Shadow of the Sun

A One-Round D&D LIVING GREYHAWK®
Furyondy Regional Adventure
Version 1.0

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With the dark shield encompassing the whole of Chendl, a permanent shadow has fallen over the city. The citizens are edgy and rumors galore abound. At least one rumor that a nest of vampires has taken over the city is partially true. The church of Heironeous is looking for adventurers to locate the lair of these vampires. An adventure designed for APL 2 to 12. This module is second in the Running Blood series.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, ant then have any players without a character create on. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLS are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

(CR of Animal)

action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The Council of Four had been working for many years to develop a protective shield to surround the city of Chendl. The Council of Four finally had gathered all the components necessary to complete the shield, which was performed during FUR3-06 Eclipse. But to everyone's surprise the shield did not turn out as expected. A black shield blocking out the sun now surrounds Chendl. During the course of this module, the effects of the "shield" are in full force in the city. This translates to the following:

- There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
- The city is considered "*desecrated*" in terms of the effects on undead, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are "cancelled out" by this effect (e.g. they are considered neither consecrated nor desecrated).
- The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.
- The spell is evil (strength is strong; caster level 20).
- The shield results in an effective *Dimensional Anchor* spell on the city proper.

In response to the shield, the following announcement was released by Karzalin of the Council of Four and Captain Rellin of the Kingsmen (this should be read to players before beginning the module to make certain they are familiar with the special laws in effect at this time):

Many have noticed by now strange happenings in the city of Chendl. This unforeseen and unfortunate circumstance, we can assure you, is but a minor setback. Rest assured that myself and the other members of the Council are now fully recovered from our Ordeal and working closely with the Churches of Chendl to affect a full recovery.

In the meantime, we ask your assistance in this time of trial. Businesses are asked to cooperate by providing lighting outside their shops until we resolve the darkness situation. No divinatory activities should be attempted in the city proper without being under the observation of a designated temple. A curfew of nine bells is in effect until further notice. Please be cooperative; these precautions are for your protection.

On a few occasions during the module, PCs will need to make a Will save or Spot check without being aware of this as players. It is therefore recommended that PC saving throw modifiers and basic skill checks be obtained prior to beginning the module.

DM Note: Have each PC roll three D20s. Arrange these rolls in columns, with the PC name on the left and the column number at the top. One of these columns is used for the Will save versus Thrommel's domination in Encounter Five.

Rumors say that a Black Knight was responsible for the way the shield turned out. It is dark enough in the city for vampires to walk about during the day.

This same Black Knight has been terrorizing the area surrounding Chendl, most recently in *FUR4-02 Death of a Knight*. Rumors of his existence go back as far as CY592 during *FUR2-01 A Common Defense* and he also appeared briefly in *FUR3-06 Eclipse*. Is this Black Knight the leader of the vampires or is something else happening?

People in the city have been disappearing, and some say they have been turned into vampires or vampire spawn. The population is extremely nervous and is beginning to demand something be done.

The church of Heironeous has posted flyers looking for adventures to help solve this problem.

Adventure Summary

FUR4-06 Shadow of the Sun is a low to high-level adventure set in the city of Chendl in the Kingdom of Furyondy. For purposes of NPC spell casters, PCs are within easy reach of a number of churches within Chendl (caster level 16th and below, see the Furyondy Meta Campaign Handbook for specific deities). The Black Knight has a spy in the inner circle of advisors to King Belvor. As reports of the progress of the adventure reach Belvor, this will keep the Black Knight and the vampires' one step ahead of the adventurers. The real goal of this module is for the PCs to realize this and report it to Garaeth Heldenster, the high cleric of Heironeous, who is the one hiring them. If the PCs do this, the spy will eventually be exposed.

Encounter One: Garaeth Heldenster has an underling, Joshua Benave, post flyers around town seeking adventures for an important task for the church of Heironeous. Those that wish to apply should meet at "The Traveler's Rest Inn" at noon tomorrow. Joshua will only state that it is an important mission and ask them to

follow him to the church of Heironeous where Garaeth Heldenster will instruct them further.

Encounter Two: Garaeth will first establish the PCs trustworthiness and loyalty to the Kingdom. He will swear the PCs to secrecy for this mission, and then reveal their task. He shows the PCs a letter from King Belvor and tells the PCs that he sent for a sage that specializes in undead, but he refuses to enter the city. He is currently staying in a small cave a day's travel from the city. He will also inform the PCs of a recent death of a person suspected of being killed by a vampire. Once the PCs agree to the mission, Garaeth reports back to King Belvor. Unfortunately, by doing so the spy discovers the identities of the PCs, the whereabouts of the sage and the PCs mission.

Encounter Three: The PCs will likely encounter some undead. When they leave to meet with the sage will determine where (and if) this occurs as well as whether the sage has encountered the vampires and is dominated.

Encounter Four: Information obtained from the sage will tell the PCs that the person killed will raise as a vampire or vampire spawn and they could follow it to the vampires' lair. The PCs may also figure this out by themselves. The first night of the stake out the PCs will be attacked by an undead force.

Encounter Five: The new vampire will rise during the second night of the PCs stakeout. Early that evening, a Black Knight will approach the PCs. He will tell them Garaeth wants to see them immediately and he will lead them to Garaeth. The PCs may notice a small coat of arms embroidered on his tunic which is the same as that the PCs saw earlier on the letter from King Belvor, except the background color. This is the only clue that the Black Knight is in fact Prince Thrommel. If the PCs recognize Prince Thrommel, he will offer the PCs a chance to join him. If the PCs refuse to leave the stakeout site, Thrommel will try to dominate one PC, usually a fighter type, turn to gaseous form and disappear.

Encounter Six: The PCs will be able to trail the newly created vampire when it rises from the grave. It is in fact leading them into an ambush. During this ambush the new vampire will slip away and the PCs will loose track of it.

Encounter Seven: The PCs should realize that something is wrong. The vampires have been one step ahead of them all the time. If they report this to Garaeth the presence of a spy will be exposed.

Introduction

This adventure takes place in and around the city of Chendl. Chendl is under a dark shield and rumors of vampires abound. Please review special rules on the effects of the shield if you have not yet done so.

You have heard rumors of a dark shield covering Chendl and vampires within the city. If true, there must be rewards to be had in ridding the city of these abominations. As you find yourself in the city under a dark shield, at least that part of the rumor is true. This could be a rewarding trip after all.

Joshua Benave (Male Human Clr 7), a servant to Garaeth Heldenster (Male Human Clr 10/Contemplative 5) the head of the church of Heironeous and a close adviser to King Belvor, has posted several flyers in various places where adventurers hang out.

Adventurers of good heart, the church of Heironeous is in need of your help. If you are interested, meet Joshua Benave at "The Traveler's Rest Inn" at noon on Waterday this four week of Harvester.

Encounter One

You find yourself at the Traveler's Rest Inn. It is a well-respected Inn just inside the southern gate of Chendl. This Inn makes its coin by offering weary travelers a good value for their money and some of the best homemade breads in the city. The common rooms consist of five large circular tables with a series of small tables and booths around the corners.

