could inform them of the rumor and ask them to check out the veracity of these claims. If Lavender's owner has indeed found a cure, it should be made freely available, and if she's peddling snake oil, the false security she's fostering needs to be dispelled before more people put their confidence in trickery and unknowingly expose themselves and spread the malediction even faster.

LAVENDER FEATURES

If the PCs pay a visit to Lavender during the day, they find a queue of eager Korvosans standing in a line that stretches nearly four blocks from the perfumery's distinctive amethyst-shaded windows. Many of these people look healthy, but several bear the early but obvious symptoms of blood veil: hacking coughs and blisters. The line threads through the street and into the store, where customers pay 2 gp for a dose of Lavender's Luxuriant Liniment. Vendra greets each

WERERAT PCS

It's possible that one or more PC could contract the curse of lycanthropy from Girrigz or one of his wererat minions in this encounter. If this occurs, you can have those PCs gain the wererat lycanthrope template and take control of their characters when the change takes over, as suggested in the *Pathfinder RPG Bestiary*, or you can use the corruption rules in Chapter 1 of *Pathfinder RPG Horror Adventures*, which presents variant mechanics for lycanthropy that change a character in a slower and more organic manner.

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new customer from behind the shop counter, leaving the actual sales to two pretty young shop girls. Two large, well-dressed men with purple cravats discreetly hold saps and keep their eyes on the shop's patrons, ready to put down any trouble at a nod from Vendra.

If they visit at night, the PCs discover a line of more than 50 customers camped outside Lavender's front door, waiting until the shop opens the next morning to buy their doses of Vendra's elixir. More guards remain on duty through the night, watchful for thieves and keeping overly zealous customers in line.

In addition to Lavender, Vendra Loaggri owns the two apartments situated behind her shop. One serves as her personal residence. The other looks condemned from the outside—its door is boarded over with dusty timbers; in actuality, it serves as the laboratory in which she creates Lavender's Luxuriant Liniment. A secret door allows passage between Vendra's bedroom and this hidden laboratory.

Three times per night, two of Vendra's thugs leave through the alleyway between the shop and Vendra's apartment rolling a sturdy barrel. They take it all the way down to the Jeggare River and fill it with water (although sometimes they get lucky and just replace it with a neighbor's full rain barrel). They then bring the water back to the alley, disappearing with it into Vendra's apartment, where it is brought into area C3 and used to make the shop's phony cure-all. Any PCs who stand watch through the night should have no trouble spotting and following Vendra's thugs, although the thugs know their employer wants them to be discreet and they have orders to rough up anyone who proves too interested in their business.

C1 PERFUMERY (CR 7 [DAY] OR 5 [NIGHT])

Heady scents twist throughout the cramped but stylish perfumery. A dizzying assortment of bottles—from gaudy ceramic containers to graceful crystalline vials—lines a variety of lace- and ribbon-strewn tables, shelves, and racks, as well

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as an eye-catching display in the wide front window. Across from the front door's lavender-tinted glass panes runs a long counter, stacked high with hundreds of simple clay phials bearing round, magenta stoppers. Behind the counter, violet flourishes swoop across a sign reading, "Lavender's Luxuriant Liniment: Either You've Got It, or You've Had It."

Although Vendra once prided herself on stocking only the rarest and most expensive scents, her current venture has led her to put a large portion of her stock into storage, making room for her Luxuriant Liniment. Paying the 2 gp or otherwise obtaining a vial nets a character 1 dose of Vendra's cure-all, a pleasant-smelling oily fluid with a bitter taste. A PC who spends an hour with an alchemist's lab and succeeds at a DC 22 Craft (alchemy) check can discern the elixir's components: sugar, cheap perfume, and river water.

Creatures: If the PCs enter the perfumery during the day, Vendra and the majority of her staff are here with a line of customers stretching out the door. Confronting Vendra while she has customers quickly turns into a messy affair. A consummate saleswoman and fast-talker, the shop owner can talk herself out of most accusations. Even if she can't—such as when confronted with someone who reveals her ingredients, questions her about the barrels of river water delivered by night, or confronts her with a plague victim left unhealed by the medicine—she knows the con game well and keeps a shill in the crowd at all times.

Today, she's bought a middle-aged dockworker named Solt Carmino, whom she pays to mill about the shop, stand in line, and, if needs be, give an "unbiased" personal testimonial of how Lavender's Luxuriant Liniment not only cured his plague, but soothes the pain in his bad leg. A successful DC 18 Perception check allows a PC scanning the crowd to notice that Solt is the only person who seems to be browsing the perfumes. A PC who calls out the shill and succeeds at a DC 25 Diplomacy or Intimidate check gets Solt to confess that Vendra paid him and that he's never had the plague, although he does sheepishly point out that his leg has been feeling a little better since he's taken a dose of the Luxuriant Liniment. If his confession occurs in front

of the store's customers, more than half of them begin muttering and leaving. Vendra shouts at the PCs to vacate her store, ordering her guards to forcibly eject them if they don't exit peaceably, and begins offering free doses of Lavender's Luxuriant Liniment to win back her customers. If a fight breaks out, chaos ensues, with customers scattering and Vendra shrieking that the shop is closed as dozens of vials of perfume are doubtlessly destroyed. During the fracas, the shop owner attempts to flee to area C2, making a vengeful sneak attack against one of the PCs if the opportunity presents itself.

At night, two guards keep watch outside the shop's front door. Vendra uses charges from her *wand of remove disease* on herself and her guards every night if they develop symptoms of blood veil. Once her wand is down to a single charge, she plans on leaving the city with her fortune.

VENDRA LOAGGRI

CR 5

XP 1,600

Female human expert 2/rogue 4

CN Medium humanoid (human)

Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 28 (6d8-2)

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

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4/19-20 plus giant wasp poison on first strike)

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th; concentration +7)

3/day—*prestidigitation*

2/day—*mage armor*

TACTICS

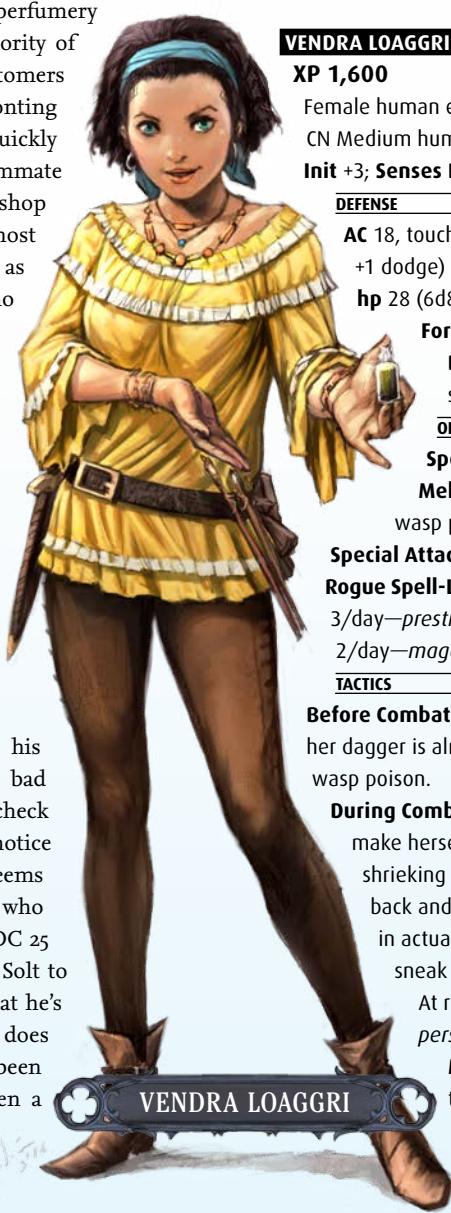
Before Combat Vendra casts *mage armor* on herself; her dagger is already envenomed with a dose of giant wasp poison.

During Combat The perfumer does her best to make herself look like a harmless merchant, shrieking and sobbing dramatically, rushing back and forth, and harmlessly slapping, but in actuality is looking for an opportunity to sneak attack a PC with her poisoned dagger.

At range, she relies on her *wand of charm person* to turn enemies to her favor.

Morale Vendra surrenders if reduced to 10 or fewer hit points, and says or does anything to escape the city without being killed or imprisoned.

VENDRA LOAGGRI



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STATISTICS**Str** 10, **Dex** 16, **Con** 8, **Int** 13, **Wis** 12, **Cha** 16**Base Atk** +4; **CMB** +4; **CMD** 18**Feats** Dodge, Mobility, Skill Focus (Use Magic Device), Weapon Finesse**Skills** Bluff +15, Craft (alchemy) +10, Diplomacy +15, Disguise +6, Escape Artist +12, Intimidate +6, Knowledge (local) +10, Linguistics +6, Perception +10, Profession (perfumer) +10, Stealth +12, Use Magic Device +18**Languages** Common, Halfling, Shoanti, Varisian, Vudrani**SQ** rogue talents (major magic, minor magic), trapfinding +2**Combat Gear** wand of charm person (14 charges), wand of remove disease (3 charges), giant wasp poison (2);**Other Gear** dagger, circlet of persuasion, silver and violet earrings and bracelets (worth 180 gp in all), keys to apartments and Lavender, 13 gp**LAVENDER THUGS (2)**

CR 3

XP 800 each

Human fighter 2/rogue 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +8**DEFENSE****AC** 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 shield)**hp** 38 each (4 HD; 2d8+2d10+14)**Fort** +6, **Ref** +4, **Will** +1 (+1 vs. fear)**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft.**Melee** mwk rapier +8 (1d6+3/18-20)**Ranged** mwk hand crossbow +5 (1d4/19-20)**Special Attacks** sneak attack +1d6**TACTICS**

During Combat Lavender thugs don't hold back if a fight starts—they use lethal force and plan on pleading self-defense if it comes to it later. Fond of using their hand crossbows and Deadly Aim on foes already in melee combat, a Lavender thug is quick to switch to the rapier as needed. In Vendra's presence, they dutifully serve as bodyguards and work to keep themselves between the PCs and the woman who pays them.

Morale A Lavender thug drops his weapon and flees into the city if reduced to 6 hit points or fewer. He doesn't return to Vendra's side.

STATISTICS**Str** 16, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Deadly Aim, Dodge, Mobility, Point-Blank Shot, Precise Shot, Weapon Focus (rapier)**Skills** Bluff +7, Intimidate +7, Perception +8, Sense Motive +8, Stealth +6**Languages** Common**SQ** rogue talent (weapon training), trapfinding +1**Combat Gear** potion of cure moderate wounds; **Other Gear**

+1 chain shirt, light steel shield, mwk hand crossbow (10 bolts), mwk rapier, 12 gp

Treasure: Any character who succeeds at a DC 18 Appraise, Craft (alchemy), or Knowledge (nobility) check can pick out the most expensive perfumes Lavender has to offer, scents worth upward of 100 gp to the right buyers. In all, the store holds exotic perfumes worth 800 gp. A simple wooden box and a sturdy iron safe sit behind the counter. The box holds random coins worth 422 gp—the proceeds from the last few days' sales. A PC who succeeds at a DC 28 Disable Device check cracks the safe, which contains 65 pp, 112 gp, and three empty but elegantly carved lapis lazuli perfume bottles (worth 45 gp each).

C2 VENDRA'S APARTMENT

Vendra's door is locked, requiring a successful DC 20 Disable Device check to open.

Delicate wall hangings, artistically shaped candles, and the fine scent of cherry blossoms fill this well-decorated apartment. A table sculpted with swirling ivy leaves bears a fragile porcelain tea service and an exotically curved hookah in a kitchen nook to the east. A door adjacent to the kitchen opens into a bedroom furnished with an antique armoire and a bed heavily laden with round pillows and draped with purple silk bedding.

Vendra's apartment strives to mimic the salon of a Chelish noblewoman. The place is quite neat and clean, the perfumer's collection of tawdry romances and maudlin poetry being particularly well organized. Two pieces of amateur artwork hang among candle sconces and painted dishware: a soul-soothing landscape of a mountain lake and a sketch of the famed Chelish opera house, Her Imperial Majestrix's Melodeum. The room is devoid of alchemical equipment.

A successful DC 20 Perception check reveals a corner-hinged secret door leading into the bedroom of the adjacent apartment.

If the PCs come to call on Vendra at night, there is a 50% chance that she is here sleeping; otherwise, she is in area C3 mixing up the next day's brew of Lavender's Luxuriant Liniment.

C3 LINIMENT LABORATORY (CR 3)

The door to this apartment is boarded over and nailed closed, both from the inside and the outside (hardness 5, hp 15, break DC 24).

Bits of broken crates and barrels cover the floor of this dilapidated apartment. A tub of oily liquid, its lip about four

feet high, fills a corner of the room, a well-used oar sticking out of it. Next to it squat several large casks of murky water and two stacks of boxes. One holds dozens of small ceramic vials with magenta stoppers; the other holds a mismatched collection of delicate perfume bottles. The apartment's kitchen nook holds another crate, this one filled with broken shards of multicolored glass. Despite being in shambles, the apartment smells delightfully of spices, flowers, and exotic oils.

Vendra and her toughs spend hours every evening combining crude elements with poorly selling perfumes to create Lavender's Luxuriant Liniment. The bottles, perfumes, and river water here are all the evidence the Korvosan Guard requires to shut down Lavender and imprison Vendra.

Creatures: During the day, one of Vendra's hired thugs works here. At night, Vendra and two of her thugs make the lion's share of the next day's concoction, with barrels of river water being sent for at least three times per night.

LAVENDER THUGS (2) CR 3
XP 800 each
hp 38 each (see page 99)

Treasure: The equipment in this lab, gathered together, functions as an alchemist's lab. Although the lab is used to make a fake elixir, the ingredients here constitute 800 gp worth of raw material for brewing potions or concocting alchemical items.

CLOSING UP SHOP
Any thorough investigation of Lavender's miracle cure reveals Vendra's completely spurious claims and criminal activities, but the Korvosan Guard needs hard evidence of the perfumer's wrongdoing to charge her with any crime. The easiest way to do this is for the PCs to purchase a dose of Lavender's Luxuriant Liniment, find a plague victim, and administer the useless panacea in the company of a Korvosan Guard. Both Grau Soldado and Field Marshal Kroft are willing participate in such an experiment, provided the PCs can actually cure the victim of the disease in the end. Successfully analyzing a dose of the liniment and determining it has nothing of medicinal value in it works as well.

Reporting to Cressida what they saw in Vendra's secret laboratory also brings down the Guard. Assigning a patrol to the task, Field Marshal Kroft sends guards to follow the PCs back to Lavender to arrest Vendra. If the PCs investigate Lavender on their own, bringing Vendra in alive is the best solution, but the PCs might take a more vigilante-style approach to dealing with her.

