

COR4-12



KEY TO THE GRAVE

A ONE-ROUND D&D[®] LIVING GREYHAWK[™]
CORE ADVENTURE

Version 1.0

BY JASON BULMAHN

Circle Reviewers: Craig Hier and Stephen Radney-MacFarland

A poor innkeep has a ghastly problem on his hands. A strange man staying at the inn was found dead in his room, but when the guard arrived to claim the body, it was missing. More troubling though is his possessions and the holy symbol of an evil god found under his bed. Part Two of the “Key to Greyhawk” series, the first part of which is the *Mad God’s Key* found in *Dungeon Magazine* #114. Playing part one is recommended but not required. An adventure for PCs level 1-6 (APLs 2-6).

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. © 2004 ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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, and then have any players without a character create one. 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

| Mundane Animals Effect on APL | | # of Animals | | | |
|-------------------------------|-----------|--------------|----|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 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 | |

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 fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives. Also note that characters three or more levels lower than the APL only receive half GP at the end of the adventure.

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 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 Core adventure, set in the City of Greyhawk. All characters pay two time units to play this event. 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

Lord Kolta Veltarsim is a wicked man. Once a minor noble in the Duchy of Tenh, he has lost everything dear to him. He lost his family during the Greyhawk wars, and more recently he lost his small estate in the ravaged duchy.

Shortly after his family was put to the sword, Kolta sought to bring them back. In desperation he turned to a wicked cult dedicated to Vecna. Soon after he joined their sect and over the years became a senior member bent upon discovering all the secrets death had to offer.

All too recently this cult has acquired dark and evil secrets regarding the recipe for unlife. While other members of the cult are working on some of the more powerful formulas, Kolta has struck first, gathering all the ingredients needed to transform himself into a creature of the night.

Having gathered all the ingredients, Kolta returned to the city of Greyhawk (where the cult is based) to establish his domain. There, in a small rented room of the Broken Staff Inn, Kolta completed his potion. Drinking the vile concoction, the insane nobleman felt life being torn from his body. Moments later he was dead. The owner, Tel, found the body shortly thereafter while cleaning. He assumed (rightly) that the strange man had taken his own life.

The innkeep panicked, and went looking for help. In his absence, foul unlife returned to the corpse of Kolta. No longer a simple nobleman, Lord Kolta Veltarsim is now a powerful vampire.

ADVENTURE SUMMARY

The adventure begins with the players in the Broken Staff Inn located within the Artisans District of Greyhawk city. The PCs are asked to investigate by the innkeep, Tel, through one of two indirect means (either they happen to be staying at the inn or Theldrat asks them to look into it if they played the first part of this series).

Encounter 1: Once at the inn, the PCs can explore the room of the dead/missing cultist as well as take a look around the rest of the building.

Encounter 2: This encounter covers the neighborhood of the building, including all of the neighboring buildings that share the block with the inn. A few of the more critical buildings are actually described in later encounters.

Encounter 3: This encounter details the overall actions of Kolta the vampire, including the timeline in which they occur. It also details other actions, by residents, the town guard, and a few other independent operators (some of which are dominated thralls).

Encounter 4: This encounter deals with the very first attack, which happens the night after the body disappears. A lone man is attacked, killed, and turned into a horrible undead creature that then goes on a rampage. After stopping him, the PCs can investigate his home and find a few clues.

Encounter 5: This encounter deals with the second attack, which happens the night after the first. Swarms of large sewer rats, begin to spread throughout the area, causing panic. While the PCs stop the rats, Kolta uses the distraction to attack again. This time it is an old widow, who may or may not be found right away.

Encounter 6: This encounter deals with a final assault, which begins with a number of corpses from the catacombs being animated. This horde of zombies begins to go around causing terror. The PCs must find the vampire at the heart of the problem and stop him before it goes too much further.

Encounter 7: This section deals with the PCs finding the vampire's lair in one of the buildings and destroying him. This encounter can also be run if the PCs find the lair when the vampire is out or destroyed.

Conclusion: The PCs are rewarded by the local folk for ridding the area of a dire threat. They also get a few clues as to the whereabouts of the rest of the cult.

INTRODUCTION

Before the adventure begins, determine if any characters played in the special Dungeon Magazine adventure *Mad God's Key*. Those characters receive a special introduction as noted below. For all characters that have not play *Mad God's Key*, read or paraphrase the following to them.