The Inn is run by Dilbos (Male Human Com 4). He is a large man who likes to run a clean inn that boasts a comfortable atmosphere. He is married to Teena (Female Halfling Com 2) who works in the Kitchen. Marlena (Female Halfling Com 2) is the serving woman in the Inn and is the twin sister to Teena.

At this point the PCs should introduce themselves. Give them a few minutes to interact with each other as well as Dilbos and Marlena. Purchases of food and drink (within reason) are all covered by adventure standard.

Soon you notice a man wearing blue robes and a symbol of a lightning bolt held in a fist around his neck entering the Inn. He approaches your table and introduces himself. "Greetings, I am Joshua Benave. Are you here in answer to my flyers?"

Those with Knowledge (religion) get a check (DC 10) to identify this as a holy symbol of Heironeous.

Alternatively, PCs who are official (e.g. certified) members of the church of Heironeous, or are clerics or paladins of Heironeous, recognize this automatically.

Joshua does not know that nature of the mission. He only knows that Garaeth Heldenster, the High Cleric of Heironeous requested this, so it must be of the utmost importance. Once he has verified the PCs are here for that purpose, he will ask them to accompany him to meet with the High Cleric. If a PC refuses then that PC will have to make arrangements to meet up with the group later in order to continue the adventure.

Encounter Two

Joshua escorts the PCs to the largest temple in the city. It is more like a Cathedral than any temple the PCs may have seen.

Please wait in this antechamber while I inform His Holiness that you are here. Please do not leave this room. We wouldn't want you to get lost, and I am sure Garaeth will want to see you straight away.

If the PCs open the door after Joshua leaves, they find two guards outside. They polity ask the PCs to remain in the room, for Joshua should be returning any moment. Joshua returns within five minutes.

Garaeth is waiting to see you now. Please follow me.

If the PCs question Joshua about the guards outside the door he states that it was for everyone's protection. Many things have been happening recently and precautions must be taken. If the PCs question him further he states that Garaeth will explain everything.

You are escorted into a large room where a rather imposing figure sits behind a large desk. He stands as you enter and says, "I am Garaeth Heldenster. To whom do I have a pleasure of speaking?

Allow the PCs to introduce themselves.

I wish to cast a zone of truth so that I may establish your trustworthiness and loyalty. Are there any objections to this?

If any of the PCs refuse this and cannot be convinced it is necessary, then they will be escorted out of the temple and the adventure is over for them. Garaeth will then cast the zone of truth (DC 16 Will save for those that choose to resist). Garaeth will ask the following questions of each PC.

What are your motives for being here?
Will you faithfully serve Furyondy during this mission?

The GM can be creative here in what questions to ask, but do not take too long as Garaeth wants to make sure his *zone of truth* is in effect for the last question, noted below.

Before I reveal your mission, I need for you to swear an oath of secrecy. Do you all agree to this?

Again if a PC refuses they will be escorted out of the temple and the adventure is over for them.

Your mission is to track down the lair of the vampires that have been plaguing the city of Chendl. I have a letter here from King Belvor. You will notice that it has his family coat of arms on it; not the royal coat of arms; so you will be operating on your own with no official sanction. (Show PCs Handout #1, they are not to keep it)
Our knowledge of vampires is limited, so we requested a sage that specializes in undead to meet with us and provide us additional information. However, he is a bit paranoid and refuses to enter the city. He currently is staying at a cave that is used as a rest stop, a day's travel from here. I would meet with him as soon as possible. He is a gnome that goes by the name of Bettencourt. He can likely provide you with knowledge that would be helpful in confronting and defeating this menace, so I suggest you speak with him straightaway. -
Finally, trust no one, and report your findings back to me. Am I clear?

If asked what makes him think there are vampires in the area, he will explain:

There was a young man by the name of Samal Wilkshire who was killed recently. He had all the markings of being killed by a vampire. He was buried in the commoner's graveyard today.

Garaeth's knowledge of vampires is limited. He only knows that sometimes when a vampire kills a person, they will become a vampire themselves. Garaeth will offer a monetary reward; see treasure summary.

Development: If the PCs suspect that Samal Wilkshire will rise as a vampire and want to stake out the grave, skip to Encounter Four. If the PCs want to talk to the sage, and leave right away, go to Encounter Three A. If the PCs wait until morning then go to Encounter

Three B. If the PCs wait until the next evening, then go to Encounter Three C. If the PCs wait any longer, then go to Encounter Three D.

Encounter Three A

Your journey to the cave is uneventful and you arrive around midnight.

Bettencourt (Male Gnome Exp 4) is fast asleep when the PCs arrive. He is an elderly Gnome who has spent his entire adult life studying and researching undead. There isn't much he doesn't know about the undead in the Monster Manual. Because of this he is quite paranoid about undead. When the PCs begin asking questions about vampires or other undead play this to the hilt, but let them get the information they are asking for. He knows the following information about vampires and vampire spawn found on p. 252 – 254 of the Monster Manual:

- Blood Drain – Both
- Children of the Night – Vampire only
- Dominate – Both
- Someone killed by a vampire, rises as either a vampire spawn or a vampire.
- Energy drain – Both
- Alternate form – Vampire only
- Damage Reduction – Vampire only
- Gaseous form – Both
- Resistances – Vampire only
- Spider Climb – Both
- Turn Resistance – Both
- All of the vampire weaknesses

Just when the PCs finish their questions, give them Spot and Listen checks to hear Asland Rew approaching. See Appendix C for map.

Creatures:

APL 2 (EL 4)
➤ **Ghast:** hp 29; see Monster Manual p. 119
➤ **Ghoul:** hp 13; see Monster Manual p. 119

APL 4 (EL 6)
➤ **Ghast (3):** hp 29, 29, 29; see Monster Manual p. 119

APL 6 (EL 8)
➤ **Vampire spawn:** hp 29, see Monster Manual p. 253
➤ **Ghast (3):** hp 29, 29, 29; see Monster Manual p. 119
➤ **Ghoul (3):** hp 13, 13, 13; see Monster Manual p. 119

APL 8 (EL 10)
➤ **Vampire spawn (2):** hp 29, 29; see Monster Manual p. 253
➤ **Wraith (2):** hp 32, 32; see Monster Manual p. 257
➤ **Mohrg:** hp 91, see Monster Manual p. 189

APL 10 (EL 12)
➤ **Vampire spawn (4):** hp 29, 29, 29, 29; see Monster Manual p. 253
➤ **Mohrg (3):** hp 91, 91, 91; see Monster Manual p. 189

APL 12 (EL 14)
➤ **Asland Rew:** hp 81, see Appendix A
➤ **Mohrg (6):** hp 91, 91, 91, 91, 91, 91; see Monster Manual p. 189

Tactics: Asland Rew accompanies all APLs to the cave. He uses his Hide, Move Silently, Listen and Spot abilities to determine if the PCs have already arrived. Have him take 10 on all these checks. Once he has determined the PCs are there, at APLs 2 – 10 he has the rest of the undead listed above attack, and he heads back to Chendl as fast as possible. At APL 12 he has the Mohrgs attack, and then hides and use his bow targeting likely spell casters first. He is only carrying 20 arrows. He uses all his arrows up first before joining in melee, or if he sees the PCs getting the upper hand against the Mohrgs he joins the melee. In melee he attacks a human first, as this is one of his favored enemies (extra +4 to damage). If no humans are in the party, he attacks an elf, as this is his next favored enemy (extra +2 to damage). If no humans or elves are in the party he goes after known or suspected spellcasters. If Asland Rew is reduced to two-thirds of his total hit points or less he flees either out the front or turns gaseous and goes through a crack in the back of the cave.