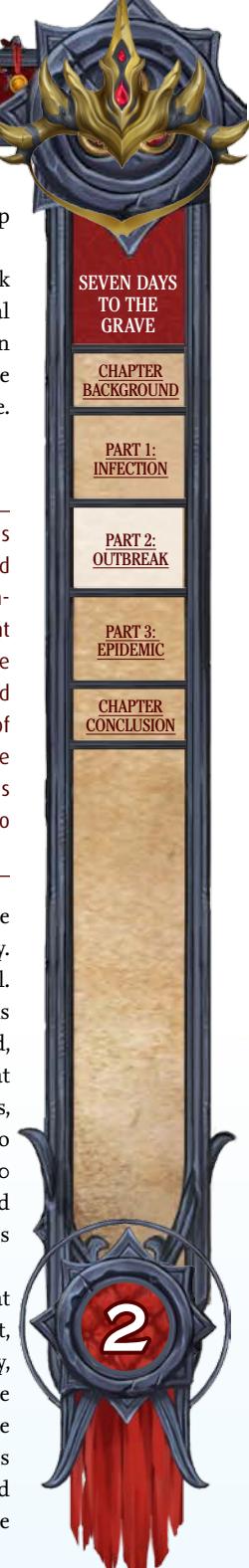
Although murdering the perfumer is frowned upon by the Korvosan Guard, Kroft overlooks the matter based on the PCs' past help, and actually thanks them if they bring her proof of the shopkeeper's misdeeds, although she does suggest showing greater restraint in the future.

In any case, once Lavender is closed, gossip about the shop's fake cure-all spreads quickly and Vendra Loaggrí's reputation is permanently ruined.

Story Award: If the PCs expose Vendra's scam and shut down Lavender, award them 1,600 XP. Award them additional XP for everyone involved (including Vendra) who they didn't have to defeat in combat as if these NPCs had been defeated.

Survivor Count: Putting an end to the creation and sale of Vendra Loaggrí's false cure saves the lives of

VAMPIRE SPAWN



700 Korvosan citizens by preventing many souls from unknowingly contracting and spreading the illness when they assume the elixir is protecting them.

MISSION 4: THE HUNGRY DEAD

As the dead start to pile up, the church of Abadar starts to offer discounts on its healing services to those who serve Korvosa as plague carters—people who travel the streets, load the dead onto carts, and haul them to the Gray District for disposal in mass graves. It's not long before disturbing rumors spread that some of the lazier plague carters aren't delivering their bodies to the Gray District as ordered, and are instead disposing of them in one of several secluded alleys in Old Korvosa. Field Marshal Kroft sends the PCs to investigate one of these sites: Racker's Alley. The problem, Kroft explains, is more than just lazy carters; she fears that the large accumulation of dead bodies in the alley may attract dangerous scavengers, or worse, could trigger the manifestation of an undead monster. She asks the PCs to travel to Racker's Alley to confirm the presence of an illegal corpse dumping ground, and if they find one, to ensure that the region is safe from scavengers and undead before reporting back so she can send a group of guards to haul the bodies away. Alternatively, the suggestion to investigate Racker's Alley may well come from the temple of Abadar or even simple rumors the PCs have heard.

Racker's Alley, with its strange shape and shadowy corners, has long been a site of illicit exchanges, quiet murders, and criminal business in the tangles of western Old Korvosa. Already shunned by locals and constantly hidden from sunlight by looming buildings and the nearby wall, the alley made a perfect dumping spot for some of the less scrupulous plague carters. Although few living people notice the bodies accumulating in the shadows, the same cannot be said of the unliving—four vampire spawn have taken up residence in the alley.

These four are some of hundreds of such undead slaves to one Conte Senior Tiriac, a powerful vampire who rules Varno County in Ustalav. When the Red Mantis contacted his underling Ramoska Arkminos for aid, Tiriac saw it as an opportunity to establish a presence beyond his normal reach. He granted Arkminos permission to travel to Korvosa, but on the condition that he be accompanied by four of Tiriac's vampire spawn to serve the nosferatu as "assistants." Of course, Ramoska knew these vampire spawn were also sent to serve as observers and ensure that the nosferatu did not betray or compromise the Conte's interests. Ramoska had little interest in keeping the four half-feral vampire spawn nearby, and allowed them free reign in Korvosa's alleys and sewers soon after arriving in town. The four settled in the crawl space beneath Giotorri's Toys, a rundown shop abutting the

alley here, and have all but forgotten their charge to keep an eye on Ramoska.

Breaking a hole in the wall between the shop's back room and the alley and disguising it with corpses, the feral vampire spawn come and go as they please, feeding on victims and piling their corpses anonymously among the alley's other dead in an attempt to disguise their presence.

D1 RACKER'S ALLEY (CR 4 OR 8)

The high walls of the surrounding buildings throw this awkwardly bent alley into constant shadow. Although littered with garbage and filth, the refuse isn't the most stomach-turning trait of this rundown side way. Heaped against a bent wooden wall rises a pile of more than three dozen plague victims, their faces blistered and flushed, eyes open and staring. The scent of death is overpowered by the reek of rot, suggesting that some of these corpses have been here for days, but even a casual glance reveals that certain bodies seem strangely pale compared to most of the victims who succumb to the sickness.

Both lazy workers manning the plague carts and the vampire spawn deposit corpses in this shadowy alley. More than 40 corpses lie piled against the eastern wall. With a successful DC 16 Perception check, a PC confirms that not only are many of the bodies drained of blood, but that nearly half of them bear no signs of blood veil at all—merely twin puncture wounds on their necks, wrists, or inner thighs. The hole in the eastern wall, leading into area D2, is obvious to anyone who approaches within 10 feet of the mass of bodies. The bodies of those who died of the plague remain contagious, and anyone who comes into contact with them is exposed to blood veil.

Creature: During the day, Racker's Alley is thick with fat flies and rats gorging themselves on the corpses. At night, one vampire spawn hides on the roof above the alley, standing guard over the lair. The 20-foot-tall walls impose a -2 penalty on Perception checks to notice the vampire spawn from the alley floor. Once the vampire spawn sees anyone touching the pile of bodies, it shrieks an alarm and clammers down to attack. Its three companions join the fight in 1d3 rounds.

VAMPIRE SPAWN

CR 4

XP 1,200

Elf rogue 1/warrior 3 (*Pathfinder RPG Monster Codex* 244)

CE Medium undead (humanoid, elf)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 40 (4 HD; 1d8+3d10+19); fast healing 2

Fort +7, **Ref** +6, **Will** +2; +2 vs. enchantments

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** sleep, undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Offense

Speed 30 ft.

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

Special Attacks blood drain, dominate (DC 16), energy drain (1 level, DC 14), sneak attack +1d6

Tactics

During Combat The vampire spawn do not coordinate their attacks well, and tend to bicker and snap at each other over meals. As a result, each vampire spawn seeks out its own PC to attack, teaming up with others against a single target only if no other options are available. When two vampire spawn fight one PC, they each take a -2 penalty on attack rolls, as they are distracted by the other's actions. They won't bother with dominating prey unless they find themselves alone, fighting a single victim.

Morale The vampire spawn fight until destroyed.

Statistics

Str 13, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 18

Feats Dodge, Skill Focus (Acrobatics), Skill Focus (Perception)

Skills Acrobatics +19, Climb +8, Perception +13, Stealth +18

Languages Common, Elven, Varisian

SQ elven magic, gaseous form, shadowless, spider climb, trapfinding +1

four simple but solid coffins. Dry, gray soil from Ustalav fills each.

Creatures: During the day, the four vampire spawn minions rest here. Stealthy PCs might be able to sneak up on the resting vampire spawn, who take a -10 penalty on their Perception checks for being asleep. While coordinated PCs might be able to get the drop on the vampire spawn while they're asleep, the creatures do a great deal of thrashing and howling even if one of the proscribed methods of slaying a vampire spawn is used. This clamor wakes the other vampire spawn, who fight for their unlivings against the trespassers. Both areas **D1** and **D2** are shadowy enough that the vampire spawn can move through them without harm, even during daylight hours.

VAMPIRE SPAWN (4)

XP 1,200 each

hp 40 each (see page 100)

CR 4

Treasure: A successful DC 20 Perception check reveals several items amid the soil filling the four vampire spawns' coffins. Three leather pouches hold a combined total of 15 pp and 300 gp, all of Ustalavic minting; a *ring of jumping* sculpted to look like intertwined brass spider legs; and a set of bone *pipes of haunting*.

Survivor Count: By slaying or driving off the vampire spawn and confirming that Racker's Alley is being used as a dumping ground (and therefore allowing the Guard to take action against such use in the future), the PCs save the lives of 200 citizens.

D2 WORKSHOP (CR 8)

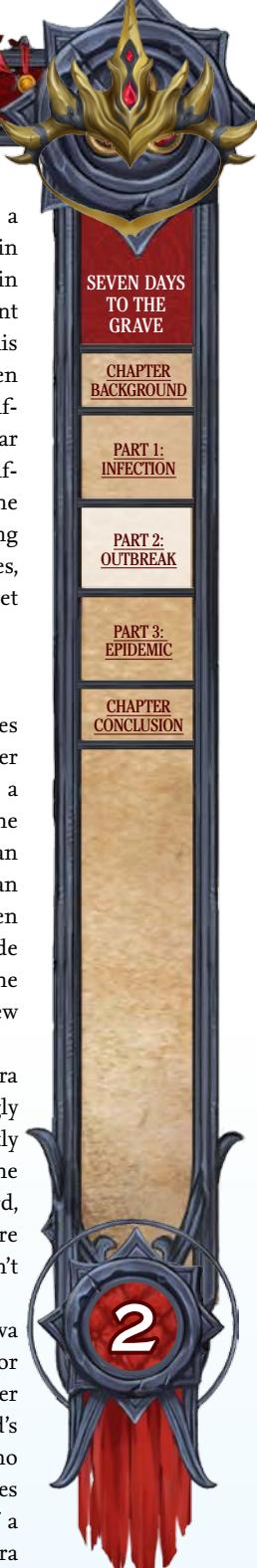
Dozens of glass eyes—crooked and crazed—glare from the heads of malformed and half-carved dolls lining skewed workroom shelves. Rat-gnawed stuffed aurochs, disembodied doll limbs, miniature rolling elephants, unseaworthy miniature wooden ships, and blocks illustrated with deformed or poorly painted animals fill bins and racks about the room. A cracked wooden door leads to the north, while a rickety trap door breaks the sawdust-covered floor to the east. In one corner lies the drying corpse of an old bald man amid the wood chips, rusty tools, and oily rags of a scored workbench.

From here, for more than 20 years, the artless ex-con Rodolfo Giotorri created his horrible toys. Now, he lies dead and desiccated under the uncaring eyes of his deformed creations. A PC who succeeds at a DC 15 Perception check while examining Giotorri's body discovers eight puncture wounds up and down his neck, as well as a ring of small keys, including those to the shop's front door and the lockbox in area **D3**.

The trap door leads into a dirt-floored crawl space 3-1/2 feet tall with the same dimensions as the room above. Medium creatures treat the area as difficult terrain. Amid numerous blocks of various types of mundane wood lie

Awkwardly stitched stuffed animals, poorly equipped toy soldiers, and dolls exhibiting myriad accidental deformities stare blankly out of the filth-smeared front window of this toy store showroom. Several heavy-looking kites dangle purple and crimson tails from the ceiling above, and a dollhouse recreating Castle Korvosa's intimidating towers dominates one of the room's side tables. Festooned with tiny bells, the shop's entrance stands to the north, across from a doorway marked "Private" and a counter cluttered with dusty jars of candies.

Closed since the earliest days of the plague, the showroom of Giotorri's Toys lies under a thin layer of dust. The vampires who have taken up residence in the shop have largely left the cheap and defective wares here alone, giving curious passersby no reason to investigate. The front door is locked; opening it requires the correct key from area **D2** or a successful DC 30 Disable Device check.



Treasure: While the hundreds of toys technically have value, they brought Giotorri little wealth and promise to enrich the lives of others even less. With a successful DC 14 Perception check, a PC turns up a rusty, pathetically jingling lockbox behind the counter. Opening the container requires a successful DC 20 Disable Device check, which reveals 2 gp, 8 sp, 22 cp, a silver tooth worth 1 gp, and a brass key shaped like the symbol of Abadar and bearing the number 261. A PC who succeeds at a DC 16 Knowledge (local or religion) check recognizes the key as belonging to a private deposit box at an Abadaran temple.

If taken to a clerk at the Grand Vault of Abadar, the key leads a priest to fetch Giotorri's life savings and his effects from his youthful days: 68 gp, a set of masterwork thieves' tools, a pair of *boots of striding and springing*, and a sheaf of papers detailing the creation of dozens of poorly designed toys.

MISSION 5: THE CASE OF THE VANISHING VIRTUOSO

The Carowyns have always relished the limelight. Whether they're contributing thousands of gold coins to the upcoming season at the Kendall Amphitheater, reserving box seats at the Marbledome, or hosting galas at their South Shore estate, the aging nobles find no scene too garish for to steal. Thus, when the gossip of the hour turned from this scandalous actor or that noble's mistress to death in the street and hastily planned flights from the city, Olauren Carowyn saw opportunity. Discussing the matter with her husband Ausio, the two hatched a fabulous plan to avoid the plague's gloom and dread: hold a fantastic party. Within days, casks of wine filled the cellar of Carowyn Manor, new Qadiran window dressings were hung, and the finest players were on retainer to entertain the nobles' dozens of guests. For a moment, South Shore's creme de la creme forgot all about the hundreds dying just blocks away.

Queen Ileosa was delighted. Blood veil had always been meant to dispose of Korvosa's weak, poor, and unsavory citizens, but what of the worthless rich? With a list of grievances against this fatuous merchant baroness or that nosy noble stretching from the gates of Castle Korvosa to the Heights' cobbles, the queen tasked Dr. Davaulus with disposing of numerous offending socialites. The queen's murderous temper fit well with a flaw Davaulus saw in their plots—he feared that someone might eventually notice how few members of Korvosa's upper crust were suffering from blood veil. As such, he turned to Rolth Lamm—a cruel-minded local necromancer conscripted by the cult of Urgathoa—to deal with the queen's hit list, stipulating only that their deaths must appear to be further ravages of the plague.

Rolth, however, had little interest in Davaulus's or the queen's errand, for in the weeks during which blood veil

spread through the city, the necromancer had noticed a disturbing trend. Among the Varisian population, one in 20 showed immunity to the Urgathoan disease. Deep in his studies and eager to learn why Varisians were resistant to the sickness, he pawned off Davaulus's hit list to his obsessive sometimes-lover, a perverse-minded forsaken elf named Jolistina Susperio. The pesh-addicted, self-destructive elf—terribly immature for her near-180-year age—had fawned over the necromancer ever since he half-threatened, half-promised to turn her into a zombie one day. Knowing that his paramour would die before failing him, Rolth packed off the elf with a few tender promises, a *wand of sculpt corpse*, the queen's list, and a mind set on murder.

RUAN'S RUIN

For days, Deyanira Mirukova has pleaded at the gates of Citadel Volshynek, begging for help in finding her brother, Ruan. The young Varisians live together in a modest apartment off Overton Way, not far from the Marbledome where she works as a chorus girl and Ruan plays ocarina in the orchestra. Several days ago, Ruan came home in a state of excitement, delighted he had been personally requested to perform at a private masquerade at Carowyn Manor, home of the well-known patrons of the arts. He bought a new outfit, practiced a challenging new arrangement, and left early the evening of the event.

When Ruan didn't return the entire next day, Deyanira went to the Carowyn estate, only to find it seemingly abandoned—its entrance locked, its windows tightly curtained, and a sickly smell issuing from behind the heavy door. Next she approached the Korvosan Guard, but it proved unable to provide aid, as its efforts were stretched past the breaking point already. Deyanira didn't know where to turn.