Out of all the fine inns located in artisans district of the City of Greyhawk, none have a greater sense of age and warmth than the Broken Staff. Plush carpets, deep bookshelves, and walls paneled with rich hardwoods gives the common rooms of the inn a quite comfortable and inviting feel. At the peak of the summer season, these rooms are quite cool as well.

The owner of the establishment—a thin, aged man by the name of Tel—is happy to have your business while staying within the city. The food is light but richly flavored, the drink is cold, and the conversations are quiet but lively.

At this point allow the PCs staying at the Broken Staff to introduce themselves to one another. The reason for the PCs staying at the inn is up to them, and some may very well know each other already.

Allow the PCs to get familiar with the inn, its rules, and its staff as noted below (Encounter 1), before continuing with the following. The following occurs the next morning.

The morning is greeted by a fierce pounding at the door to your room. Outside you can hear the voice of Tel, apologizing for the interruption and sounding rather frantic.

Upon opening the door to their room continue with the following.

Opening the door, you see Tel standing just outside your room, his hair a mess and his hands rubbing together with a nervous shake. "Beggin' your pardon for the early start, but I have a bit of a problem that I was hoping that you might have a look at.

By the looks of ye, you're no stranger to oddities and I have one that needs a look to!"

Tel then repeats this with each of the other PCs staying at the inn, gathering them all together. At this point in time, all the PCs sent by Theldrat arrive as well. Tel explains them as "help sent by a dear friend of his" before continuing with encounter one. Allow the new PCs a quick chance to introduce and describe themselves.

PCs from Mad God's Key

For those PCs who played a *Mad God's Key*, read or paraphrase the following:

Walking through the great gates of Greyhawk City, the letter that brought you back here is still deep within your pack. It was delivered a week ago and read as followed: "The cult may be moving again, please come quick. Your friend, Theldrat."

It has been months since the cult of Vecna was discovered through your brave deeds, but since then, nothing has been heard...until now. You find Theldrat waiting for you, sitting on the stoop of his shop, taking in the late afternoon sun.

"I a.m. so glad to see you my friend. Please come in and have a drink. We have much to discuss."

If there are other PCs present who played *Mad God's Key*, then they are present also. Allow the PCs to introduce themselves to one another before proceeding.

"In the months since the robbery, I have not slept well to tell the truth," Theldrat confides in you after pouring out a few mugs of stout ale. "I have spent a tidy sum of money looking into the cult that stole my key, but with little results. All of that changed a month ago. I received word that one of the cult members was back in town. Although I could not track him down, word has reached me that this cultist is trying to purchase strange and nefarious objects such as the blood of a fiend and the tooth of a dead priest." A visible shudder runs through the portly locksmith.

"Well, I just thought that it might be best to have some friends in town just in case these cultists are found. Why don't you come and stay with me for the night and we can do a bit of searching in the morning?"

Theldrat has only heard vague rumors about the arrival of Kolta, and has no specific information to give the players at this time. Theldrat Meldorp (male human Exp4, Craft: Locksmithing +13, Open Lock +11) is a portly locksmith in the city of Greyhawk. Recently the PCs (who played *Mad God's Key*) helped him retrieve a stolen relic from this nefarious cult.

Theldrat is more than willing to put the PCs up in his home for the night before beginning a search in the morning. However, Tel, of the Broken Staff shows up at Theldrat's house early in the morning (before meeting with any PCs staying at the inn) and asks for help. Early that next morning, read or paraphrase the following the PCs.

You are awoken just before dawn by the sound of Theldrat having a private conversation at his front door with a visitor. Theldrat looks rather pale and shakes his head in disbelief several times. After a moment, he turns and speaks to you in hushed tones. "This is a friend of mine, an innkeep by the name of Tel. He runs the Broken Staff, a fine establishment indeed. It seems that my good friend may have stumbled upon our cultist, but I will let him explain the rest. You should go with him now to his inn."

Theldrat is unwilling to tell the PCs any more about what has happened at the inn, but urges them to go with Tel quickly to his inn. Upon agreeing, read or paraphrase the following to them.

Tel is an older gentleman of thin build, and white hair retreating from the peak of his crown. He quickly makes his way through the streets, deep into the Artisans District before coming upon a well kept inn called the Broken Staff. Motioning for you to follow, he quickly goes inside, taking a quick look around to make sure no one else is watching them. "I have a serious problem, as you might be guessin'. Theldrat says that you might be the types to fix it for me. Come upstairs with me afore any of the other guests be awakin'."