Encounter Three B

Your Journey to the cave is uneventful and you arrive about an hour before dusk.

The PCs find the cave inhabited by undead and Bettencourt (Male Gnome Exp 4) has been dominated by Asland Rew. Give the PCs Spot and Listen checks, as appropriate; to see if they know the undead are inside the cave. The monsters in the cave should also get Spot and Listen checks, as appropriate, to hear the PCs arriving. See Appendix C for map.

Creatures:

APL 2 (EL 4)
🏹 **Ghast:** hp 29; see Monster Manual p. 119
🏹 **Ghoul:** hp 13; see Monster Manual p. 119

APL 4 (EL 6)
🏹 **Ghast (3):** hp 29, 29, 29; see Monster Manual p. 119

APL 6 (EL 8)
🏹 **Vampire spawn:** hp 29; see Monster Manual p. 253
🏹 **Ghast (3):** hp 29, 29, 29; see Monster Manual p. 119
🏹 **Ghoul (3):** hp 13, 13, 13; see Monster Manual p. 119

APL 8 (EL 10)
🏹 **Vampire spawn (2):** hp 29, 29; see Monster Manual p. 253
🏹 **Wraith (2):** hp 32, 32; see Monster Manual p. 257
🏹 **Mohrg:** hp 91, see Monster Manual p. 189

APL 10 (EL 12)
🏹 **Vampire spawn (4):** hp 29, 29, 29, 29; see Monster Manual p. 253
🏹 **Mohrg (3):** hp 91, 91, 91; see Monster Manual p. 189

APL 12 (EL 14)
🏹 **Asland Rew:** hp 81, see Appendix A
🏹 **Mohrg (6):** hp 91, 91, 91, 91, 91, 91; see Monster Manual p. 189

Tactics: Asland Rew has already dominated Bettencourt. At APLs 2 – 10, he has gone back to Chendl. At APL 12, he has the Mohrgs attack, while he remains hidden, using his bow to target likely spell casters first. He is only carrying 20 arrows. He uses all his arrows up first before joining in melee. However, if he sees the PCs getting the upper hand against the Mohrgs he joins the melee sooner. In melee he attacks a human first, as this is one of his favored enemies (extra +4 to damage). If no humans are in the party, he attacks an elf, as this is his next favored enemy (extra +2 to damage). If no humans or elves are in the party, he goes after known or suspected spellcasters. If Asland Rew is reduced to 2/3rds of his hit points or less, he turns gaseous and flees through a crack in the back of the cave.

Development: Once the party defeats the undead, they find Bettencourt mumbling about vampires. If they question him about vampires he replies:

Yes, yes vampires let me think a minute. Hmmm…I can tell you all you want to know. What is it again you want to know about vampires?

Bettencourt has been dominated by Asland Rew and gives the party all the information in encounter 3A except as noted below:
- ☞ Will not mention Children of the night
- ☞ Only need Magical weapons to overcome DR
- ☞ Will not mention resistances
- ☞ Will not mention Turn resistance
- ☞ Weaknesses – he will only mention driving a wooden stake through the heart will kill a vampire.

If any of the PCs voice something is wrong, give them a Sense Motive check (DC 15). If the PCs succeed they will be able to determine that Bettencourt in being influenced by an enchantment effect.

If the PCs cast *Protection from Evil* on Bettencourt this blocks the ability of Asland Rew to control him. However, be mindful of the time limit on the spell since once the spell expires he will be again under the control of Asland Rew. Remember Bettencourt is paranoid about undead and once this spell is cast on him he is even more paranoid. Other methods must to be used to calm him down, in order to get information about vampires from him. Note that an attempt to intimidate him for information only makes things worse.

If the PCs bring Bettencourt back with them to Chendl, and take him to Garaeth, he is able to block the domination effect, and calm Bettencourt down long enough for the PCs to question him about vampires or other undead. The PCs, not Garaeth, will have to ask the questions of Bettencourt. Garaeth takes care of the gnome until the domination in no longer in affect.

Encounter Three C
After traveling about half way to the cave your journey is interrupted.

Each side should get Spot and Listen checks, as appropriate, to hear or see each other.

Creatures:

APL 2 (EL 4)
🏹 **Ghast:** hp 29, see Monster Manual p. 119
🏹 **Ghoul:** hp 13, see Monster Manual p. 119

APL 4 (EL 6)
🏹 **Ghast (3):** hp 29, 29, 29; see Monster Manual p. 119

APL 6 (EL 8)
🏹 **Vampire spawn:** hp 29, see Monster Manual p. 253

🗡 Ghast (3): hp 29, 29, 29; see Monster Manual p. 119
🗡 Ghoul (3): hp 13, 13, 13; see Monster Manual p. 119

APL 8 (EL 10)
🗡 Vampire spawn (2): hp 29, 29; see Monster Manual p. 253
🗡 Wraith (2): hp 32, 32; see Monster Manual p. 257
🗡 Mohrg: hp 91; see Monster Manual p. 189

APL 10 (EL 12)
🗡 Vampire spawn (4): hp 29, 29, 29, 29; see Monster Manual p. 253
🗡 Mohrg (3): hp 91, 91, 91; see Monster Manual p. 189

APL 12 (EL 14)
🗡 Asland Rew: hp 81; see Appendix A
🗡 Mohrg (6): hp 91, 91, 91, 91, 91, 91; see Monster Manual p. 189

Tactics: At APL 12 Asland Rew has the Mohrgs attack, and then hide and use his bow targeting likely spell casters first. He will use all his arrows up first before joining in melee. If he sees the PCs getting the upper hand against the Mohrgs he joins the melee sooner. In melee he attacks a human first, as this is one of his favored enemies (extra +4 to damage). If no humans are in the party, he attacks an elf, as this is his next favored enemy (extra +2 to damage). If no humans or elves are in the party, he goes after known or suspected spellcasters. If Asland Rew is reduced to two-thirds of his hitpoints or less, he turns gaseous and flies away.

Development: If the party wishes to continue on to the cave, go to Encounter Three D.

Encounter Three D
Your journey to the cave is uneventful.

When the party arrives they find Bettencourt (Male Gnome Exp 4) mumbling about vampires. If they question him about vampires he replies:

Yes, yes vampires let me think a minute. Hmm…I can tell you all you want to know. What is it again you want to know about vampires?

Bettencourt has been dominated by Asland Rew and gives the party the same information about vampires in Encounter Three B. If any of the PCs voice something is wrong, give them a Sense Motive check against DC 15. If the PCs succeed they will be able to determine that Bettencourt in being influenced by an enchantment effect. See Appendix C for map.

Development: If the PCs cast *Protection from Evil* on Bettencourt this blocks the ability of Asland Rew to control him. Be mindful of the time limit on the spell, since once the spell expires he will be again under the control of Asland Rew. Remember Bettencourt is paranoid about undead and once this spell is cast on him he is even more paranoid. Other methods will have to be used to calm him down, in order to get information about vampires from him. Note that attempts to intimidate him for information only make things worse.