The PCs can become involved with Deyanira Mirukova when the girl tracks them down to ask for their aid, or perhaps when Cressida Kroft, having learned of her plight, asks the PCs to step in to help in the Guard's stead. When Deyanira mentions her brother, a PC who succeeds at a DC 16 Knowledge (local) check recognizes Ruan as a Varisian prodigy and a youthful master of a most unconventional instrument, the ocarina. Deyanira barely holds herself together as she tells the PCs what she knows and what she discovered at the Carowyn estate. She has little money with which to reward the PCs, but she offers all she owns—common goods and family heirlooms worth less than 100 gp and a season's worth of free passes to the Marbledome—if they help her.

CAROWYN MANOR FEATURES

A stately, gabled estate along Shoreline Way, Carowyn Manor serves as the in-town home of Olauren and Ausio



Carowyn. Built for entertaining, the property includes the manor house itself, a smaller servants' residence, and a meticulously manicured garden, complete with a gazebo and a pond full of Ember Lake charigs (tiny salamanders that glow in the dark).

Festooned with cinderberry garlands and bright-red drapery, the limestone facade of Carowyn Manor faces Shoreline Way. The sturdy front doors are made of Bloodsworn mahogany and are locked (hardness 5, hp 20, break DC 26, Disable Device DC 30). The brass banisters of a balcony rise 15 feet above the front door, and a nimble PC can scale these with a successful DC 15 Climb check. The PCs can also clamber over the garden hedges to get onto the estate grounds, a feat requiring a successful DC 12 Climb check. Failing an attempt by 5 or more results in 1d6 points of damage, as the hedges grow around a spiked iron fence (hardness 10, hp 25, break DC 26).

The manor's servant's entrance and balcony doors are stuck, and opening them requires smashing them down or disabling the sabotage Jolistina used to jam their locks (hardness 5, hp 20, break DC 25, Disable Device DC 22). She has also jammed the locks on the window shutters, but they're less solid than doors, so smashing through one of these to enter the house is somewhat easier (hardness 5, hp 10, break DC 16, Disable Device DC 22).

There is nothing of real interest on the manor grounds, since the gazebo by the fishpond is empty save for a few decorations. The servants' quarters are also abandoned,

as all of the help was in the manor to help with the gala, and are now dead or undead.

Regardless of how they make it into Carowyn Manor, the PCs should immediately realize that something is terribly wrong. The masquerade that was supposed to be occurring here is most obviously over: every papier-mâche mask and sequined gown hides a blister-covered corpse. With merely two exceptions—Jolistina Susperio and Ausio Carowyn—every person in Carowyn Manor is dead, killed by the murderous elf.

JOLISTINA SUSPERIO'S PLAN (CR 8)

Rolph left much of the planning for the massacre at Carowyn to Jolistina, trusting in her imagination and skill to get the job done. As long as the end result appeared to be a noble house filled with victims of blood veil, the needs of the conspirators would be met. Of course, blood veil doesn't kill fast enough to create such a death house, so Jolistina's creativity was put to the test to create the tableau the conspirators required.

Securing an invitation to the party as a paid entertainer was the easy part. Once the gala got under way, Jolistina spent the first hour juggling and performing for the gathered aristocrats so her presence wouldn't seem out of place. At sunset, as the partygoers gathered for feasting and dancing, Jolistina surreptitiously disabled all of the exterior doors and windows before she went to work, luring lone guests or servants away or kill those she found



already alone. The aristocrats and experts gathered in the house were no match for sneak attacks delivered by her hand crossbow, and as she gathered them in small groups, she used a charge from her *wand of animate dead* to transform them into zombies under her control. Eventually, one of the partygoers discovered a murdered guest. At this point, Jolistina used her small army of loyal zombies to panic and horrify her prey while she slipped among the shadows, cutting the aristocrats down one after the other. In the end, she finished the task with very little damage to herself and a manor full of bodies, most of which had fallen to her sneak attacks. She then went meticulously from body to body with her *wand of sculpt corpse*, obscuring the wounds that had actually killed them and giving each body the rashes and other physical signs of blood veil.

Her task done, and with Rolth's request to give him some time alone to study the disease, Jolistina decided to spend the next several days in the manor. After all, the house was filled with delicious food, and it seemed a crime to let it go to waste. Further, she didn't want all of the delightfully garbed bodies go to waste either, so she used more charges from her *wand of animate dead* to transform additional dead nobles into zombies. Now they drink and dance and mingle in a grotesque pantomime at Jolistina's own masquerade of the dead.

JOLISTINA SUSPERIO

CR 8

XP 4,800

Female elf rogue 6/sorcerer 3

CE Medium humanoid (elf)

Init +9; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 armor, +5 Dex, +4 shield)
hp 74 (9 HD; 3d6+6d8+33)

Fort +5, **Ref** +11, **Will** +3; -2 vs. illusions and mind-affecting effects, +2 vs. enchantments

Defensive Abilities evasion, trap sense +2, uncanny dodge; **DR** 5/lethal; **Immune** sleep; **Resist** cold 5

OFFENSE

Speed 30 ft.**Melee** mwk dagger +11 (1d4+2/19-20)**Ranged** mwk hand crossbow +11 (1d4/19-20)**Special Attacks** sneak attack +3d6 plus 3 bleed

Sorcerer Spell-Like Abilities (CL 3rd; concentration +4)
 4/day—grave touch (1 round)

Sorcerer Spells Known (CL 3rd; concentration +4)

1st (6/day)—*chill touch* (DC 12), *ray of enfeeblement* (DC 12), *shield*, *silent image* (DC 12)
 0 (at will)—*acid splash*, *dancing lights*, *ghost sound* (DC 11), *mage hand*, *open/close* (DC 11)

Bloodline undead

TACTICS

Before Combat Jolistina casts *shield* and uses her *wand of cat's grace* on herself, then takes a dose of pesh before combat; she has taken 1 point of Constitution damage and 2 points of Wisdom damage as a result.

During Combat Jolistina plays a madcap game of cat and mouse with the PCs, taunting and commenting on her undead showcase. She tries to keep out of melee combat by rushing from room to room using Stealth and *potions of invisibility*, making use of her *screaming bolts* and *ray of enfeeblement* to further vex her foes. She takes single shots with her crossbow from hiding, creating bleeding sneak attacks, then hides again. When forced to fight in melee, she prefers doing so with her zombies so she can flank enemies. Confronted on her own, her first thought is to flee to another part of the manor to hide and ambush.

SEVEN DAYS
TO THE
GRAVECHAPTER
BACKGROUNDPART 1:
INFECTIONPART 2:
OUTBREAKPART 3:
EPIDEMICCHAPTER
CONCLUSION

2

JOLISTINA SUSPERIO

Morale Jolistina surrenders if she's reduced to 10 or fewer hit points and tries to bargain for her life by spilling her guts (see What Jolistina Knows on page 109). She tries to escape from the PCs at the first chance she gets; if she does escape, she seeks out Rolth despite his request for privacy, so the PCs may well encounter her at his side later in the chapter.

STATISTICS

Str 14, **Dex** 21, **Con** 14 (1 damage), **Int** 12, **Wis** 8 (2 damage), **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Casting, Deadly Aim, Eschew Materials, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills Acrobatics +14, Bluff +13, Climb +6, Diplomacy +7, Disable Device +14, Disguise +7, Escape Artist +13, Knowledge (local) +13, Perception +12, Perform (comedy) +6, Sleight of Hand +10, Spellcraft +8, Stealth +17

Languages Common, Elven, Varisian

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), elven magic, rogue talents (bleeding attack +3, combat trick, finesse rogue), trapfinding +3

Combat Gear potions of invisibility (2), potion of remove disease, wand of animate dead (4 charges), wand of cat's grace (11 charges), wand of sculpt corpse (5 charges), alchemist's fire (4), smoke bombs (4; see page 432); **Other**

Gear +1 glamered studded leather, mwk dagger, mwk hand crossbow with 17 bolts and 3 screaming bolts, flint and steel, mwk thieves' tools, mwk manacles, pesh (4 doses), sealing wax, stolen jewelry (worth 8 pp), 150 gp, 54 sp

INSIDE THE MANOR

Carowyn Manor is essentially just one large, complex encounter. Jolistina has 21 zombies in all, which she has posed as she pleases throughout the manor. Her job here is finished, but she intends to stay and play with the corpses until the plague ends, confident there are no actual opportunities to catch the plague herself as long as she remains within the manor's walls. She's already been here for days, greatly enjoying the luxuries the Carowyns had to offer and taking endless, megalomaniacal pleasure in ordering about her undead slaves.

When Jolistina notices the PCs, she quickly goes into hiding. She's excited to have new playmates and eager to see others' reactions to her presentations. She attempts Stealth checks to try to stay out of sight as long as possible, but once spotted, she dashes through areas of the house still containing zombies, ordering them to defend her.

All of the bodies, whether dead or undead, have been disguised via *sculpt corpse* to appear as if they had suffered from blood veil. The bodies aren't diseased or contagious, and a PC who succeeds at a DC 11 Will save or DC 20 Heal

check while examining a body determines the symptoms are manufactured rather than real.

E1 FIRST FLOOR

The following description details the great hall of Carowyn Manor (area E1a), which is likely the first scene of horror the PCs encounter if they enter the manor from the ground floor.

A massacre took place here. Upon the marble floor and heaped in the corners lie more than a dozen corpses, each clad in garish outfits of sequined velvet, revealing silk, and colorful feathers. Masks of all shapes and sizes—each competing with the last in terms of elaborateness—adorn the dead. In several cases, though, these fanciful adornments have fallen away, revealing withered flesh covered in the telltale blisters of blood veil. Most horrifyingly, upon a blood-slick space cleared at the room's center sway three couples, jerking like hellish dancers, all obviously dead.

Jolistina has animated a total of 21 zombies in Carowyn Manor, using her *wand of animate dead*. Since this magic functions at CL 7th, seven of the zombies are uncontrolled. The breakdown of which zombies are located where is listed below and in the description for area E2 (unless otherwise noted, all zombies in an area are under Jolistina's control).

E1a. Great Hall (CR 4): Jolistina murdered the majority of the Carowyn's guests in the great hall. So taken was she with the graceful nobles that she animated six of them, setting them up into couples and ordering them to dance in the otherwise silent hall. The zombies turn and attack 1 round after the PCs enter the room.

HUMAN ZOMBIES (6)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

E1b. Den (CR 2): Two undead nobles wearing matching lion and lioness masks sit before the empty fireplace, with a third zombie dressed as a peacock and holding a silver serving tray attending them. They attack as soon as the PCs enter. These three zombies are not controlled by Jolistina, and she avoids entering this room as a result.

HUMAN ZOMBIES (3)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

E1c. Dining Room (CR 3): Eight corpses sit at a finely set dinner table, looking at one another blankly. Of the eight, four are zombies who mechanically go through the motions of eating the rotten food on the table before

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them, spooning it back into their mouths after it dribbles out onto the table from their slack jaws. These zombies attack as soon as the PCs enter the room, but must use a standard action to extricate themselves from their tightly pushed-in chairs.

HUMAN ZOMBIES (4)**CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary 288*)

E1d. Recital Hall (CR 1/2): A zombie dressed as a blue-winged angel strums at a large, standing harp, even though all of the harp's strings are broken. Four costumed corpses—a sea serpent, a castle tower, a swan, and a blue skeleton—look on from chairs. The zombie musician attacks as soon as the PCs enter the room.

HUMAN ZOMBIE**CR 1/2****XP 200****hp** 12 (*Pathfinder RPG Bestiary 288*)

E1e. Kitchen (CR 1): Two of the Carowyns' servants sit at a preparation table here holding dull knives,

pantomiming the carving of a corpse on the table dressed as a huge pig. The two zombies attack as soon as the PCs enter (they are not controlled by Jolistina).

HUMAN ZOMBIES (2)**CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary 288*)**E2 SECOND FLOOR**

The remaining five of Jolistina's zombies are located on the second floor.

E2a. Gallery (CR 2): Finely framed works of art cover the walls of this gallery, looking down upon the hall below. Great windows look out to the west and south, and an alcove to the east is set with chairs for musicians. In mockery of the room's beauty, several costumed corpses are positioned about the hall, some posed like ghastly statues while others are rigged to look like contemplative critics. Three zombies dressed in flashy metallic costumes wander aimlessly through the room, pantomiming appreciation and criticism of the paintings of Korvosan cityscapes and Carowyn portraits on the walls. Periodically, a zombie stumbles over one of the dozen dead bodies on

2

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the floor here. The zombies attack as soon as the PCs enter the room. A search of this area reveals the bodies of three musicians. Ruan's corpse is not among them.

HUMAN ZOMBIES (3)**CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary 288*)

E2b. Bedroom (CR 1): Olauren Carowyn, now a zombie, stands in the center of this room dressed as a Galtan queen, her sprawling pearl-studded gown flowing around her and her elaborate, powdered wig nearly brushing the ceiling. A second zombie—dressed as a Qadiran princess—attends her. The zombies attack 1 round after the PCs enter the room. They are not controlled by Jolistina.

HUMAN ZOMBIES (2)**CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary 288*)**E3 CELLAR**

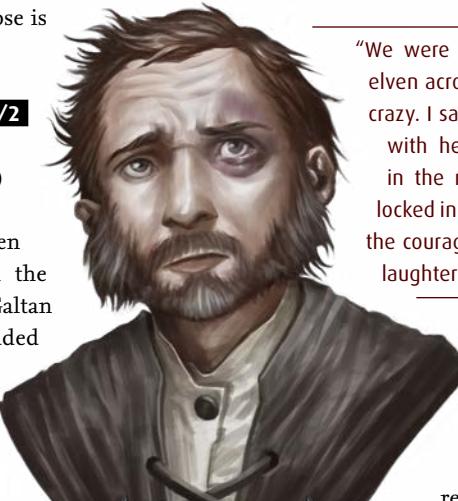
A well-stocked wine rack and several large casks line the walls of this stuffy cellar. A small wooden door squats in the southeastern corner.

Thoroughly restocked in preparation for the Carowyns' masquerade, most of this wine cellar's contents have gone unused. Nestled away at the rear of this room is a small workshop that Ausio Carowyn converted into a studio. Currently locked from within, the door requires a successful DC 30 Disable Device check to bypass or a successful DC 24 Strength check to batter down. Within, among the painting supplies, is a tawdry-looking divan, a small shrine to Shelyn, several scandalous portraits of Olauren Carowyn, and Ausio Carowyn himself.

Creature: Ausio Carowyn has never been a brave man, and when Jolistina began her murder spree, he quickly exited the party, making for his semi-hidden sanctuary here in the cellar. He has remained hidden here for some time now, listening to the shuffling of undead feet and the high-pitched laughter of a madwoman above while subsisting on a steadily diminishing cask of water stored within this room and what rats he can catch for dinner. Ausio dares not attempt to face the invaders above. He brandishes a dull paint knife at the PCs when they enter, trying his best not to shake too obviously. Upon realizing

the PCs aren't here to hurt him, he reveals everything he knows, which is little more than the following.

"We were greeting the Westerkiers when the elven acrobat we hired as an entertainer went crazy. I saw her open fire on one of my guests with her crossbow, laughing all the while in the most frightful, shrill way. I've been locked in here for days, and every time I got up the courage to sneak out, I heard that horrible laughter above. Is she dead? Is it safe?"