This is the point in time in which Tel wakes any PCs that have not played *Mad God's Key* and introduces them to each other. If asked why he is rousing others, he explains that they seem like the adventurous sorts that could be handy in solving this problem. Once the entire party is assembled, proceed with Encounter 1: The Dead Man Missing.

ENCOUNTER 1: THE DEAD MAN MISSING

Now that the entire group is together, Tel takes the PCs to Kolta's room. Upon arriving, read or paraphrase the following to the PCs.

Approaching a door at the end of the hall, Tel produces a key ring from his pocket. He selects one, inserts it into the lock and with a click, begins to open the door. "Now, I want you all to know that I have not touched a thing in this room. Early this morning, while I was cleaning the hall, I heard a strange moan and a heavy thud. I was sure it came from this very room, one that I have rented for the past few weeks to a quiet fellow. After knocking at the door for a few minutes, I decided it was best to take a look. Inside, I found my guest, lying on the floor, eyes wide open, quite dead. Check for his heart and breath too, but neither was with him! Well, the first thing I went to do was to fetch the guard, suspecting foul play for the dead man was not to along in his years, but when I returned with a militiaman in tow, my guest was gone." At this point, Tel turns a bit pale and has a bit of a shudder.

"The guards laughed at me, called me addled, but I know what I saw. That man was dead and now he's gone. So, I had a quick look around, and that is when I found this." Tel moves into the now empty bedchamber and shoves the bed aside

revealing a symbol scribed in crimson blood. A hand holding a severed eye hides under the bed, surrounded by burnt out candles. "So, what do you think," Tel continues, "do you think you can help?"

The PCs will undoubtedly have a large number of questions for Tel. They can also search the chamber for further clues. The following summarizes everything that Tel knows about Kolta.

What was your guest's name?

"I believe his name was Kolta and I believe he was a noble of some sort as he demanded to be called Lord Kolta."

What did he look like or act like?

"He was a rude man, with looks to match. A portly man, who held some love for wine, and dressed quite finely. He has black hair, and light complexion. The right side of his face has a faint scar running down it."

How long has he been here?

"He has been here for almost three weeks and mostly kept to himself. He rarely left his room, and then only to run quick errands from which he sometimes returned with small packages. He never really spoke to any of the other guest to the best of my knowledge."

Did he have any visitors or talk to anyone?

"No, he never really met with anyone or spoke with any of the other guests. He did leave here with letters sometimes, but I have no idea what he did with them."

Tel knows little else about Kolta. He paid his bill every day with local coins. He was quiet and kept to himself. In reality, Kolta used the room to concoct the final potion needed to transform him into the living dead. Tel found him before the transformation was complete and assumed him dead. However, while he was out getting the guard, Kolta arose and quickly went out to find a new place to lair.

The contents of his room are of much more interest, however. Although Kolta cleared out most of his gear, a few things were left behind in his haste to leave the inn. Of most obvious importance is the unholy symbol of Vecna scribed into the floor underneath his bed. A successful Knowledge Religion skill check (DC 10) identifies it as such, while a Heal skill check (DC 10) reveals that the symbol was made using human blood.

A successful Search skill check (DC 15) in the room uncovers some alchemical gear located in the bottom of the wardrobe. There is a mortar and pestle with a dried red paste in it. There is also a small brass crucible with a burned blackened interior. A successful Heal skill check (DC 20) reveals the red paste to be a mixture of blood and bone. A successful Craft (alchemy) skill check (DC 15) indicates that the crucible was used to burn a sulfuric mineral and scraps of parchment. These were the tools used by Kolta for his experiment.

Against the far wall of the room are the shattered fragments of a glass vial. Each one has a bit of black liquid

dried on one side that smells like rotting flesh. A *detect magic* spell cast will reveal the presence of a dim necromantic magic on these glass bits.

Finally, none of Lord Kolta's other possessions are present and the window is closed and locked (he left by assuming gaseous form and fleeing through a crack in the window). None of the other staff or guests saw Lord Kolta dead in his room, nor did they see him leave. He has no books in his room (as many others do).

After thoroughly searching the room, Tel suggests that the PCs should ask around the neighborhood to see if anyone else saw anything. He also offers to put the PCs up in his inn for the duration of their investigation free of charge. For more information on the neighborhood, see Encounter 2. Meanwhile, to learn more of Kolta's actions and ultimate plan, refer to Encounter Three.