If the PCs bring Bettencourt back with them to Chendl, and take him to Garaeth, he is able to block the domination effect, and calm Bettencourt down long enough for the PCs to question him about vampires or other undead. The PCs, not Garaeth, will have to ask the questions of Bettencourt. Garaeth takes care of the gnome until the domination in no longer in affect.

Encounter Four
The party should have received information from the gnome Bettencourt, or figured out for themselves that Samal turns into a vampire or vampire spawn.

You set up near the grave of the young and unfortunate Samal Wilkshire, and wait to see if something happens.

The first night of the stakeout, the party is attacked by an undead force. If the party sets up watches during the night determine randomly the watch the undead attack.

Creatures:

APL 2 (EL 4)
🗡 Ghoul (2): hp 13, 13; see Monster Manual p. 119

APL 4 (EL 5)
🗡 Ghoul (3): hp 13, 13, 13; see Monster Manual p. 119

APL 6 (EL 7)
🗡 Ghast (4): hp 29, 29, 29, 29; see Monster Manual p. 119

APL 8 (EL 9)
🗡 Vampire spawn (2): hp 29, 29; see Monster Manual p. 253
🗡 Mohrg: hp 91; see Monster Manual p. 189

APL 10 (EL 11)
🗡 Mohrg (3): hp 91, 91, 91; see Monster Manual p. 189

APL 12 (EL 13)
🝝 **Gregor Thornwald:** hp 90; see Appendix A
🝝 **Vampire spawn (4):** hp 29, 29, 29, 29; see Monster Manual p. 253

Tactics: Gregor's first action in combat is to drink his *potion of haste*. He uses his spiked chain to attempt to trip anyone provoking an attack of opportunity. Once he has a PC prone he combines a spiked chain attack with a slam attack. His first target is an obvious cleric, then secondly other spell casters. He fights until reduced to zero hitpoints. If this happens he uses his gaseous state to avoid being followed. He slips between cracks in buildings and such until he has eluded any followers.

Encounter Five

The new vampire rises during the second night of the PCs stakeout. Early that evening a Black Knight approaches the party. (Give them Player Handout #2).
Greetings friends, I come with an urgent message from Garaeth Heldenster himself. He needs to speak to you immediately. Please follow me.

Give the PCs a Spot check (DC 20) to notice a small coat of arms embroidered on his tunic over his left breast. If anyone makes this Spot check, give them Player Handout #3. PCs may realize this is the same coat of arms that was on the letter from King Belvor; save the background color is blood red instead of blue. If the players do not realize this, give the PCs Intelligence check (DC 15). This is the only clue that the PCs are actually speaking with Prince Thrommel himself. Once Prince Thrommel became a Vampire, he changed the background color as he though blood red a more appropriate color.
If the PCs follow the Black Knight to see Garaeth, as they approach the Temple, he will laugh and say:

Fools! You shall never defeat me. I have won again.

He then turns into gaseous form and disappears. The PCs have lost the opportunity to follow Samal. Skip to Encounter Seven once they decide to report to Garaeth.
If the PCs figure out the Black Knight is in fact Prince Thrommel and mention it to him at the stakeout site his response is the following:

Why yes I am Prince Thrommel, the heir to King Belvor. I will make you an offer. I intend to take my rightful place as King of Furyondy. You have shown yourselves to be worthy. If you join me, you will have wealth and power beyond all you could hope and dream for. I will make this offer but once. What say you?

Any PC who accepts Prince Thrommel's offer is immediately removed from play and becomes a NPC in the service of Prince Thrommel.
If they decline the offer and refuse to leave the stakeout sight, or if the PCs initiate a battle, Prince Thrommel tries to dominate one PC (Will save DC 22), usually a fighter type. He then turns to gaseous form and disappears. If he succeeds in dominating a PC, he uses that PC in Encounter Six. If the PCs stay at the stakeout site, go to Encounter Six. Roll randomly to select the column of D20 rolls you collected at the beginning of the adventure. Make sure to add in each PCs will save bonus to this D20 roll. If the target PC of the *domination* fails his check, give Player Handout #4A to each PC not targeted and Player Handout #4B to the dominated PC. Make sure to collect all the handouts back.

Creatures:

All APLs
🝠 **Thrommel:** hp 150; see Appendix A

Encounter Six

You do not have long to wait, after the Black Knight leaves, when you begin to see a gaseous substance rise from the grave you have been watching.

Samal has risen as a vampire spawn.

Creatures:

ALL APLs
🝝 **Vampire Spawn:** hp 29; see Monster Manual p. 253.

If the PCs destroy Samal at this point, they have lost the opportunity to follow Samal and should report to Garaeth. When they report to Garaeth go to Encounter Seven.
If the PCs follow Samal he leads them to an abandoned building with only one entrance. He enters the building in gaseous form through the small cracks around the door. This building is made of stone with one wooden door and no windows. The door is not locked or trapped except at APL 10 and 12. See Appendix C for map.
Inside the building there is a secret door in the floor in the back left corner. This opens into a 10 by 10 room. At APL 2 – 8 this is a typical secret door, search DC 20 to find. At APL 10 – 12 this is a well hidden secret door, search DC 30 to find.

When the door is opened, this room is half full of bones from various types of creatures, including all those that normally live in Chendl. If the room is searched, the PCs find the treasure listed below.

🗡**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Trap:
APL 10 and 12 (EL 6)
⤢**Symbol of Pain:** CR 6; spell; spell trigger; no reset; spell effect (*symbol of pain,* 10th – level cleric, -4 on attack rolls, skill checks, and ability checks, DC 22 Fortitude save negates); multiple targets (all targets within 60 ft burst); Search DC 30; Disable Device DC 30.

Creatures: Inside the building is another undead force waiting for the PCs.

APL 2 (EL 4)
➤ **Ghoul (2):** hp 13, 13; see Monster Manual p. 119
➤ **Human warrior skeleton (3):** hp 6, 6, 6; see Monster Manual p. 226

APL 4 (EL 7)
➤ **Wight:** hp 26, see Monster Manual p. 255
➤ **Ghast (2):** hp 29, 29; see Monster Manual p. 119

APL 6 (EL 9)
➤ **Vampire spawn (2):** hp 29, 29; see Monster Manual p. 253
➤ **Mohrg:** hp 91, see Monster Manual p. 189

APL 8 (EL 11)
➤ **Mohrg (3):** hp 91, 91, 91; see Monster Manual p. 189

APL 10 (EL 13)
➤ **Medford Langhorn:** hp 90; see Appendix A
➤ **Vampire spawn (8):** hp 29, 29, 29, 29, 29, 29, 29, 29; see Monster Manual p. 253

APL 12 (EL 15)
➤ **Medford Langhorn:** hp 90; see Appendix A
➤ **Dread Wraith (3):** hp 104, 104, 104; see Monster Manual p. 258

Tactics: At APLs 10 and 12, Medford has precast the Symbol of Pain on the door. Medford Langhorn attempts to use his spells before having to engage in melee. If he can identify a cleric he casts his *blindness/deafness* spell on the cleric attempting to blind the cleric. If he can't identify a cleric he casts it on another spell caster. If Medford Langhorn is reduced to two-thirds of his hit

points or less he turns gaseous and attempts to escape through a small crack in the stone of the back wall.