**AUSIO CAROWYN**

Ausio inquires after his wife and loses his composure for a few moments should the PCs inform him of her demise—he expected the worst, but his

response is much more dramatic as he learns her true fate. Detailing her undead transformation horrifies the man, and showing him her mangled—or worse, still undead—body breaks Ausio's already traumatized mind. If the PCs ask after Ruan, Ausio recalls the youth and last saw him in the gallery on the second floor.

Ausio wears no armor and carries no gear other than his dull paint knife (which functions similarly to an improvised dagger).

AUSIO CAROWYN**CR 2****XP 600**

Human aristocrat 4

LN Medium humanoid (human)

Init -1; **Senses** Perception -1**DEFENSE****AC** 9, touch 9, flat-footed 9 (-1 Dex)**hp** 22 (4d8+4)**Fort** +2, **Ref** +0, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** dull paint knife -2 (1d4+1)**TACTICS**

During Combat Ausio is no fighter and he knows it. He prefers to flee combat, fighting only if he's cornered. He won't resist offers of a better weapon, of course, but even well-armed he remains a relatively cowardly man (though he would say "realistic").

Morale Ausio flees if brought to fewer than 10 hit points; if flight is impossible, he begs for mercy unless the foe is obviously one that won't grant it. Only in that dire situation does Ausio fight to the death.

STATISTICS**Str** 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 9, **Cha** 14



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Base Atk +3; CMB +4; CMD 13

Feats Persuasive, Skill Focus (Craft [painting]), Skill Focus (Stealth)

Skills Appraise +7, Craft (painting) +8, Diplomacy +11, Intimidate +4, Knowledge (local) +7, Knowledge (nobility) +7, Stealth +6

Languages Common

Gear dull paint knife (improvised dagger)

Story Award: If the PCs rescue Ausio, award them XP as if they'd defeated him in combat.

WHAT JOLISTINA KNOWS

Should Jolistina be captured alive, she knows much that might help the PCs. The problem, however, is that she's thoroughly insane. Unless she's charmed or otherwise magically controlled, a PC must succeed at a DC 36 Diplomacy check to get her to talk. Regardless of the result, she gives a high-pitched giggle and mentions how the character's tone reminds her of "my darling Rolth's silken tongue." Intimidation can also work, but this is an unusually difficult route to get her to comply, since the forlorn elf is a fatalistic masochist. She responds with delight and exaggerated scandalous cries if threatened with pain or tortured for information (especially threats to infect her with blood veil). She's immune to any intimidation unless the attempt threatens her with imprisonment or to expose her failure to Rolth, in which case, a PC who succeeds at a DC 17 Intimidate check gets 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, and the others (including the manor's servants) were just bonuses. She doesn't know why he wanted them dead, but she suspects it's something his new employer wanted, as Rolth wouldn't have been acquainted with any of these sorts of people. Jolistina doesn't know who Rolth's employer is, but she doesn't like his boss, 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 has barely heard from Rolth for weeks except for a brief visit the morning after she crashed the party. If asked why she made the bodies appear to be suffering from blood veil, she shrugs and says, "Another of my darling Rolth's ideas, but a good one. Had I escaped, who would have suspected me of being their killer?"

If asked about Ruan, Jolistina doesn't recognize his name, but does know him by his description. She giggles as she admits that Rolth asked her to capture alive any young, healthy-looking Varisians at the party 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 the morning after her massacre with two of those "bird-masked doctors" at his side. The necromancer seemed very pleased and had the two Queen's Physicians with him carry the youth off to who-knows-where. Rolth told her as he left that he needed some time alone, and invited Jolistina to spend a few days or even weeks at Carowyn Manor relaxing and hiding out while the "plague ran its course"—a suggestion she took to heart.

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.

Forgiving PCs might be moved by Jolistina's plight, though, and could well attempt to take the mad elf under their wing. This can be dangerous, as Jolistina remains unstable and prone to violent outbursts, but if the PCs are particularly supportive and don't get too frustrated with her, she isn't so far gone that she can't mend her ways. At your discretion, if the PCs are caring and supportive enough, Jolistina could be redeemed, in which case she could eventually make for a useful ally or, if a PC's level is high enough, an interesting cohort.

Story Award: If the PCs manage to learn what Jolistina knows, award them 2,400 XP in addition to what they earned for defeating her in combat.

Survivor Count: Although doing so doesn't directly spread more plague, destroying the zombies in Carowyn Manor and preventing Jolistina Susperio from releasing her undead creations into the streets when she grows bored (or worse, moving on to other noble manors) saves the lives of 500 citizens.

RUAN'S FATE

After exploring Carowyn Manor, the PCs have both good news and bad news to report to Deyanira Mirukova. Although the manor was filled with the dead and undead, her brother was not among them. If the PCs managed to interrogate Jolistina, they may have learned 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.

PART 3

EPIDEMIC

As the PCs work through the missions in Part 2, hints that blood veil might be engineered come to light. While no hard evidence surfaces to connect the Queen's Physicians or Queen Ileosa to the plague, the PCs may well come to these assumptions on their own. In addition, the discovery of the involvement of the cult of Urgathoa and the notorious Nidalese criminal Andaisin should further suggest to the PCs that the disease is engineered.

The PCs may now wish to investigate the Queen's Physicians, even though they were appointed publicly by the queen. While the Queen's Physicians, under the guidance of Dr. Davaulus, are supposedly combating the sickness, the fact that blood veil continues to ravage Korvosa suggests that the physicians simply aren't very good at their job, are deliberately avoiding attempts to cure it, or worst of all, are perhaps encouraging its spread. Should the PCs get their hands on the gear used by a Queen's Physician (particularly one of their *plaguebringer's masks*), they may begin to suspect the latter.

If the PCs don't hit on the idea of investigating the Queen's Physicians and Dr. Davaulus themselves, then one of their NPC allies such as Cressida Kroft should suggest doing so to them. The group has made no secret of the building they've chosen as their base of operations, as it's 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 known as the Hospice of the Blessed Maiden. Both Ishani and Cressida Kroft know where this is, and if they ask the PCs to investigate the Queen's Physicians, they suggest starting there. Otherwise, finding the building requires a successful DC 15 Knowledge (local) check to recall its location or a successful DC 20 Diplomacy check to gather this information. Alternatively, if the PCs trail a group of Queen's Physicians and remain undetected for 1d4 hours while doing so (this requires a successful Stealth check opposed by one physician's Perception check each hour), they can follow the physicians to the building as well.

F HOSPICE OF THE BLESSED MAIDEN

When one of the Arkona Imports warehouses on West Dock was purchased nearly 4 months ago, few people raised an eyebrow. 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. 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 the city ensured that the information, and all who laid eyes on it, disappeared. Allies of the Red Mantis among the church of Urgathoa, led by the cold and fanatical beauty Lady Andaisin, then 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 in advanced stages of suffering from the disease, where sick folk from 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 sanctum of Urgathoan research and corruption. The ibis-masked Queen's Physicians, worshipers of Urgathoa in disguise, watch their plague take effect firsthand, endeavor to root out its weaknesses, and create ever more deadly strains in the secret depths below.

Once the PCs realize that there's something dire going on in the hospice, they might try to recruit assistance from the Korvosan Guard, the church of Abadar, or another group. Unfortunately, the plague has almost completely tapped the city's resources. Whether or not any of these groups has agents to spare to aid the PCs is up to you. If you feel that the PCs could use some help in investigating the hospice, feel free to have a small group of guards, acolytes, or other agents assigned to them. Otherwise, the investigation of the site falls to the PCs, and in the end, if the Queen's Physicians and the cult of Urgathoa are to be stopped, it's up to the player characters to do it.



The first floor of the hospice is, for the most part, open to the public. The presence of so many plague victims within the building is the structure's strongest security, and no one is eager to enter what many come to think of as the greatest concentration of sickness in Korvosa. In fact, while there are some sufferers of the disease languishing in the hospice, those who enter the building as patients do not stay long. They "succumb" to their affliction quickly and the bodies are brought to the temple chambers below for use by the cult. Anyone who stakes out the hospice and watches the building's activity for a few days can't help but note that despite the number of patients admitted to the building, very few come back out either dead or alive, raising the disturbing question of what might be happening to the bodies that must surely be stacking up inside.

The main entrance to the hospice is a wooden door that is kept locked after dark (hardness 5, hp 15, break DC 18, Disable Device DC 30). Around the back, several larger doors once provided access to the building's loading bay back in its time as a warehouse, but the physicians have boarded them up. Entering the building through these reinforced doors requires them to be smashed down (hardness 5, hp 30, break DC 25). During the day, the front door is closed but unlocked.

F1 ENTRY (CR 3)

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

This reception room serves as the public face of the Hospice of the Blessed Maiden (formerly Arkona Imports West Dock). 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. This blunt and bull-headed woman's job is to take the names of those who come to the hospice and ensure that patients are admitted to the quarantined main hall of the warehouse in order and when the doctors are ready. Nurse Torthus has no real compassion

for the sick and does all she can to avoid contracting the plague herself, including avoiding physical contact, as well as wearing three scarves over her mouth and nose and heavy leather gloves over her hands. 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 it's their turn. Nurse Torthus is quite adamant in her duties, but with a successful DC 25 Diplomacy or DC 15 Intimidate check, a PC can convince her to go fetch Dr. Davaulus to speak to them. In this case, she steps into area F2 for a

few moments to let one of the Queen's Physicians know that the doctor has visitors. After a few minutes, the nurse returns and informs the PCs that the doctor will see them. The PCs are then led through the sick ward and up to area F6, where the two Gray Maidens stationed there, the Queen's Physicians from area F7, and Dr. Davaulus await.

If the PCs try to force their way past the matron, her bellows alert the Queen's Physicians and Gray Maidens in area F2. Impatient and eager for an excuse to fight, she attacks the PCs at once, causing the waiting plague victims in area F1 to panic and flee while the guardians of area F2 prepare a defense of that room. If reduced to fewer than 15 hit points, Bhrunlida attempts to flee if she can, or otherwise drops to her knees and begs for mercy.

She has little insight into the operations within, unfortunately, and aside from letting the PCs know how many Gray Maidens and physicians await in the sick ward, doesn't know anything else of much use.

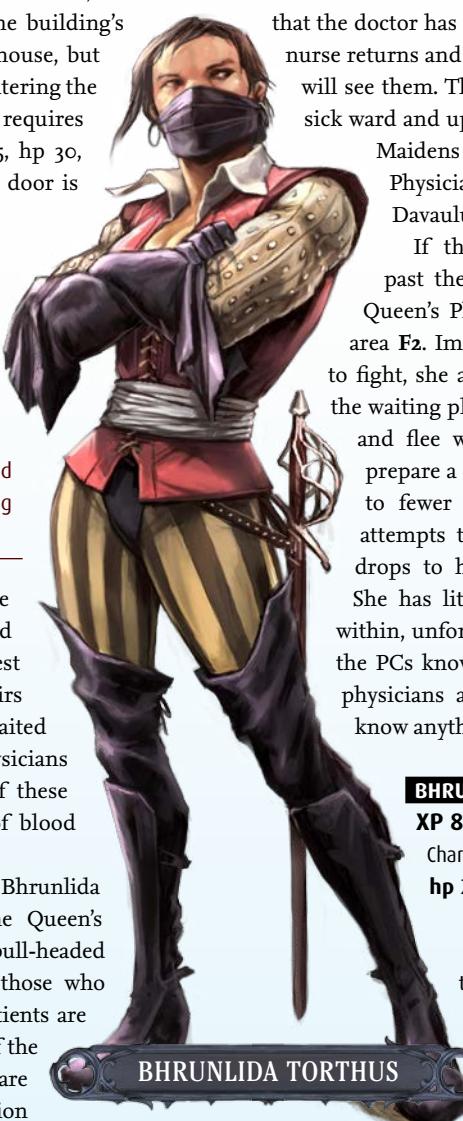
BHRUNLIDA TORTHUS CR 3

XP 800

Charlatan (*Pathfinder RPG NPC Codex* 145)

hp 21

Story Award: If the PCs manage to secure an audience with Dr. Davaulus without attacking Bhrunlida, award them experience points as if they had defeated her in combat.



F. HOSPICE OF
THE BLESSED
MAIDEN

First Floor



1 square = 10 feet



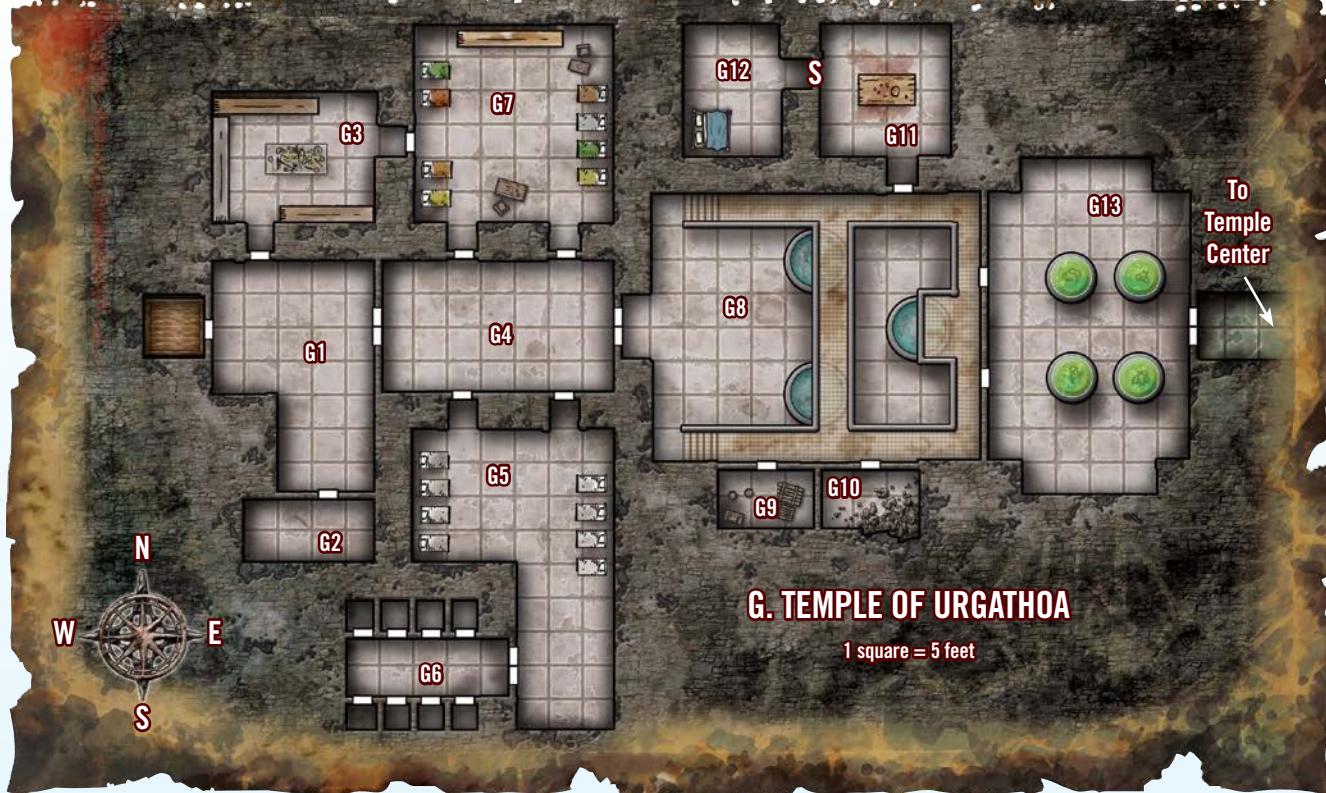
Catwalks



TEMPLE CENTER

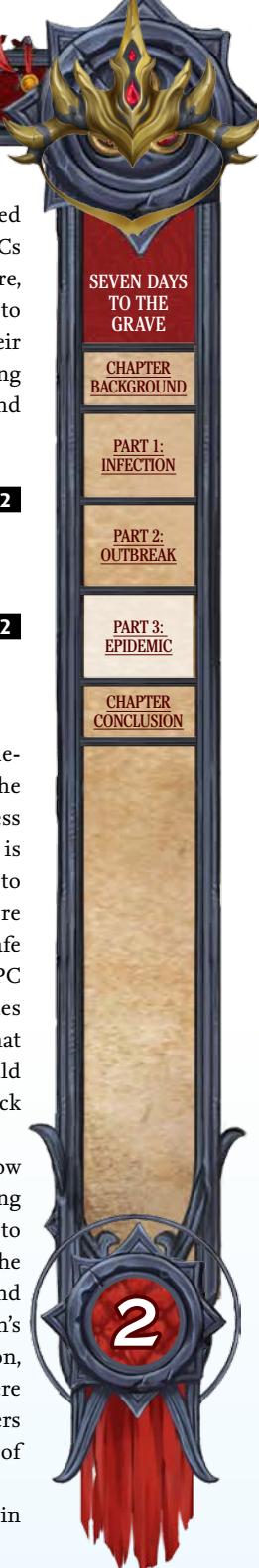


1 square = 5 feet



G. TEMPLE OF URGATHOA

1 square = 5 feet



F2 SICK WARD (CR 8)

The warehouse's vast interior has been converted into one gigantic convalescent ward. The stench of alcohol, sickness, and waste chokes the breath, and 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.