Information on The Broken Staff

As mentioned above, The Broken Staff is one of the finer inns within the Artisans District of Greyhawk City. Its rich interiors are more suited to a library than an inn, but with a clientele composed almost entirely of sages, wizards, and students, the décor seems to suit them just fine. Although normally quite busy with students, classes are currently in recess so the inn is relatively quiet. The inn is labeled Location 1 on Map A found at the end of this adventure.

The first floor of the inn is dominated by a common room littered with comfortable chairs, bookshelves, and a small libraries worth of books. While none of the books are particularly specific, anyone doing an hour's worth of research here gains a +1 circumstance bonus to a single Knowledge skill check. The back half of the first floor is the kitchen and storage room. All of the rooms are located upstairs and are all basically the same. They contain a bed, wardrobe, and a small bookshelf (often full of books used by the previous tenant).

☞ **Tel Dittle** (male human Com2) is the owner of the inn. Tel is a reasonable man stuck in a terrible situation and it frays at his nerves. No one has ever died in his inn before. Tel does not allow weapons to be worn by those in the common room of his inn, and while he does allow illusion magic (as noted below) all other magic is generally forbidden (without permission).

Only two of the staff is on site throughout this entire adventure (due to the low volume in customers).

☞ **Milnia Taquin** (female halfling Exp2) is a young halfling who once studied to become a musician but she lacked the dedication. Instead she spent most of her time in the Broken Staff. After she was forced from school, Tel offered her a job and she has been here ever since. Milnia is quite attractive, but more than a bit flighty and naïve. Milnia did not like Lord Kolta and gave him a wide berth at every passing. Milnia knows only one secret about Kolta. Shortly after arriving, Kolta came back to the inn rather drunk. While stumbling up to his room he was mumbling: "good bye my dear wife, soon I will join you". She only reveals this if the PCs are nice to her, and mention trouble concerning Kolta.

☞ **Noar** (male human Exp5) is the other staff member, who many of the frequent guests call “the bore” with a bit of affection. Noar is middle-aged and began frequenting the inn two years ago. After a few weeks, he just began working there. Eventual, Tel started paying him. Noar has (or claims to have) read every book in the common room and often goes into long diatribes about some obscure point of history. Due to this, consider Noar to have a +6 bonus in Knowledge (geography) and (local) as well as a +14 bonus in Knowledge (history). Unfortunately, Noar is barely aware of anything other than his books. If asked about Kolta, he does not even recognize the name.

☞ **Gryv Sanadiir** (male gnome Com3) is the only other guest staying at the Broken Staff during this entire adventure. He is staying here while conducting business in Greyhawk. Gryv is from Dyvers, here conducting trade deals with some of the local trade houses. Gryv cares little for the troubles happening in the inn and knows nothing of Kolta. When the trouble becomes very apparent (after the first night), he leaves the inn, heading to a safer location. Gryv is selfish, rude, and apparently wealthy.

Despite the trouble, there are still some guests that come during the day for food and entertainment. Many of the guests are scholars and students from the local academies. They often have competitions between one another using illusion magic in bouts of creativity and miniature combat. Small illusionary knights can frequently be seen charging one another after the lunch meals have been served. These guests know nothing of Kolta and are gone in the evenings before any of the trouble happens. Feel free to improvise these guests as needed.

ENCOUNTER 2: NEIGHBORHOOD DESCRIPTION

This following section covers most of the buildings and exterior areas relevant to the adventure. The PCs can visit these locations in any order (or not at all). Locations critical to the adventure receive further detail in later encounters. All of these areas and locations are denoted on Map A found at the end of this adventure. Large exterior zones are denoted by letters and called areas, while small confined buildings and sites are denoted by numbers and called locations. When the PCs begin to explore the neighborhood, give them Player Handout 1 from the end of this document that depicts a general map of the area.

Area A – The Brick Lane

This area is the main thoroughfare for travelers making their way through this part of the district. Although there are certainly faster routes to other parts of the city, those that are in no rush can often be found avoiding the traffic and taking this route.

All of the streets here are cobbled and relatively clean. Sewer grates are the only interruption to its clean well-kept surface. The only downside to this neighborhood is an ever-present faint odor that emanates from the leather shops on the south east side of the street. Magic keeps this odor from being overly powerful, but lingering traces of it remain.