Treasure: In the secret room the PCs find the following Items:
APL 2– L: 0 gp, C: 75 gp, M: 125 gp; *Wand of Cure Light Wounds, Wand of Magic Missile, (1st).*
APL 4– L: 0 gp, C: 75 gp, M: 300 gp; *Wand of Cure Light Wounds, Wand of Magic Missile,(1st), Pearl of Power - First Level, Elixir of Fire Breath.*
APL 6– L: 0 gp, C: 75 gp, M: 404 gp; *Wand of Cure Light Wounds, Wand of Magic Missile, (1st), Pearl of Power - First Level, Elixir of Fire Breath, Goggles of Minute Seeing.*
APL 8– L: 0 gp, C: 75 gp, M: 738 gp; *Wand of Cure Light Wounds, Wand of Magic Missile, (1st), Pearl of Power - First Level, Elixir of Fire Breath, Goggles of Minute Seeing, Vest of Resistance +2.*
APL 10– L: 0 gp, C: 75 gp, M: 1504 gp; *Wand of Cure Light Wounds, Wand of Magic Missile, (1st), Pearl of Power - First Level, Elixir of Fire Breath, Goggles of Minute Seeing, Vest of Resistance +2, Helm of Comprehend Languages and Read Magic, Pearl of Power - Second Level.*
APL 12– L: 0 gp, C: 75 gp, M: 2296 gp; *Wand of Cure Light Wounds, Wand of Magic Missile, (1st), Pearl of Power - First Level, Elixir of Fire Breath, Goggles of Minute Seeing, Vest of Resistance +2, Helm of Comprehend Languages and Read Magic, Pearl of Power - Second Level, Boots of Levitation, Heward's Handy Haversack.*

Development: Searching this building makes it obvious that this is not the lair of the vampires.

Encounter Seven
The PCs report back to Garaeth that they could not find the lair. If they mention anything indicating the undead seemed to have advance knowledge of their activities, Garaeth will respond with:

There are only a few people who knew of your mission: myself, King Belvor and a few of his closest advisors. We must have a spy in our midst. This information is more important right now that finding the actual lair. I thank you for discovering this information.

Go to Conclusion A.

If the PCs only report they could not find the lair and do not even hint at possible advanced knowledge by the undead then Garaeth will respond with:

It is unfortunate that you could not locate the lair. This problem might be bigger than we anticipated. I do thank you for your efforts and hopefully what information you have gathered will help in the future.

Conclusion A

With the information you have provided, Garaeth and King Belvor are able to determine who the spy is. Unfortunately this spy was able to anticipate what Garaeth and King Belvor was doing and was able to escape before he could be arrested.

Even though the vampire lair was not found, apparently the discovery of the spy has sent them into hiding. No new attacks have been reported over the last two months.

If the PCs reveal to Garaeth that the Black Knight is in fact Prince Thrommel, he responds with the following:

"King Belvor and I have been aware of this for some time now. It is the reason he declared his son dead and had the closed casket funeral. Here in Furyondy, nobles that die and are brought back to life lose all titles, lands and rights as a noble. They are considered commoners. For this reason, virtually all nobles who die choose to remain dead. King Belvor declared his son officially dead to prevent him from laying claim to the thrown.

King Belvor does not wish for the people of Furyondy to know of Prince Thrommel's current existence. Therefore, by Royal Decree you are not to reveal this information to anyone. If you fail to comply with this decree, appropriate measures will be taken."

If a vampire dominated a PC or NPC during this adventure that PC or NPC is no longer dominated, the effect ends with the end of this adventure.

Anyone who belongs to the Church of Heironeous Meta-Org in Furyondy has earned the favor of Garaeth Heldenster. PCs also earn a Favor from the Church of Heironeous in Furyondy and an influence point with the Church of Heironeous in Furyondy.

Conclusion B

The Church of Heironeous is grateful for the efforts you put forth. Despite your efforts, however, the attacks on the citizenry of Chendl continue and the people are more frightened that ever. It isn't even safe to go out during the day. The people of Chendl are only going out when it is absolutely necessary and tend to go in groups.

Some people are even beginning to say that King Belvor can no longer protect his own people. What does this mean for the future of the Kingdom?

If the PCs reveal to Garaeth that the Black Knight is in fact Prince Thrommel, he responds with the following:

"King Belvor and I have been aware of this for some time now. It is the reason he declared his son dead and had the closed casket funeral. Here in Furyondy, nobles that die and are brought back to life lose all titles, lands and rights as a noble. They are considered commoners. For this reason, virtually all nobles who die choose to remain dead. King Belvor declared his son officially dead to prevent him from laying claim to the thrown.

King Belvor does not wish for the people of Furyondy to know of Prince Thrommel's current existence. Therefore, by Royal Decree you are not to reveal this information to anyone. If you fail to comply with this decree, appropriate measures will be taken."

If a vampire dominated any PC or NPC during this adventure that PC or NPC is no longer dominated, the effect ends with the end of this adventure.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three
Defeat Undead
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp, APL10 360 xp; APL12 420 xp.

Encounter Four
Defeat Undead
APL2 90 xp; APL4 150 xp; APL6 210 xp;
APL8 270 xp, APL10 330 xp; APL12 390 xp.

Encounter Six
Defeat Undead
APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp, APL10 390 xp; APL12 450 xp.

Story Award

Discovering the presence of a spy
APL2 63 xp; APL4 95 xp; APL6 126 xp;
APL8 158 xp, APL10 189 xp; APL12 221 xp.

Discretionary roleplaying award

APL2 27 xp; APL4 40 xp; APL6 54 xp;
APL8 67 xp, APL10 81 xp; APL12 94 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp, APL10 1350 xp; APL12 1575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify, analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp
APL 4: L: 0 gp; C: 300 gp; M: 0 gp
APL 6: L: 0 gp; C: 400 gp; M: 0 gp
APL 8: L: 0 gp; C: 500 gp; M: 0 gp
APL 10: L: 0 gp; C: 600 gp; M: 0 gp
APL 12: L: 0 gp; C: 700 gp; M: 0 gp

Encounter Six:

APL 2: L: 0 gp; C: 75 gp; M: 125 gp
APL 4: L: 0 gp; C: 75 gp; M: 300 gp
APL 6: L: 0 gp; C: 75 gp; M: 404 gp
APL 8: L: 0 gp; C: 75 gp; M: 738 gp
APL 10: L: 0 gp; C: 75 gp; M: 1504 gp
APL 12: L: 0 gp; C: 75 gp; M: 2296 gp

Total Possible Treasure

APL 2: L: 0 gp; C: 275 gp; M: 125 gp - Total: 400 gp
APL 4: L: 0 gp; C: 375 gp; M: 300 gp - Total: 675 gp
APL 6: L: 0 gp; C: 475 gp; M: 404 gp - Total: 879 gp
APL 8: L: 0 gp; C: 575 gp; M: 738 gp - Total: 1313 gp
APL 10: L: 0 gp; C: 675 gp; M: 1504 gp - Total: 2179 gp
APL 12: L: 0 gp; C: 775 gp; M: 2296 gp - Total: 3071 gp

Special

Favor of Garaeth Heldenster: For any cleric of Heironeous who uses the longsword rather than the battleaxe, Garaeth will use his influence to allow the cleric to join the clergy level in the Church of Heironeous. The cleric must meet all other requirements to join the clergy ranks. In addition, PCs who belong to Clergy of the Church of Heironeous Meta-Org in Furyondy may upgrade one weapon, with one of the following at half cost, but not to exceed 5000 gp in savings: *bane-undead, ghost touch or holy.* Members of the Silver Blades may instead choose one of the following at half cost, not to exceed 5000 gp in savings: weapon enhancements – *bane-evil outsiders or +2 to +3.* Or one piece of armor or one shield enhancement – *called or +2 to +3.* This favor is good for one year.