A warehouse that once held a fortune of rare Vudrani 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 insincere and unsympathetic voices as they watch the sick wither and die. More than 60 cots fill the area, each holding a helpless citizen; most are too weak to even rise from their stinking sick beds. While much 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. Each round a PC remains in this room, there's a 10% chance she is exposed to blood veil (this chance rises to 100% if she touches any of the suffering patients).

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 resemblance to crows waiting to feed. Two Gray Maidens patrol the catwalks above (area F5), while another two stand guard at the entrance to area F4 and the stairs to the floor above. Any physician or Gray Maiden who notices the PCs enter without an escort immediately knows that something is wrong. The closest Queen's Physician moves up to the PCs while the Gray Maidens to the north and above ready their bows. The Queen's Physician who approaches the PCs loudly informs them that they should wait their turn in the entry (area F1). If the PCs demand to see Dr. Davaulus, they're told to wait here while another physician scurries upstairs. If the PCs are patient, they are invited up to area F6 after 1d4+2 minutes.

The physicians do not initiate an attack here, knowing they need to maintain their cover. If the PCs force their way through the room, the Gray Maidens to the north intercept and try to escort the PCs out of the hospice. Unlike the physicians, they (and the ones posted on the catwalk above) have no compunctions about fighting back if the PCs resist.

The physicians join the fight only if it seems obvious that the PCs know what's really going on, such as by mentioning the cult of Urgathoa. The physicians also fight back if one of them is attacked first, or if any PCs attempt to enter the lift (area F4).

Fighting in this area might prove difficult, as every bed also holds a sick (but innocent) patient. While the PCs might care about 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 MAIDEN FOOT SOLDIERS (2) CR 2

XP 600 each

hp 27 each (see page 74)

QUEEN'S PHYSICIANS (4) CR 2

XP 600 each

hp 23 each (see page 86)

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. The PCs may be able to heal a few of the 60 patients, but in order to save more they need to evacuate these unfortunates to an actual safe place to recover and receive legitimate attention. If a PC has a good relationship with one of the city's temples (such as by being an active cleric of that faith), that temple may agree to host up to 30 victims. The PCs could also prevail upon Cressida Kroft's aid; she can put 30 sick people up in unused guard buildings.

Unfortunately, if the PCs reveal that they know something is up at the hospice but then leave the building without destroying the cult below, on their next visit to the hospice they find the building closed up and the patients missing. The official story claims that thieves and malcontents attacked the hospice, forcing the Queen's Physicians to relocate the patients to a secret location, when in fact the plague victims in the building were simply murdered and delivered to the cult headquarters below. Feel free to bolster the resources in the Temple of Urgathoa with additional zombies in this event.

Story Award: If the PCs get help for all the patients in this room, grant 3,200 XP.

Survivor Count: Every patient who survives the PCs' visit to the hospice and is cured of blood veil counts as one life saved.

F3 LOADING BAY

The scent of exotic wood and sawdust fills this maze of barrels and crates. A web of ropes and pulleys crisscrosses the ceiling; from one thick cable hangs a net of barrels suspended nearly twenty feet above the splinter-scattered floor below.

Three great wooden doors stand in 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, as their textile contents were 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 such as "Three Breaths Viper—Mwangi Expanse," "Emperor Cobra (Eggs)—Vudra," and "Toad Shrew—uncharted island."

Any Queen's Physicians or Gray Maidens in area F2 can attempt a DC -10 Perception check (remember to increase this DC by 1 per 10 feet of distance to the listener) to hear if a PC smashes open one of the doors from the alley. Both Gray Maidens from area F2 come to investigate immediately if anyone in area F2 notices the noise.

Treasure: A thorough search of the loading dock takes nearly half an hour and requires a successful DC 20 Perception check. Those who take the time, though, are rewarded with a crate of elegant silk Vudrani clothes, such as robes, saris, stoles, turbans, and the like. One of the saris is bloodstained and marred by a jagged gash. Aside from this damage, the brightly patterned garb is collectively worth 300 gp.

F4 WAREHOUSE 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 chose this warehouse 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 successful DC 20 Perception check reveals an additional 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. With a successful DC 35 Disable Device check,

a PC can cause the lift to lower, bypassing the need for a button. The missing button is in the possession of Dr. Davaulus in area F8.

Story Award: Once the PCs activate this lift to enter the hidden underground level, award them 800 XP.

F5 CATWALKS (CR 4)

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 the upper reaches of the 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.

Creatures: Two Gray Maidens patrol these catwalks. If a fight breaks out in the sick ward, they use their bows against intruders. If they see intruders head into the stairwell, they move to intercept, either fighting on the stairs or moving up to area F6 to protect the doctor.

GRAY MAIDEN FOOT SOLDIERS (2)

CR 2

XP 600 each

hp 27 each (see page 74)

F6 PRIVATE HALL (CR 4)

The rough functionality of the warehouse below gives way to beige tile and a whitewashed hall on this floor. Double doors engraved with images of rampant gazelles stands to the south, their once fine teak bearing obvious scores and chips from rough use.

This hall once served as an entryway to the clerks' and manager's offices beyond. Now it is little more than a guardroom. The doors to area F7 are kept locked. They can be opened with a successful DC 30 Disable Device check or DC 26 Strength check, or via the key carried by Dr. 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 intruders to leave immediately; this includes anyone disguised as Gray Maidens or Queen's Physicians, since there's little reason for such personnel to visit the area except during 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. (This ruse fails automatically if more than two PCs are disguised as Gray Maidens or more than three PCs are disguised



SEVEN DAYS
TO THE
GRAVE

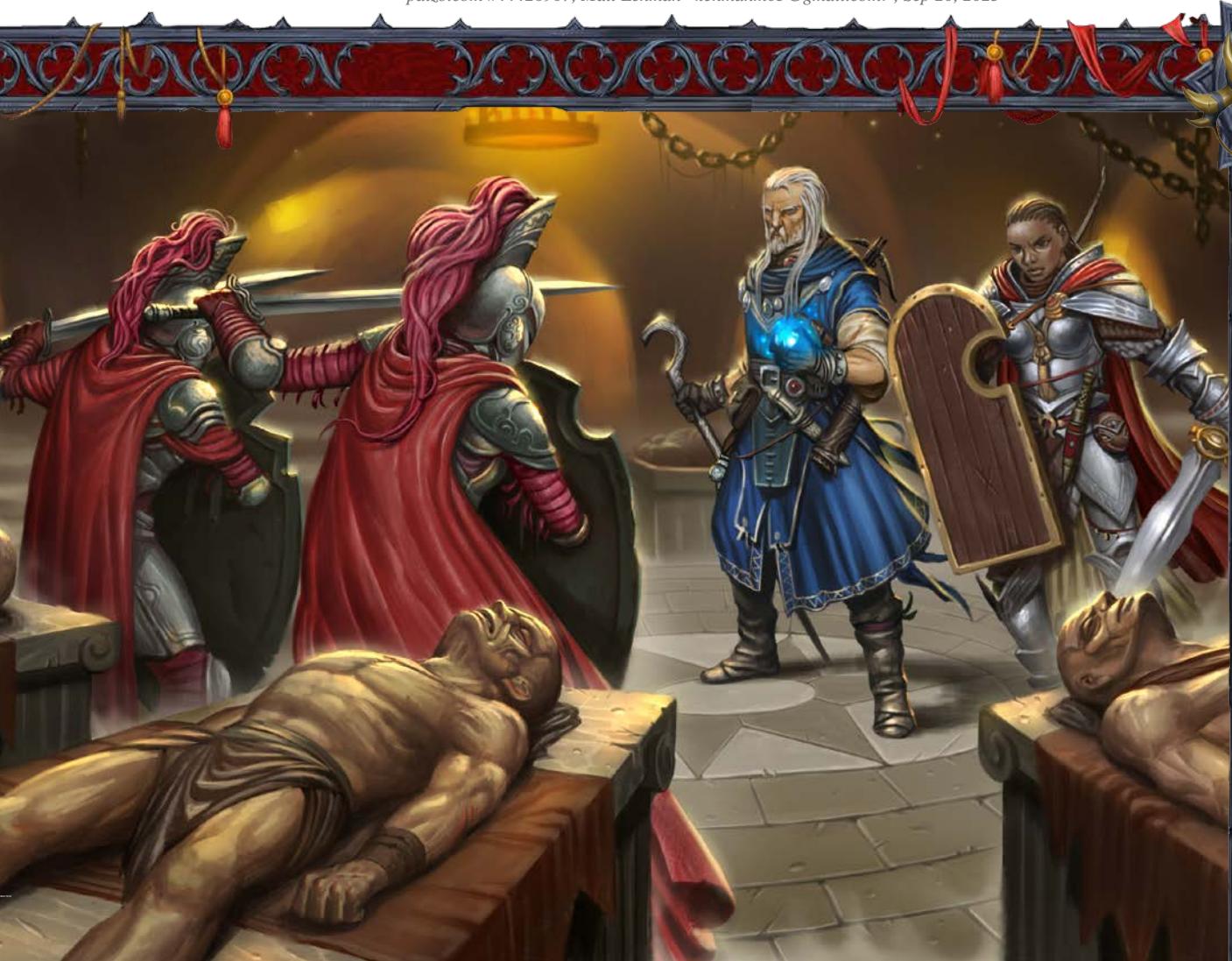
CHAPTER
BACKGROUND

PART 1:
INFECTION

PART 2:
OUTBREAK

PART 3:
EPIDEMIC

CHAPTER
CONCLUSION



as Queen's Physicians.) 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 MAIDEN FOOT SOLDIERS (2)	CR 2
XP 600 each	
hp 27 each (see page 74)	

Development: If the PCs arrange a meeting with Dr. Davaulus, he meets with them here, accompanied by the physicians from area F7. See area F8 for further details on the doctor and how he interacts with unexpected visitors. If combat breaks out in this room, the physicians in area F7 alert the doctor, and all four soon join the fight here.

F7 EXPERIMENTATION WARD (CR 5)

Rows of white-sheeted beds line the walls of this room. Each bed holds 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.

This was once the communal office of Arkona clerks, but all traces of that use 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 shown inexplicable resistance to 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 is stable but has -2 hit points. All are immune to blood veil, although they don't know that themselves.

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)	CR 2
XP 600 each	
hp 23 each (see page 86)	

2

SEVEN DAYS TO THE GRAVE

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Development: The research notes in this room clearly indicate why the Varisians are being studied here. A search of the notes should also reveal the fact that the church of Urgathoa is involved in the investigation, with several references of reports being “sent below to A.” If the PCs attack the hospice, the Queen’s Physicians here swiftly gather and burn the notes to prevent them from falling into enemy hands before they move to join the defense of the building, but their hasty job leaves a few scraps intact—enough to reveal that the cult of Urgathoa is active below the hospice.

As they burn the notes, the physicians also cut the throats of the 15 Varisians kept here. Even if the PCs manage to infiltrate the hospice and prevent this end, the victims are unable to act and move of their own accord until healed. Even then, most remain so weak from mistreatment and needless surgeries that they need significant help to escape. None of the Varisians know anything about where they are or what the doctors were attempting to do. All are 1st- or 2nd-level commoners.

Story Award: If the PCs rescue at least half of the prisoners in this room, award them 1,200 XP.

Survivor Count: Every Varisian who is rescued counts as one life saved.

F8 DOCTOR’S OFFICE (CR 9)

Blood, bile, and other humors bubble away within oddly formed beakers and twisted tubes in this sizable laboratory. Any wall space left in view between 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 stains from dark chemicals and gore disfigure the once-beautiful piece.

Creature: This office has been given over to Dr. 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 and the selection of this warehouse as a place to hide the growing cult of Urgathoa was his. While he has not yet managed to join the upper ranks of the Red Mantis to become

a full-fledged 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.