Those found on the street in this neighborhood are often workers in one of the shops, or customers perusing the wares. Crime is relatively rare here with the most excitement on an average day consisting of raised voices over a price.

Area B – The Yard

This small area is off the beaten path for most folk making their way through this neighborhood. The road turns into a simple beaten path here, surrounded by a bit of lush green. The houses back here are all wooden, with small lawns and hedges dividing up the space. While most of these are residences, there are a few businesses back here that do business with established clients. During the day, this area is relatively quiet, bright, and sunny. Night is a different matter however, as Kolta has set up his lair nearby. At night this area becomes thick with fog and eerily quiet. The only blemish is a mud puddle at the end of the paved road that never seems to dry up.

Area C – The Grove

This area is one of the only unkempt areas in the neighborhood. Maintained by the local herbalists (Location 12), the trees and other plants here have been encouraged to grow wild. There are paths leading through the growth from the road to the area just behind the herbalists shop. Dozens of different types of beneficial plants are grown here, but none are really ready for harvest. However, should the PCs have need for a quick wooden stake, many of the trees here have branches that would suffice with a bit of carving.

Location 1 – The Broken Staff Inn

The exterior of this building is well kept and maintained. There is only one sign proclaiming the business and it is the most impressive on the street. Directly above the entry is a magical sign that depicts a broken staff releasing a shower of sparks in a repeating pattern. At night, this sign glows brightly.

For a full description of the interior of the building, see Encounter 1 for further information.

Location 2 – Britches and Stitches

This small building on the corner proudly displays a banner made entirely of different pieces of fabric that reads “Stitches and Britches.” A pair of wood posts next to the door display finished pieces of fine made clothing.

☞ **Towina Pulmar** (female human Exp3) runs Stiches and Britches. She is attractive and good natured

The shop sells all sorts of clothing and outfits (all those listed in the *Player’s Handbook* with the exception of

the royal outfit). All of her clothes are personally fitted and Towina takes a personal interest in the well-being of the clothes that she makes (warning brash young adventurers not to sully their clothes in some dank hole of a dungeon).

Towina has had only one run-in with Lord Kolta. The despicable man had Towina repair a cloak with a rip in it shortly after arriving here. During small talk, she remembers him mentioning that he was from Tenh, but that he has been in Greyhawk for many months. Towina does not like Lord Kolta, as he has "little respect for his clothes, as his always looks dirty with mud stains". What Towina does not know is that these mud stains were in fact from his exploration of the area and frequent travels through the yard (Area B) and the mud puddle in that area.

Towina lives upstairs from her shop and once the trouble starts, she boards up her shop and hides inside at night, a light crossbow always in hand.

Locations 3a and 3b – Leather Shops

Both of these shops are run and operated by various members of the Leatherworkers' Guild. These shops serve as work and sales spaces for various members of the guild that do not have their own shops or are doing service for the guild.

Shop 3a focuses primarily on simple leather goods such as gloves, boots, backpacks, pouches, belts, and book covers. Meanwhile shop 3b works shows various sorts of leather armor. They have available but normal and masterwork versions of padded, leather, and studded leather armor. These are all at standard prices.

None of the leatherworkers here know anything about Kolta. However, after the first night of trouble, the head of the armor shop (3b) takes it upon himself to keep an eye on the neighborhood at night.

☞ **Gren Palagoth** (male elf Exp2/War1) stays up nights keeping an eye from his shop. If he finds out the PCs are watching as well, he offers to coordinate with them. Gren is happy to help watching but avoids combat at all costs.

Location 4 – Leatherworkers Guildhall

This large three-story building proudly displays a large sign proclaiming it to be the Leatherworkers' Guildhall. A mildly foul odor in the air also attests to this fact. A small sign next to the door reads "visitors welcome".

☞ **Guildmaster Harran Fanshen** (male human Exp2) oversees the Leatherworkers' Guildhall. Any visitors (including the PCs) are greeted by Harran and taken on a tour of their gallery while any discussion takes place. The gallery contains numerous fine examples of expert leatherwork and exotic materials (dragon hide, displacer beast fur, and troll). Harran is very eloquent and smooth in his discussions. Any concerns brought up by the PCs are taken seriously, but Harran does not move to take any action unless his guild is threatened. For example, once the rats attack on the second night, Harran hires guards

to watch over the guildhall all night. These actions are more fully detailed in Encounter 3.