Item Upgraded: _____

Date Upgraded: _____

AR #: _____

Favor of the Church of Heironeous: The Church of Heironeous in Furyondy will use its influence with the artisans of Furyondy to assist this PC. At APL 2 through 6, they may upgrade a +1 weapon, or a +1 shield, or a +1 piece of armor to +2. At APL 8 through 12, they may instead chose to upgrade a +2 weapon, or a +2 shield, or a +2 piece of armor to +3. This favor is good for 1 year. The PC must pay the full difference in cost between the old item and the new item.

Item Upgraded: _____

Date Upgraded: _____

AR #: _____

Influence Point with the Church of Heironeous in Furyondy: This influence point is permanent, unless revoked by the church.

Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will).
 Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the cloak's bonus; *Market Price:* 1000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16000 gp (+4), or 25000 gp (+5); *Weight:* 1 lb.
 Reference: Tome and Blood, page 79.

Items for the Adventure Record

Item Access
APL 2:
Wand of Cure Light Wounds (Adventure, DMG)
Wand of Magic Missile (Adventure, 1st level caster, DMG)

APL 4: (All of APL 2 plus the following)
Pearl of Power, First Level Spell (Adventure, DMG)
Elixir of Fire Breath (Adventure, DMG)

APL 6: (All of APLs 2-4 plus the following)
Goggles of Minute Seeing (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

Vest of Resistance +2 (Adventure, Tome and Blood)

APL 10: (All of APLs 2-8 plus the following)
Helm of Comprehend Languages and Read Magic (Adventure, DMG)
Pearl of Power, Second Level Spell (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)
Boots of Levitation (Adventure, DMG)
Heward's Handy Haversack (Adventure, DMG)

Encounter 3

APL 12

Asland Rew: male human vampire Rgr9; CR 11; Medium undead (Augmented Humanoid]; HD 9d12; hp 81; Init +10; Spd 30 ft.; AC 27 (touch 16, flat-footed 21) [+6 natural, +6 dex, +5 armor]; BA/G +9/+16; Atk +16 melee (slam 1d6+7+energy drain) or +16 ranged (masterwork longbow, composite (+6 Str bonus) 1d8+6 / x3); Full Att +16 melee (slam 1d6+7+energy drain) or +16/+11 (masterwork longbow, composite (+6 Str bonus), 1d8+6 / x3); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; Combat Style (archery); Evasion; Favored Enemy (Humanoid (elf)); Favored Enemy (Humanoid (human); Improved Combat Style (archery); Swift Tracker; Wild Empathy; Woodland Stride; AL NE; SV Fort +8, Ref +14, Will +8; Str 24, Dex 22, Con -, Int 12, Wis 16, Cha 18.

Skills and Feats: Bluff +11*, Handle Animal +8, Hide +26*, Listen +25*, Move Silently +26*, Ride +15, Search +21*, Sense Motive +11*, Spot +25*, Survival +15; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track. (*Vampires receive +8 racial bonus on these skills)

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate*

person spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Possessions: masterwork longbow, composite (+6 Str bonus), +1 chain shirt, gloves of Dexterity +4.

Spells Prepared (2/1; base DC = 13 + spell level): 1st—[*Longstrider, Pass without Trace*] 2nd—[*Summon Nature's Ally II*].

Encounter 4

APL 12
Gregor Thornwald: male human vampire Ftr10; CR 12; Medium undead (Augmented Humanoid]; HD 10d12; hp 90; Init +7; Spd 20 ft.; AC 28 (touch 15, flat-footed 25) [+6 natural, +3 dex, +7 armor, +2 deflection]; BA/G +10/+17; Atk +17 melee (slam 1d6+8+energy drain) or +20 (+1 *spiked chain*, 2d4+13/19-20 x2); Full Att +17 melee (slam 1d6+8+energy drain) or +20/+15 (+1 *spiked chain*, 2d4+13/ x2); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL NE; SV Fort +9, Ref +8, Will +7; Str 24, Dex 16, Con -, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +9*, Handle Animal +6, Hide +11*, Intimidate +14, Jump +14, Listen +12*, Move Silently +11*, Ride +15, Search +9*, Sense Motive +10*, Spot +12*; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Spiked Chain, Great Fortitude, Greater Weapon Focus: Spiked Chain, Improved Bull Rush, Improved Critical: Spiked Chain, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus: Spiked Chain, Weapon Specialization: Spiked Chain. (*Vampires receive +8 racial bonus on these skills)

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Possessions: +1 spiked chain, +2 breastplate, ring of protection +2, potion: haste.

Encounter 5

All APLs
Thrommel: male human vampire Pal3/Blk10/Ftr2; CR 17; Medium undead (Augmented Humanoid]; HD 15d12+15; hp 150; Init +7; Spd 40 ft.; AC 29 (touch 12, flat-footed 26) [+6 natural, +1 dex, +9 armor, +2 shield, +1 ring]; BA/G +15/+22; Atk +22 melee (slam 1d6+7+energy drain) or +23 melee (+1 unholy battleaxe 1d8+8 [+2d6 if good] / x3); Full Att +23/+18 (+1 unholy battleaxe, 1d8+7 [+2d6 if good] / x3) and +12 melee (slam 1d6+7+energy drain); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Smite Good 6/day, Sneak Attack +3d6, Detect good, Command undead, Aura of Despair, Lay on Hands (self or fiendish servant); SQ Undead traits, Aura of Evil, Dark Blessing, Aura of Despair, Poison Use, Fiendish servant, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL CE; SV Fort +18, Ref +14, Will +12; Str 24, Dex 16, Con -, Int 13, Wis 17, Cha 20.

Skills and Feats: Bluff +13*, Concentration +16, Diplomacy +17, Hide +16*, Jump +14(19), Knowledge – History +3, Knowledge – Nobility and Royalty +3, Knowledge – Religion +3, Listen +13*, Move Silently +11*, Ride +16, Search +9*, Sense Motive +13*, Spot +13*; Alertness, Blind Fight, Cleave, Combat Reflexes, Dodge, Extra Smiting, Improved Initiative, Improved

Sunder, Improved Toughness, Lightning Reflexes, Mobility, Mounted Combat, Negotiator, Power Attack, Silent Spell. (*Vampires receive +8 racial bonus on these skills)

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone Thrommel targets must succeed on a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a

standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Smite Good (Su): A blackguard of tenth level may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals one extra point of damage per class level.

Command Undead (Su): When a blackguard reaches third level, he gains the supernatural ability to command or rebuke undead as a cleric two levels lower.