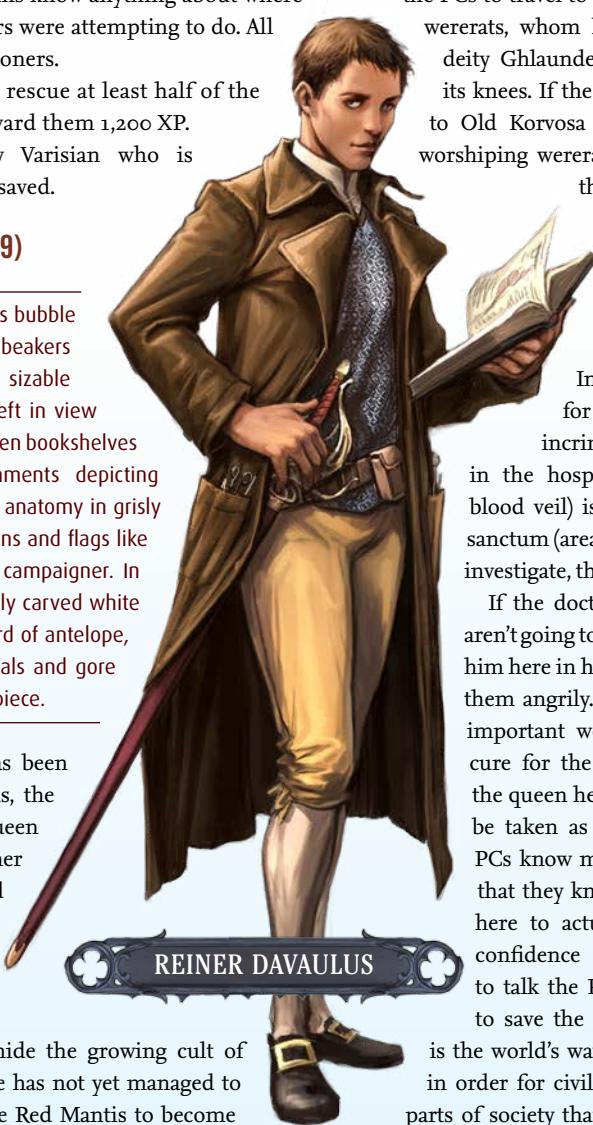
Although Dr. Davaulus is normally not interested in interacting with others, if the PCs are particularly pushy he agrees to meet with them in area F6. If such a meeting occurs, he is attended by the Gray Maidens stationed in area F4 and the physicians from area F7. He puts on a friendly air when greeting the PCs, yet his primary goal is to get them to leave the hospice without probing deeper into the goings-on within. He listens quietly and patiently to the PCs, hoping to redirect their suspicions to an entirely fictional cabal of wererats he claims dwell in the sewers below Old Korvosa. He says that he hasn’t yet managed to learn the location of these lycanthropes, mostly because he hasn’t had the resources to do so. If he can, he tries to hire

the PCs to travel to Old Korvosa and search for these wererats, whom he claims worship the parasitic deity Ghlaunder and seek to bring Korvosa to its knees. If the PCs fall for this story and set off to Old Korvosa to chase imaginary Ghlaunder-worshiping wererats, Davaulus contacts his kin in

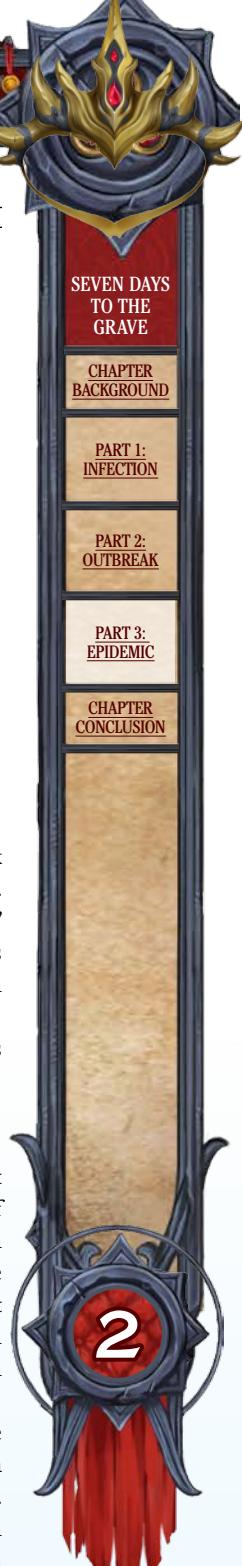
the Red Mantis, who send agents after the PCs to stalk and, when the opportunity presents itself, kill them. See Chapter 3 for more details on the Red Mantis activity in Old Korvosa.

In the meantime, if the PCs fall for the ruse, he ensures that all incriminating evidence aboveground in the hospice (in particular his notes on blood veil) is relocated to the temple’s inner sanctum (area G14) so should the PCs return to investigate, they’ll find fewer, if any, clues.

If the doctor gets the feeling that the PCs aren’t going to fall for his ruse, or if the PCs catch him here in his office unprepared, he confronts them angrily. 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



REINER DAVAULUS



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 the temple of Urgathoa as detailed below.

Dr. Davaulus 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.

REINER DAVAULUS

CR 9

XP 6,400

Male human bard 4/expert 3/rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 natural)

hp 62 (10d8+14)

Fort +3, **Ref** +10, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.**Melee** +1 human-bane rapier +10/+5 (1d6/18-20)**Special Attacks** bardic performance 13 rounds/day

(countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1), sneak attack +2d6

Bard Spells Known (CL 4th; concentration +7)

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

1st (4/day)—*charm person* (DC 14), *cure light wounds, disguise self, hideous laughter* (DC 14)

0 (at will)—*detect magic, light, mage hand, mending, prestidigitation, read magic*

TACTICS

Before Combat Dr. Davaulus casts *misdirection* whenever he expects to be involved in a public scene; if he meets with the PCs, he chooses one of the chaotic good but unconscious Varisians in area F7 as the spell's target.

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 uses Combat Expertise, saving *hideous laughter* for use against foes who seem to have more brawn than brains.

Morale Davaulus attempts to flee if brought to fewer than 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** 16

Base Atk +7; **CMB** +6; **CMD** 19

Feats Combat Expertise, Combat Reflexes, Craft Wondrous Item, Dodge, Quick Draw, Toughness, Weapon Finesse

Skills Acrobatics +15, Bluff +16, Disable Device +12, Heal +14, Intimidate +9, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (nature) +13, Knowledge (religion) +13, Perception +13, Perform (oratory) +16, Profession (doctor) +9, Sleight of Hand +10, Spellcraft +16, Stealth +15

Languages Common, Elven, Necril, Varisian

SQ bardic knowledge +2, rogue talent (combat trick), trapfinding +1, versatile performance (oratory)

Combat Gear potion of remove disease; **Other Gear** +1

mithral chain shirt, +1 human-bane rapier, amulet of natural armor +1, flask of curses (labeled "elixir of true healing"), button key for lift to area G1, key to cabinet in area G3, key to doors into area F7, 580 gp

Treasure: With a successful DC 16 Perception check made while searching the desk, a PC 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 helpful in the creation of a cure for blood veil.

Story Award: Recovering Davaulus's notes earns the PCs 2,400 XP.

G 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 wanted criminal in Nidal and a morbid beauty dedicated body and soul to the 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 deadlier plague.

The Temple of Urgathoa lies 40 feet below the warehouse, and is connected to the upper levels 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 their new priestly inhabitants' genocidal plot. Rock excavated from these expansions was smuggled out in carts and dumped into the Jeggare. The cultists have rebuilt and refurbished the drippy, brick-lined chambers with stone panels and plaster, decorating many of the walls with murals of plague-infested cities. Nevertheless, water seepage from the surrounding rocks has already damaged the new plaster in many locations. Although most of the areas in the temple are well lit, areas G1 and areas G9 through G12 are dark.

Unless otherwise stated, the doors in the temple are made of strong wood (hardness 5, hp 20, break DC 25, Disable Device DC 30); they are locked only if specifically mentioned as such in the text.

THE TEMPLE UNDER ALERT

The following encounters are described under the assumption that the cultists don't know they're under attack. Once the alarm is raised (either by Dr. Davaulus's 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.

Cultists of Urgathoa: Fourteen priests of Urgathoa are active in the temple—when the alarm is raised, six go to guard area G8 and eight go to protect area G13.

Dr. Davaulus: The doctor seeks out Lady Andaisin to warn her about the attack, and then joins the cultists in area G8 to defend 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.

Queen's Physicians: Five Queen's Physicians are active in the temple—when the alarm is raised, they relocate to the ground floor of area G8 to defend the temple.

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

Rolth Lamm: 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 to guard area G4.

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

Reinforcements: Once the cult has been attacked, the fanatics dig in, hoping that their allies elsewhere in Korvosa take steps to intervene. No easy escape route exists for the cultists if the PCs prevent them from using the lift. They are unwilling to give up their hideout, and any slain cultists are animated as new zombies by Lady Andaisin. Unfortunately for the cultists, by this point blood veil has mostly run its course and the conspirators in the city above are increasingly turning their attentions elsewhere, so no outside reinforcements come to aid the cultists. After a week, if he still lives, Dr. Davaulus abandons the cult entirely, as does Rolth (these NPCs may be encountered later in the campaign as you

see fit). After 2 to 3 more weeks, if she still lives, Lady Andaisin leads her followers in a ritual of self-sacrifice, but she doesn't take her own life. As the last surviving cultist dies, she gathers her gear, burns any notes she has on blood veil, and abandons the city. Feel free to adjust the timing of these events as you wish, but the PCs should have plenty of time to mount multiple assaults on the temple before Andaisin decides to abandon the temple. You can have her leave the city forever if you wish, or perhaps have her simply relocate to Deathhead Vault below the Longacre Building so she can face the PCs again in Part 3 of Chapter 4.

ROLTH LAMM

G1 ENTRY HALL (CR 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 that has 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 bear potent magical wards 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 creatures in areas G8 through G13 to the PCs' presence.

DEATH'S BREATH DOORS

CR 8

XP 4,800

Type magical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch; **Reset** automatic (after 1 minute); **Bypass** if either door is caught in the area of positive energy (such as that created by channeled energy) that deals at least 10 points of damage without someone touching either door in the process, the trap is neutralized for 1 minute before it resets

Effect Atk +10 melee (scythe; 2d4+5/x4; all targets within 5 feet of any door); poison gas (ungol dust; all creatures in area G1)



G2 GUARD POST (CR 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 succeeds at a DC 16 Perception check to hear the lift lowering in area G1, or if the traps in that room are set off. Once they hear the traps go off, they step into area G1 1 round later, after the poison gas has dissipated.

QUEEN'S PHYSICIANS (4)

CR 2

XP 600 each

hp 23 each (see page 86)

G3 DOCTOR Indoctrination

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

Whenever the cult of Urgathoa indoctrinates a new Queen's Physician, she is sworn in to her new role and outfitted with appropriate 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, glass-doored cabinet against the west wall open to reveal glass shelves covered in a variety of delicate doctors' instruments, including containers of unguents, syringes, magnifying lenses, and the like, plus a medicine jar full of black onyx gems. A small brass lock keeps these doors firmly shut.

Any significant noise in this room—such as breaking the glass door—attracts the attentions of the Queen's Physicians in area G7.

Treasure: There are enough Queen's Physician robes and other accouterments to outfit 20 doctors in this room. The collected clothes, boots, canes, and other accessories are well made and only slightly used, so each set is worth 5 gp. There are also two *plaguebringer's masks* here (see page 435).

The most valuable items in the room are held behind the west cabinet's locked glass door (hardness 1, hp 1, break DC 10, Disable Device DC 30). Dr. Davaulus has the key. 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, with three containing *potions of cure moderate wounds* while the fourth contains a cursed *potion of poison*.

G4 THE PRINCESS'S BACCHANAL

Behind thick panes of glass, fragments and even whole bodies of the living dead line the walls and floor of this chamber. Their rotting faces sneer and broken fingers claw at each other as the shattered forms twitch in vain, their splintered appendages grasping hopelessly. Yet rather than some massive, nightmarish grave, this horror show seems instead to be a stomach-churning attempt at art.

This room contains an Urgathoan decoration known as the Princess's Bacchanal, a perverse memento mori with a profane message: "In the end may you be undead." Here, dozens of twitching undead are on display, their bodies too damaged to do anything but writhe and scrape in an unliving tableau until their flesh flakes away and their bones turn to dust. 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 thick glass (hardness 4, 10 hit points per 5-foot section) allows the fragmentary undead to spill out into the chamber. While hideous and nauseating, these disgusting remnants are harmless if released.

G5 OPERATING ROOM (CR 9)

Eight unpleasant-looking beds stand here. Their sharp iron frames are threaded with worn manacles and stained leather straps. Several are occupied by obviously unwilling patients; all are bound and in various states of consciousness, and their combined moans murmur throughout the room. Between them stand several small tables 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 foul, gratuitous, and torturous experiments on the living in the name of their vile goddess. Currently, the doctors here focus on testing diseases crafted by their fellow cultists 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 (hardness 10, hp 60, break DC 28, Disable Device DC 30) leads to the cells of G6 to the east; each of the cultists of Urgathoa in the complex carries keys to this door and the cells beyond.

Creatures: Two Queen's Physicians and two cultists of Urgathoa currently work in this room, encouraging and observing the diseases at work within their imprisoned patients here. Their work is in turn observed and guided by Rolth Lamm, a gifted but reprehensible

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 ravishing, but hasn't yet worked up the courage to approach the gothic priestess regarding his desires. He hopes that if he develops the variant of blood veil she wants, though, he'll be rewarded with far more than her favor and the gold she has promised.

Six unwilling patients lie strapped to the metal operating beds scattered throughout the room. One of the patients is dead, but his body is still highly contagious with blood veil. Two of the other patients fade in and out of consciousness; wracked by blood veil, they cough violently and whimper through their restless fever dreams. The other three bodies carry a new strain of blood veil the priests of Urgathoa believe has great potential. These men died within the past 2 days and have awakened as plague 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 its hands indeed. While these zombies can inflict blood veil with their attacks or death burst, the variant doesn't yet animate the dead as the cultists hoped.

The two living prisoners here are a cobbler named Olena Hanch and a Sable Company hostler named Dalvun Krand. Both are 2nd-level human experts and are unconscious with 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 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 bald man with pale skin and rodentlike teeth who constantly berates the doctors for amateurish and dim-witted work.

If a battle breaks out here, the Queen's Physicians attack at once. Rolth and the clerics release the three plague zombies (which are under the clerics' control) to attack intruders. The clerics then fight as detailed below. Rolth avoids melee, hanging back and using his spells as detailed in his tactics on page 452, but as he fights he shrilly accuses the PCs of murdering his father, Gaedren Lamm, promising to animate their bodies once they're killed for all manner of unsettling and unsavory revenge.

ROLTH LAMM**CR 8****XP 4,800****hp** 94 (see page 452)**CULTISTS OF URGATHOA (2)****CR 2****XP 600 each**

Human cleric of Urgathoa 3

NE Medium humanoid (human)

Init +0; **Senses** Perception +3**DEFENSE****AC** 19, touch 12, flat-footed 19 (+7 armor, +2 deflection)**hp** 26 each (3d8+9)**Fort** +7, **Ref** +1, **Will** +6**OFFENSE****Speed** 20 ft.**Melee** +1 scythe +6 (2d4+3/x4)**Special Attacks** channel negative energy 4/day (DC 12, 2d6)**Cleric Spell-Like Abilities** (CL 3rd; concentration +6)6/day—*battle rage* (+1), *bleeding touch* (1 round)**Cleric Spells Prepared** (CL 3rd; concentration +6)2nd—*cure moderate wounds*, *hold person* (DC 15), *spiritual weapon*^o1st—*cure light wounds*, *divine favor*, *magic weapon*^o, *shield of faith*0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *stabilize***D** domain spell; **Domains** Death, War**TACTICS**

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

During Combat On the first round of combat, a cultist casts *divine favor*. The cultist then engages in melee in the following rounds. He uses healing magic on himself if brought to fewer than 6 hit points, saving *hold person* and *spiritual weapon* for use against foes at range.

Morale A cultist of Urgathoa fights to the death.

STATISTICS**Str** 13, **Dex** 10, **Con** 15, **Int** 8, **Wis** 16, **Cha** 12**Base Atk** +2; **CMB** +3; **CMD** 15**Feats** Combat Casting, Great Fortitude, Weapon Focus (scythe)**Skills** Heal +8, Knowledge (arcana) +4, Spellcraft +4**Languages** Common

Combat Gear potion of *cure light wounds* (4); **Other Gear** +1 *breastplate*, scythe, prison key (unlocks door into and cells within area G6), silver holy symbol of Urgathoa

QUEEN'S PHYSICIANS (2)**CR 2****XP 600 each****hp** 23 each (see page 86)**PLAQUE ZOMBIES (3)****CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary* 288)

Story Award: If the PCs rescue and heal the two survivors in this room, grant them 600 XP.

Survivor Count: Every living prisoner who is rescued and healed counts as one life saved.



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 (hardness 10, hp 60, break DC 28, Disable Device DC 30) in this hall lead to cramped cells. These doors can also be opened with the keys carried by the cultists of Urgathoa.

Five of the eight cells hold captive Varisian men and women of various ages and walks of life. They 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 immunity 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 captives in area G5.

Story Award: If the PCs free all of the prisoners in this room and lead them to safety, grant the party 1,200 XP.

Survivor Count: Every living prisoner who is rescued and healed counts as one life saved.

G7 CULT QUARTERS (CR 8)

Black-sheeted cots fill this room; their satin coverings and overstuffed pillows seem 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. They are waited upon by four skeletal servants. One skeleton holds a platter bearing several goblets and a decanter of rich Nidalese midnight wine. When combat begins, the Urgathoans order the skeletons into battle first. Two then move to attack, one hangs back to cast supporting spells, and the fourth runs to alert his fellow cultists in area G8.

CULTISTS OF URGATHOA (4) CR 2

XP 600 each

hp 26 each (see page 120)

QUEEN'S PHYSICIANS (3) CR 2

XP 600 each

hp 23 each (see page 86)

HUMAN SKELETONS (4)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 250)

Treasure: Footlockers and shelves near each cot hold the sparse—and often disturbing—personal effects of the cult of Urgathoa's members. A character who spends 10 minutes searching the room and succeeds at a DC 16 Perception check discovers 12 bottles of midnight wine worth 14 gp each, a *robe of bones* still bearing a human skeleton and a wolf skeleton, and a rune-etched onyx sculpture of a skull worth 35 gp, as well as 11 pp, 40 gp, 58 sp, and 160 cp.

G8 THE BLOOD VATS (CR 8)

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-skeletal 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 that comes into contact with the fluid must succeed at a DC 24 Fortitude save or become infected with the disease. If a vat is destroyed (hardness 10, hp 90, break DC 30), it spills its contents out into the room, potentially exposing everyone standing on the lower floor but also ruining the contents for the cult. After 1 hour, a spilled vat's contents lose their potency and, while still foul, are no longer infectious. *Purify food and drink* can also remove the infectious element of a vat's contents, although the 1,000 gallons of fluid within equate to just over 133 cubic feet of material—at CL 7th, it will take 20 castings of *purify food and drink* (or 2 minutes of repeated applications of the spell) to neutralize the contents of a single vat. A single *remove disease* spell cast on a vat immediately negates the infection (provided the caster succeeds at the required DC 24 caster level check). Other methods of destroying the concentrated blood veil may work at your discretion.

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. While the door is locked, it can be opened with 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 G14 to alert Lady Andaisin. A third cultist opens the door to area G9 to release the zombies kept therein. The remaining cultists stand fast, fighting to the death. As a move action, a cultist can dip her scythe into a vat of disease if she's standing on the catwalk above—the next $1d4$ times she hits with her scythe, the creature hit is exposed to blood veil.

CULTISTS OF URGATHOA (6) CR 2
XP 600 each
hp 26 each (see page 120)

Story Award: If the PCs destroy all three vats of blood veil, the cult will need to spend many weeks to rebuild their supply of concentrated blood veil; award the PCs 2,400 XP if they accomplish this.

Survivor Count: Each destroyed vat of blood veil saves 200 citizens.

G9 STORAGE (CR 3)

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

Creatures: Four human zombies stand in this storeroom, waiting until they are needed for the defense of the temple. They attack any non-Urgathoan who enters the room.

HUMAN ZOMBIES (4) CR 1/2
XP 200 each
hp 12 each (*Pathfinder RPG Bestiary* 288)

G10 UNFINISHED STOREROOM

The southeastern corner of this otherwise empty room seems to be unfinished, and 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, they are too busy to complete the work.

G11 ARKMINOS'S LABORATORY (CR 14)

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 sports various cranks and levers, and is large enough to accommodate an ogre. Along the walls stand several tables strewn with all manner of alchemical accouterments. Their contents appear extremely old: rusted iron tools, beakers of purpled glass, and deep pools of wax from countless melted candles.

A PC who succeeds at a DC 30 Perception check locates the secret door in the western wall.

Creatures: Ramoska Arkminos, a powerful and ancient nosferatu vampire, uses this room as his personal laboratory, having imported his favorite pieces of equipment from his home laboratory below Castle Corvischoir—the home of the reclusive Ristomaur Tiriac, count 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 0 hit points, and held fast by the table's three heavy iron crossbeams. The table he lies on is a combination operating table and



torture device, and its restraints are 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 loosens the restraints and gradually releases 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 the tenth slot, and 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.

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 existence—but not while undead. He believes that if he dies as a vampire he will 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, Count Tiriac, Arkminos has been lent to 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. Currently, his research supplements the disease refinement efforts of the cult of Urgathoa, although he continues his own studies into the nature of vampirism. He is fascinated by the fact that some Varisians seem immune to blood veil, and 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 lie within some Varisians.

When the PCs enter, Arkminos is 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, the Gray Maidens, or Queen Ileosa, 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 remove themselves from his laboratory immediately.

Ruan's presence, however, likely complicates the situation. While Arkminos is reluctant 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. If the party agrees, he honors the bargain and readies his equipment for departure. If they disagree, however, he welcomes a counteroffer, 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.

Alternatively, if Ramoska thinks the PCs can handle the task, he might offer to trade Ruan to them in return for a favor. He still longs to return to Ustalav, and if Lady Andaisin were forced to give up her plans due to death or some other unforeseen incident, there would be little to keep Ramoska in Korvosa. Yet Ramoska isn't willing to abandon his post here without bringing something back to Ustalav to make the trip worthwhile. Among the more intriguing magical items he's seen recently are the *death's head coffers* the cult used to infect silver coins. Unfortunately, all but one of these coffers have been used; if the PCs can deliver the final coffer to him, the vampire will trade it for Ruan. The problem is, of course, that this final coffer is held in the temple's inner sanctum, and Lady Andaisin is very unlikely to simply let the PCs take it from her. Ramoska can certainly explain to the PCs how the cult used these coffers to spread blood veil, but won't divulge his own desires to test how the item might interact with vampirism.

The vampire is the most dangerous foe the PCs face in this chapter, but if the PCs insist on attacking him, Ramoska won't hesitate to fight back. Fortunately for the PCs, the nosferatu has no interest in dying on this particular hill, and has plenty of ways to flee a fight if it starts to look like things might not be going his way.

RAMOSKA ARKMINOS

CR 14

XP 38,400

Male human nosferatu alchemist 4/wizard 9 (*Pathfinder RPG Bestiary 4* 268, *Pathfinder RPG Advanced Player's Guide* 26)

LE Medium undead (humanoid, human)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 armor, +4 Dex, +11 natural)

hp 139 (13 HD; 9d6+4d8+87); fast healing 5

Fort +14, **Ref** +15, **Will** +16; +2 bonus vs. poison, +4 bonus vs. channeled energy

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

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6)

Ranged bomb +12 (2d6+5 fire) or smoke bomb +12 (2d6+5 fire)

Special Attacks blood drain (1d4 Con and 1d4 Wis), bomb 9/day (2d6+5 fire, DC 17), dominate (DC 21), hand of the apprentice (8/day), telekinesis (DC 21)

Alchemist Extracts Prepared (CL 4th; concentration +9)

2nd—resist energy, see invisibility

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

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

5th—cone of cold (DC 20), teleport

4th—crushing despair (DC 20), detonate^{APG} (DC 19), phantasmal killer (DC 19)

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

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

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

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

TACTICS

Before Combat Ramoska casts *mage armor* on himself well before combat begins.

During Combat Ramoska is honestly surprised if the PCs are foolish enough to attack him. He drinks his mutagen on the first round of combat to gain a +4 bonus to his Dexterity and take a -2 penalty to his Wisdom, then casts *shield* the next round. He doesn't start to attack the PCs until the third round unless they prove more than capable of hurting him. Ramoska prefers to end combats with slaves rather than bodies, and attempts to dominate PCs for several turns while chiding the heroes for being so reckless as to antagonize one so much more dangerous than they. If reduced to fewer than 90 hit points, Ramoska abandons this tactic and casts *stinking cloud* and *ray* of enfeeblement to try to remove PCs from the battle without killing them.

Morale If reduced to fewer than 60 hit points, Ramoska sighs in frustration, saying, "Fine, take the lad if you wish. This plague has run its course, in any event." He then casts *teleport* to leave Korvosa and doesn't return in this adventure.

STATISTICS

Str 10, **Dex** 19, **Con** —, **Int** 20, **Wis** 20, **Cha** 20

Base Atk +7; **CMB** +7; **CMD** 21

Feats Alertness, Brew Potion, Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes, Master Alchemist^{APG}, Persuasive, Quicken Spell, Scribe Scroll, Skill Focus (Craft [alchemy]), Skill Focus (Heal), Spell Focus (enchantment), Spell Mastery, Throw Anything, Toughness

Skills Craft (alchemy) +29, Diplomacy +21, Fly +11, Heal +17, Intimidate +21, Knowledge (arcana) +20, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +10, Perception +24, Sense Motive +20, Spellcraft +20, Stealth +21, Use Magic Device +11

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

SQ alchemy (alchemy crafting +4), arcane bond (rat named Andrzej), discoveries (precise bombs [5 squares], smoke bomb), metamagic mastery (1/day), mutagen (+4/-2, +2 natural armor, 40 minutes), poison use, recovery, spider climb, swarm form, swift alchemy

Gear pink and green sphere ioun stone, amulet of natural armor +3, belt of incredible dexterity +2, cloak of resistance +2, key to locked trunk in area **G12**, 80 pp

RUAN MIRUKOVA **CR 5**

XP 1,600

Male human bard 6

CG Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 42 (currently 0; 6d8+12)

Fort +3, **Ref** +7, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d3 nonlethal)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])

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Bard Spells Known (CL 6th; concentration +10)

- 2nd (4/day)—*cat's grace*, *cure moderate wounds*, *minor image* (DC 16), *mirror image*
 1st (5/day)—*charm person* (DC 15), *cure light wounds*, *sleep* (DC 15), *unseen servant*
 0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *summon instrument*

TACTICS

During Combat Ruan loathes combat, and prefers to avoid fights if possible. He casts *sleep* and illusion spells to end fights before they get out of hand, but if forced to fight, he casts *mirror image* and *cat's grace* to increase his defenses. He prefers to fight with daggers or a rapier if given the choice. In a fight with allies, Ruan hangs back and uses his healing spells to keep those allies alive so they can defend him.

Morale Ruan flees any fight if reduced to fewer than 10 hit points.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +4; **CMD** 17

Feats Arcane Strike, Combat Casting, Dodge, Weapon Finesse

Skills Acrobatics +11, Disguise +13, Escape Artist +11, Perception +8, Perform (sing) +13, Perform (wind instruments) +13, Sleight of Hand +11, Stealth +11

Languages Common, Tien, Varisian

SQ bardic knowledge +3, lore master 1/day, versatile performances (sing, wind)

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, and these observations can help with the development of a cure for the disease.

Development: Ramoska accepts surrender from the PCs at any point, and also breaks off combat if all of the PCs are incapacitated or dominated. In this case, he informs the PCs that the price for their lives is to secure the *death's head coffer* in the temple's inner sanctum. Whether or not he kills Ruan before then, or indeed, is interested in giving the man over to the PCs once they've served their use, is left to you to decide.

If the PCs rescue Ruan, he's eager to flee the temple and return to his sister. Even if the PCs heal his injuries, he's

of little use to them in any confrontations that may yet await the party here in the temple.

Story Award: If the PCs secure Ruan's freedom from Ramoska and reunite him with his sister, award them 4,800 XP.

G12 ARKMINOS'S ROOM

RUAN MIRUKOVA

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 that occupied by an elegant black-canopied bed.

Hidden away from the sun, Arkminos has no need to sleep. What little time the nosferatu takes for 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, and a successful

DC 30 Disable Device check is needed to open it. With a successful DC 22 Strength check, a PC can break the trunk open, but destroys its contents in the process. 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 1 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.

A character who succeeds at a DC 12 Perception check discovers 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 (CR 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 human, part angel, and part horse—things of half-formed muscle with dead, fleshless equine skulls. Three of the forms are motionless, but the fourth twitches now and then.

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 cultists 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. Each prison contains a single leukodaemon, the presence of which has enhanced the growth and development of the various diseases on which the cultists have been working. The daemons are imprisoned inside containers that prevent them from wreaking havoc on the cultists, but still allow 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, this final 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 attack is likely to fracture the glass (hardness 1, hp 2), which immediately renders the cage nonmagical. The enraged leukodaemon can then burst free as a standard action. If one of the cultists 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.

LEUKODAEMON

CR 9

XP 6,400

hp 95 (*Pathfinder RPG Bestiary 2* 68)

CULTISTS OF URGATHOA (2)

CR 2

XP 600 each

hp 26 each (see page 120)

G14 INNER SANCTUM (CR 9 AND 8)

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—blood, bile, milk, or other unidentifiable fluid. Each fills the air with its own distinct reek, creating a noxious, eye-watering bouquet. On the floor around each basin lie several small, empty metal boxes carved with images of skulls.

At the room's center, rising from a wide pool of crystalline water, is a golden statue that is both erotic and horrifying.

The statue depicts a beautiful nude woman who is 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 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 (and now nonmagical) *death's head coffers* lie scattered within the side shrines throughout this room. Each once held a specimen infected with some terrible affliction, such as 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.



LEUKODAEMON

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Each of the seven fluids in this room has been used as a medium to create and spread blood veil, and currently all seven contain the disease. Any creature that touches any of the fluids must succeed at a DC 30 check or become infected with blood veil. In this case, there is no incubation period for those who contract blood veil from these sources; 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 and wanted Nidalese criminal, occupies herself in this room with prayer and meditation. 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, trusting in the four juju zombie guardians she keeps at her side as protectors. 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 to 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 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 with most fanatics, 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, as death is 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, entirely bent on revenge.

ANDAISIN

CR 9

XP 6,400

Female human cleric of

Urgathoa 10

NE Medium humanoid (human)

Init -1; **Senses** Perception +4**DEFENSE****AC** 24, touch 12, flat-footed 24(+8 armor, +3 deflection,
-1 Dex, +4 natural)**hp** 100 (10d8+52)**Fort** +13, **Ref** +4, **Will** +13;
+1 morale bonus vs. fear**Defensive Abilities** death's
embrace**OFFENSE****Speed** 20 ft., *air walk***Melee** +2 vicious scythe+12/+7 (2d4+3/x4
plus 2d6)

ANDAISIN

Special Attacks channel negative energy 4/day (DC 16, 5d6), weapon master (10 rounds/day)

Cleric Spell-Like Abilities (CL 10th; concentration +14) 7/day—battle rage (+5), bleeding touch (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +14)

5th—greater command (DC 19), greater contagion^{UM} (DC 20), slay living^D (DC 20)

4th—air walk, cure critical wounds (2), divine power^D, greater magic weapon

3rd—blindness/deafness (DC 18), contagion (DC 18), dispel magic, magic vestment^D, extended status

2nd—aid, cure moderate wounds (3), extended shield of faith, spiritual weapon^D

1st—cause fear^D (DC 16), cure light wounds (3), obscuring mist, sanctuary (DC 15)

0 (at will)—bleed (DC 15), guidance, light, stabilize

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

TACTICS

Before Combat Every morning, Lady Andaisin casts extended *status* on a cultist of Urgathoa in area **G13**, Rolth, and Dr. 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 is wounded), 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 *aid* and extended *shield of faith* 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 whether the intruders have been defeated).