Aura of Despair (Su): Beginning at third level, the blackguard radiates a malign aura that causes enemies within ten feet of him to take a –2 penalty to all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil is equal to his class level plus any cleric levels.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) to all his saving throws.

Possessions: +1 *unholy battleaxe, +1 full plate mail, heavy steel shield, boots of striding and springing, ring of counterspells* (Flame Strike), ring of protection +1, holy symbol, amulet and signet ring (identify him as Thrommel with a Knowledge – Nobility and Royalty check DC 15).

Physical Description: (if significant) [Details about appearance]

Spells Prepared (3/3/3/1; base DC = 13 + spell level): 1st—[*Cause Fear, Corrupt Weapon, Inflict Light Wounds;*] 2nd—[*Bulls Strength, Shatter (2)*], 3rd — [*Inflict Serious Wounds, Protection from Elements, Summon Monster III*] 4 – [*Freedom of Movement*].

Jalana (Thrommel's Fiendish servant): Fiendish heavy warhorse; CR 2; Large Magical Beast (Augmented Animal); HD 8d8+24; hp 60; Init +1; Spd 50 ft.; AC 17 (touch 10, flat-footed 16) [-1 size, +1 dex, +7 natural]; BA/G +3/12; Atk +7 melee (hoof 1d6+5) or +2 melee (bite 1d4+2); Full Att +6 melee (2 hooves 1d6+5) and +1 melee (bite 1d4+2); Face/Reach 10 ft./5 ft.; SA Smite Good 1/day; SQ Low light vision, scent, darkvision 60 ft., Cold Resistance 10, Fire Resistance 10, DR 5/magic, Empathic link, Improved evasion, Share saving throws, Share spells, Speak with blackguard; SR 13; AL NE; SV Fort +21, Ref +12, Will +12; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +6; Diehard, Endurance, Iron Will, Run.

Encounter 6

APL 10 and 12

Medford Langhorn: male human vampire Clr 10; CR 12; Medium undead (Augmented Humanoid]; HD 10d12; hp 90; Init +8; Spd 30 ft.; AC 26 (touch 15, flat-footed 22) [+6 natural, +4 dex, +5 armor, +1 deflection]; BA/G +7/+12; Atk +12 melee (slam 1d6+6+energy drain) or +14 (+1 mace, heavy 1d8+6 / x2); Full Att +12 melee (slam 1d6+6+energy drain) or +14/+9 (+1 mace, heavy, 1d8+6 / x2); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic; AL CE; SV Fort +11 Ref +11, Will +14; Str 20, Dex 18, Con -, Int 12, Wis 20, Cha 16.

Skills and Feats: Bluff +11*, Hide +12*, Knowledge – Arcana +14, Knowledge – Religion +14, Listen +15*, Move Silently +12*, Search +9*, Sense Motive +13*, Spellcraft +16, Spot +15*; Alertness, Combat Reflexes, Dodge, Great Fortitude, Greater Spell Focus: Necromancy, Improved Initiative, Lightning Reflexes, Mobility, Spell Focus: Necromancy, Weapon Focus: Heavy Mace. (*Vampires receive +8 racial bonus on these skills)

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 20) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Possessions: +1 mace, heavy, +1 chain shirt, periapt of wisdom +2, cloak of resistance +2, ring of protection +1.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level, necromancy spells base DC = 17 + spell level): 0—[*Detect Magic x2, Inflict Minor Wounds, Mending, Read Magic, Resistance*] 1ˢᵗ –[*Bane, Cause Fear, Deathwatch, Doom, Obscuring Mist, Protection from Good*, Shield of Faith*] 2ⁿᵈ –[*Aid, Death Knell, Hold Person, Shatter*, Silence, Summon Monster II*] 3ʳᵈ –[*Blindness/Deafness, Contagion*, Dispel Magic, Prayer, Summon Monster III*] 4ᵗʰ –[*Divine Power, Freedom of Movement, Poison, Summon Monster IV, Unholy Blight**] 5ᵗʰ –[*Dispel Good, Inflict Light Wounds, Mass*, Slay Living, Symbol of Pain*].

*Domain Spell. *Domains:* [Evil (evil spells are cast at +1 level); Destruction (use the smite power once per day)].

Feats

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Reference: Complete Warrior, page 101.

Extra Smiting [General]

You can make more smite attacks.

Prerequisites: Smite ability, Base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have.

*Reference: Complete Warrior,* page 98.

Magic Items
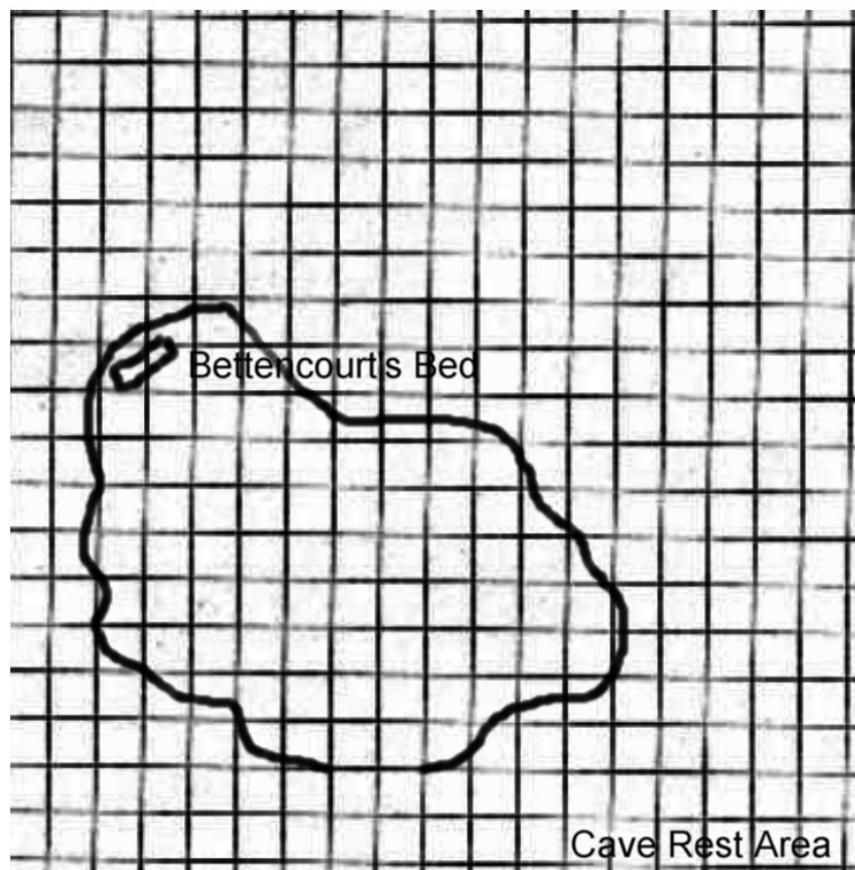
Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance modifier to all saving throws (Fortitude, Reflex, Will).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, resistance, caster level must be three times that of the cloak's bonus; *Market Price:* 1000 gp (+1), 4000 gp (+2), 9000 gp (+3), 16000 gp (+4), or 25000 gp (+5); *Weight:* 1 lb.