During Combat Andaisin's first act in combat is to cast *divine power* on herself to gain a +3 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks along with 10 temporary hit points (these effects have not been included in her statistics above). After that, she uses *air walk* to climb to a point 10 feet off the ground, then spends the following 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 by casting *blindness/deafness* on an obvious cleric, *dispel magic* on a PC who has obvious spell effects, or *spiritual weapon* on a wizard or other frail-looking PC. She then casts *slay living*, holds the charge, and drops down into melee with the PCs. If brought to fewer than 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 healing herself before returning to battle.

Morale Lady Andaisin fights to the death, and is then transformed into a daughter of Urgathoa.

STATISTICS

Str 12, **Dex** 8, **Con** 18, **Int** 10, **Wis** 19, **Cha** 13

Base Atk +7, **CMB** +9, **CMD** 20

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

Skills Diplomacy +14, Knowledge (religion) +13, Spellcraft +13

Languages Common

Combat Gear potions of barkskin +4 (2); **Other Gear**

+2 breastplate, +2 vicious scythe, belt of mighty constitution +2, cloak of resistance +2, headband of inspired wisdom +2, onyx unholy symbol of Urgathoa worth 200 gp, 27 gp, 3 sp, 3 cp

ANDAISIN TRANSFORMED

CR 8

XP 4,800
Daughter of Urgathoa (*Pathfinder Campaign Setting: The Inner Sea World Guide* 309)

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura desecrate (20 ft.)

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 115 (11d8+66)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee great claw +16 (2d6+9/x4 plus disease), claw +16 (1d8+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks great claw

Spell-Like Abilities (CL 11th; concentration +16) Constant—desecrate (centered on self)

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—blindness/deafness (DC 16), contagion (DC 16), dispel magic, magic vestment^D

2nd—death knell (DC 15), hold person (DC 15), resist energy, sound burst (DC 15), spiritual weapon^D

1st—cause fear^D (DC 14), command (DC 14), obscuring mist, sanctuary (DC 14), shield of faith

0 (at will)—bleed (DC 13), guidance, light, stabilize

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

TACTICS

During Combat As part of her transformation, Lady Andaisin regains many spells as detailed above, but loses all those she otherwise had while alive. In addition, all ongoing spell effects on her end, and all of her gear lies discarded on the ground amid her other remains after she transforms. She casts *shield of faith* on the first round of combat, followed by her other ranged spells unless the PCs immediately surround her, in which case she fights in melee.

Morale The newly transformed Lady Andaisin fights until she is destroyed.



SEVEN DAYS
TO THE
GRAVE

CHAPTER
BACKGROUND

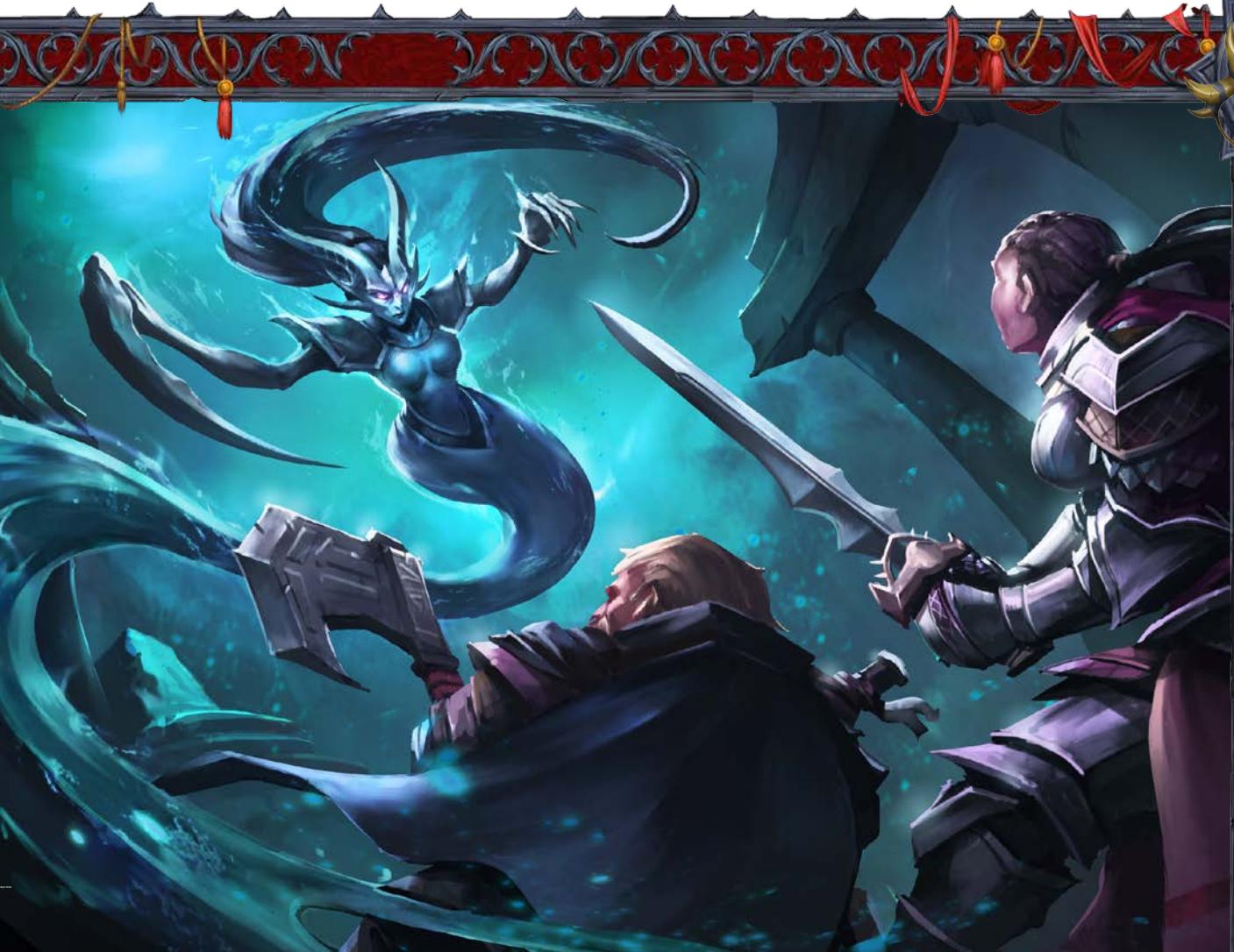
PART 1:
INFECTION

PART 2:
OUTBREAK

PART 3:
EPIDEMIC

CHAPTER
CONCLUSION

2



STATISTICS

Str 27, **Dex** 17, **Con** —, **Int** 18, **Wis** 16, **Cha** 21

Base Atk +8; **CMB** +18; **CMD** 30

Feats Ability Focus (disease), Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Vital Strike

Skills Acrobatics +14, Bluff +16, Fly +23, Intimidate +19, Knowledge (religion) +18, Perception +17, Sense Motive +17, Spellcraft +18

Languages Abyssal, Common, Infernal, Necril

SPECIAL ABILITIES

Disease (Su) *Blood Veil*: Great claw—*injury*; save Fortitude DC 22; onset immediate; frequency 1/day; effect 1d4 Con damage and 1d4 Cha damage.

Great Claw (Ex) Lady Andaisin's larger scythe-shaped claw deals ×4 damage on a critical hit, and is treated as an evil weapon for the purpose of penetrating damage reduction.

Spells The transformed Lady Andaisin casts spells as a 6th-level cleric of Urgathoa. She selects two domains to determine bonus spells, she doesn't gain domain powers.

JUJU ZOMBIES (4)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary 2* 291)

Treasure: A PC who succeeds at a DC 25 Perception check while examining the statue of Urgathoa finds a well-concealed compartment at its base. Within lie a number of ceremonial instruments used by Lady Andaisin for various rituals: two grim candelabras 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* (8 charges), a *scroll of restoration*, a *scroll of raise dead*, and three blocks of *incense of meditation*.

One empty, unused *death's head coffer* (see page 433) sits among the other discarded coffers. Lady Andaisin intended to infect something with the final, enhanced strain of blood veil once the Varisian immunity was overcome, but until then this coffer remains usable—and of interest to the nosferatu Arkminos.

Development: Lady Andaisin is a fanatic and unlikely to flee, but if the PCs kill her first incarnation and then flee the temple after she transforms, the daughter of Urgathoa incarnation may well abandon the temple to join the Gray Maidens in Deathhead Vault. At your discretion, the PCs could then encounter her again in Chapter 4.

SEVEN DAYS TO THE GRAVE

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CHAPTER CONCLUSION

With Dr. Davaulus and Lady Andaisin defeated, the creation and spread of blood veil suffers a mortal blow. As no one is actively propagating the disease, its 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, while investigating the Hospice of the Blessed Maiden and the Temple of Urgathoa below, the PCs should have stumbled across 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 had discovered that approximately one in 20 Varisians exhibits an immunity to blood veil, but none have yet deduced the nature of this immunity. Unknown to them, the original strain of the disease, Vorel's phage, was infused with potent spiritual energies before it was harvested. In 4644 AR, a man named Vorel Foxglove attempted to become a lich, but failed when his wife, Kasanda Miromia-Foxglove, disrupted his final ritual. A fragment of Kasanda's spirit infused the tainted fungus that resulted from Vorel's botched lich transformation, a fragment that even today watches over her people. Those Varisians who are immune to blood veil are, in effect, saved by Kasanda herself. Her supernatural influence is limited, unfortunately, and can grant immunity to only a small fraction of the Varisians exposed to the plague. This influence alone isn't enough to save the city from blood veil, but it is a weakness in the sickness' design that allows enterprising alchemists or canny spellcasters the opportunity to engineer a cure for blood veil. If Dr. Davaulus, Arkminos, and Rolth had shared their discoveries with each other, they would have probably learned of the disease's one defect; had they done so, a new strain of blood veil could have been developed that would have been much more difficult to cure.

CURING BLOOD VEIL

Fortunately, one need not understand the deep history behind this irregularity in the plague to use the notes to generate a cure for blood veil. If the PCs have at least one collection of notes from these three researchers, they can create a cure for blood veil. With only one researcher's set of notes, the cure can be found with a successful DC 30 Craft (alchemy) check and 1 week of work. With two sets of notes, this requires a successful DC 25 Craft (alchemy) check and only 1d4+1 days of work. With all

three sets, this requires only a successful DC 20 Craft (alchemy) check and 1 day of work. Whether or not these notes reveal to the PCs the strange influence of Kasanda Miromia-Foxglove is left to you (consider leaving this information out, though, unless the PCs use magic like *divination*, *commune*, or *legend lore* to learn more about this hidden facet of the sickness if you don't want to distract them with the extra details).

The cure, once developed, is a mercifully simple concoction to create for anyone with the Brew Potion feat or skill in Craft (alchemy). The disease's supernatural origins prove to be its undoing, for once a person suffering from blood veil takes the cure, not only does the disease fade, but for 1 week thereafter, contact with the recently cured person spreads the cure in a manner identical to how blood veil itself spreads. Manufacturing the initial doses of the cure requires Brew Potion or Craft (alchemy). With Brew Potion, 4 doses can be crafted in a day at a cost of 200 gp. Via alchemy, a successful DC 20 Craft (alchemy) check is needed to generate a cure (a single dose of the cure effectively costs 100 gp for the purpose of creation). Combined with additional usages of *lesser restoration* and *remove disease* to continually fight the plague's spread, each day that passes sees blood veil losing more and more footing until the disease is eventually defeated after a mere 1d4+1 weeks.

Survivor Count: Finding a cure for blood veil within a month saves 100 citizens. Doing so in only a week saves 500 citizens. If it takes only a day, 1,000 people are saved.

FINAL SURVIVOR COUNT

Once the PCs defeat Lady Andaisin and the cult of Urgathoa, the plague's progress slows but does not halt. Each day that follows this event, the number of citizens who perish continues to grow by 1d6 per day until either the plague is cured or it burns itself out in a few months (with the final death toll being 5,000 people). When either of these conditions is reached, total the amount of citizens saved by the PCs minus the number

they killed or allowed to die (as per the Survivor Count sections), then consult the table below to see how the city rewards them for their good work. With the exception of the XP awards, these awards are cumulative, and if the PCs save more than 2,800 citizens, they receive all four of the rewards listed below.

700 or Fewer Citizens Saved (Family Friends): In gratitude for their efforts during the plague, Tayce Soldado organizes the thanks of some of Korvosa's settled Varisians. The PCs are treated to a large feast at Tayce's home with the Varisian community, many of whom bring the party modest gifts (such as delicately embroidered scarves, beautiful jewelry, exquisitely illustrated harrow decks, or fine clothing) with a total value of 250 gp per character. Grant the PCs 2,400 XP.

701–1,900 Citizens Saved

(Good Neighbors): Dozens of families recognize the PCs for saving the lives of family members or neighbors. The PCs each gain a favor from a skilled artisan, a local artist, or another member of an NPC class. This favor might be the gift of an item worth no more than 1,000 gp (such as a set of three matching masterwork daggers, a bejeweled ring worth 1,000 gp, or a *cloak of resistance +1* embroidered with the PCs' coat of arms or the symbol of her deity), a place to hide out for a night, help researching a topic (this grants a +5 circumstance bonus on the next five Knowledge checks the PC attempts, provided they recruit the aid of the NPC offering help), or any other useful services (ultimately adjudicated by you). Grant the PCs 3,200 XP.

1,901–2,800 Citizens Saved (Local Heroes): Field Marshal Cressida Kroft personally thanks the PCs for their extensive aid during the plague. She finally and officially deputizes them as members of the Korvosan Guard and 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. Grant the PCs 4,800 XP. Unfortunately, if the PCs achieve this level of success or higher, they certainly come to the immediate attention of Queen Ileosa. She does little to oppose them directly at this point, but at your discretion, chance encounters with Gray Maidens or Red Mantis assassins might increase.

2,801 or More Citizens Saved (City Saviors): Nearly everyone in the city knows or has heard of the PCs. The PCs gain a +2 bonus on all Bluff, Diplomacy, and Intimidate checks against Korvosan citizens. More importantly, Queen Ileosa is forced to publicly acknowledge their work, and gives a short and (noticeable with a successful 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 Korvosa's walls. If the PCs have been open and aggressive about their theories of the queen's involvement in the plague, she instead has Sabina, commander of the Gray Maidens, issue the award, claiming exhaustion in the wake of the recent events as her excuse for not attending the ceremony. Grant the PCs 6,400 XP.

A CONSPIRACY REVEALED

Although discovering a cure for the plague and saving Korvosa are important accomplishments, another even more significant development occurs if the PCs survive this adventure. The fact that agents of the queen—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 the PCs cannot directly confront Queen Ileosa 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 Reiner Davaulus and the Queen's Physicians were corrupt. The queen's official stance is that the charming doctor duped her, and that his actions and those of his masked minions do not accurately reflect her desires. Gray Maidens involved in the hospice claim to have had no knowledge of the true goings-on in the chambers below, and if he survived his encounter with the PCs, Dr. Davaulus is publicly executed (or branded a traitor to the city if he is unavailable for execution). 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 spread. Unfortunately, so do her resources. The Gray Maidens become 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 will be clear soon enough: 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.