*Reference: Tome and Blood,* page 79.
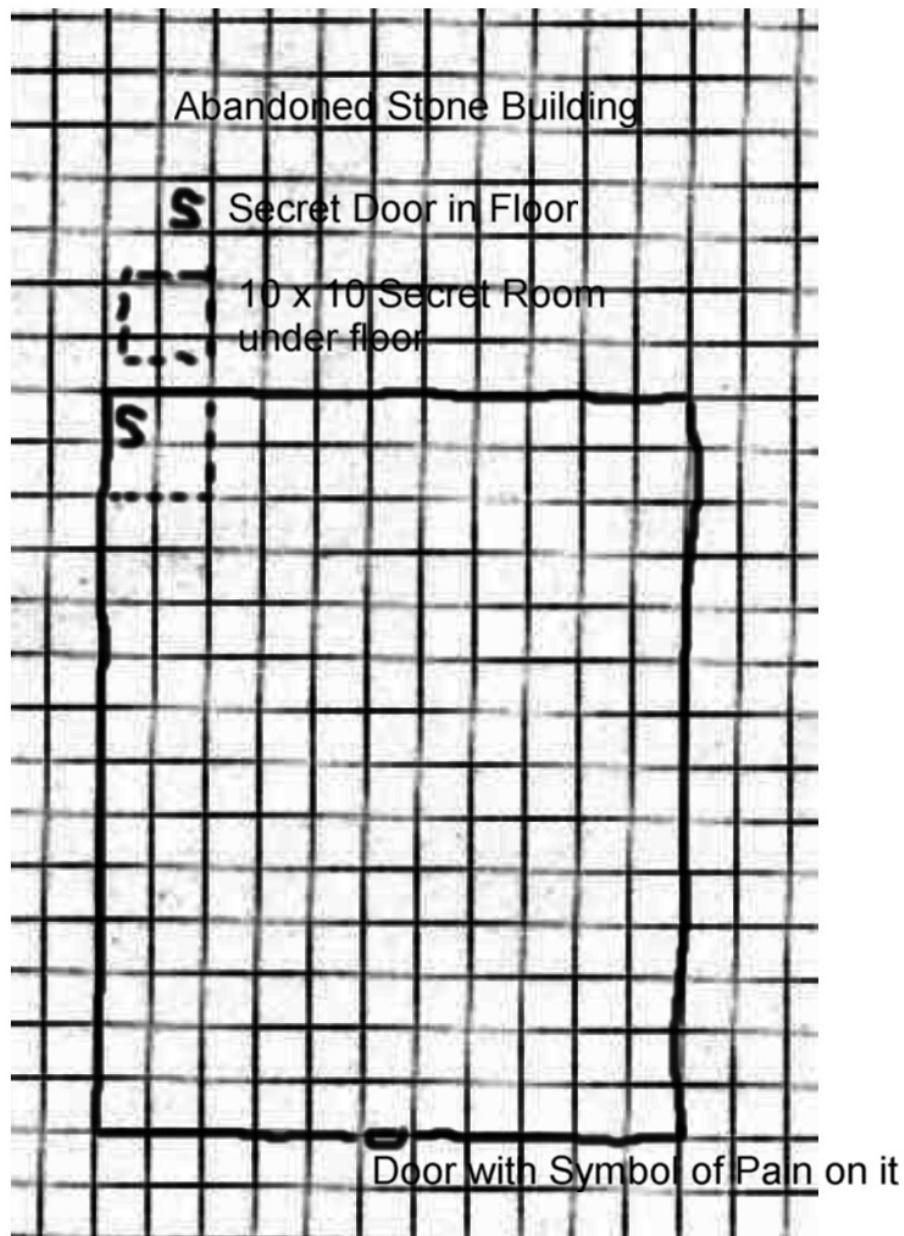
Cave Rest Area

Each square is 5ft x 5ft and the cave is roughly 30ft high in the center, which slopes down to the walls which are roughly 5ft high.

Abandoned Stone Building

Abandoned Stone Building

S Secret Door in Floor

10 x 10 Secret Room under floor

S

Door with Symbol of Pain on it
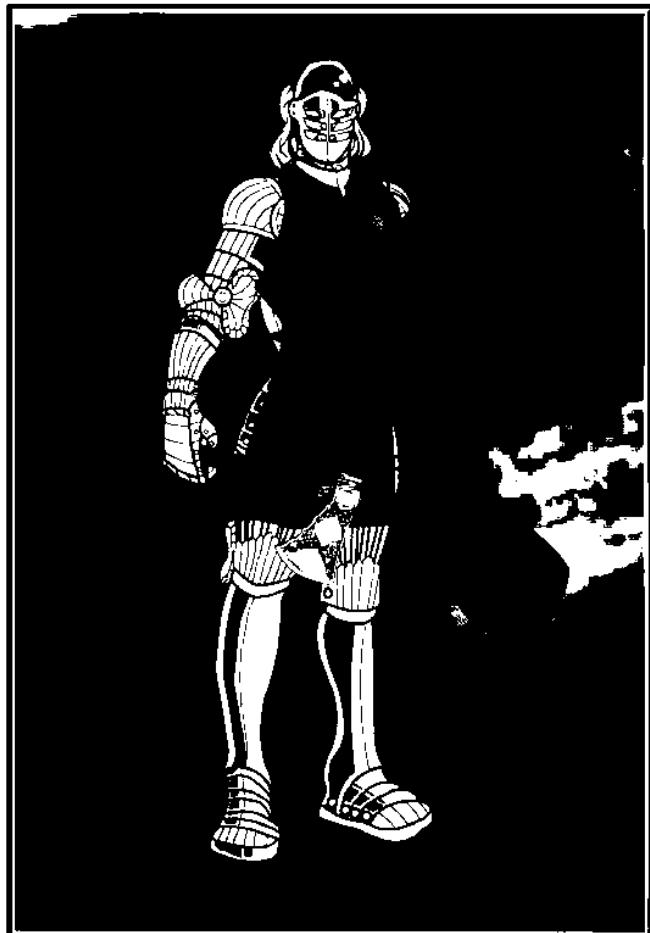
Each square is 5ft x 5ft, and the building is 20ft high.

My loyal subjects and adventurers, our fair city is being plagued by vampires. We need your help in locating the lair of these foul beasts. I am not asking as your King, but as a concerned Citizen of our fair city of Chendl.

King Belvor IV

Player Handout #4A

As the Black Knight looks you in the eyes, you feel a tug at your mind for a moment then the feeling passes. You had a dark a foreboding experience for a moment and now it is gone.

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As the Black Knight looks you in the eyes, you feel a tug at your mind for a moment then the feeling passes. You had a dark a foreboding experience for a moment and now it is gone.

Player Handout #4B

Everyone received a handout but you are the only one who has been dominated by a vampire. Let every one else discuss what their handout said. Wait until someone asks you what you got, then just say "I got the same feeling", or something like that. Act pretty much normal, but if the party gets into a fight with undead you will try a stop it. You will not attack the party but say things like, "what are you doing, these are our friends". Things of this nature have fun with it. Here is what every one else received: "As the Black Knight looks you in the eyes, you feel a tug at your mind for a moment then the feeling passes. You had a dark a foreboding experience for a moment and now it is gone. "