Harran (and the rest of the guildmembers for that matter) know nothing of Lord Kolta or his plans. The most he can offer is that he occasionally saw the man wandering the area at dusk. Harran is very gracious to the PCs (assuming they have spoken to him) and offer them a reward for their efforts if successful as noted in the conclusion.

Location 5 – Preem's Provisions

This squat two-story building has stacks of various goods arranged just inside every window, displaying various tools, gear, and supplies.

☞ **Preem Pyran** (male human Com2) runs this cluttered shop, serving this area with all of its basic needs. Preem is a stuttering clumsy middle-aged man whose shop is in complete disarray. Preem is more than apt at finding what he needs though. PCs wishing to make purchases can find most of the common adventuring gear, tools and skill kits (with the exception of religious items), and most simple weapons. Later in the adventure, PCs may come here seeking vampire repellent items. Preem carries mirrors but little else.

Lord Kolta stopped in here only once shortly after arriving in town. Preem hardly remembers him, but does remember what he purchased. Kolta purchased some of the parts of an alchemist's lab here (as noted in his room description in the Broken Staff).

Location 6 - Kalia's Confectionaries

This small building is painted bright orange, yellow, and red. A painted sign hanging above the door depicts a chocolate bar and striped candy. Small windows next to the door display numerous confections and sugary snacks.

☞ **Mama Kalia** (female human Exp3) is a plump Baklunish woman who has run this small confectionary shop for over ten years. She is rather fond of all the children in the neighborhood and is often found giving out treats on her doorstep. This is where she is often found during the day if not attending customers inside.

Kalia's Confectionary offers all sorts of sugary snacks and candies. Kalia prides herself in a very wide variety, even carrying those that are not that popular. Most common candies are available for lots of five for a copper, while the more exotic candies go for a silver or more. One item in particular is popular with the town guards or some adventurers. Kalia's Tired Tarts are available for 1gp each. Devouring one of these super sugary tarts is a full-round action. The tarts wipe away the effects of natural (not magical) fatigue for a full half-hour. However, the tarts sour quickly, and are best if devoured within a few days.

Kalia is quite the nosey businesswoman and as such frequently saw the comings and goings of Kolta. However, her professional relationship with him was brief and unsettling. On the day before the night of his death, he stopped by and purchased a full dozen of her

tarts. He gave her two platinum pieces for the tarts and asked for no change, seeming lost in his own thoughts and muttering to himself saying “almost ready” over and over again. She has seen Kolta come and go from the inn many times, often times leaving the neighborhood and occasionally wandering about it. She never saw him speak or enjoy the company of anyone else.

Location 7 – Stone Heel

The small windows of this short building are filled with boots and shoes of all makes and sorts. A quiet whistling can be heard from within.

☞ **Uto Smanderfut** (male gnome Exp₃) runs this small shop. Uto is a small, quiet man who is here practically day and night. PCs can find any sort of non-magical shoe or boot here. Uto knows nothing of Kolta and has never even seen him. Uto has a thin whispery voice and very neatly kempt hair and clothes.

Unfortunately for poor Uto, he is the first victim of Kolta the night after his disappearance. This is covered in much more detail in Encounter 4.

Location 8 – Simple Residence

This building is a simple residence just like any other in this area and has no specific description. Should the PCs stop here during the day, they receive no answer at the door (just as with many of the other residences, see Location 15).

However, this building is actually the home of a young baklunish man Rel Nefid, who is a dominated servant of Lord Kolta. After leaving the Broken Staff inn, Kolta came here, to create his lair. More information on Rel and Kolta’s lair can be found in Encounter 7.

Location 9 – Wheelwright’s Shop

This stone building has a large pile of milled lumber under a covered porch. Hanging above the front door is a finely crafted wagon wheel.

☞ **Argrus Tasslenn** (male dwarf Exp₂) operates this modest shop. This perpetually dour dwarf sells all sorts of wagon products, including wheels, axles, and struts of various sizes and quality. The dwarf is always covered in sawdust and never in a particularly good mood.

Argrus has had no direct dealings with Kolta, however he has seen him in the neighborhood. Argrus has little else to share unless the PCs take genuine interest in his wares or talking shop with him. If the PCs speak with Argrus for at least half an hour, Argrus remembers that he did see Kolta wandering about the Yard area quite frequently.

Location 10 – The Silver Star

This richly decorated stone building has small, barred windows. To the right of the entry is a sign that reads “The Silver Star, jewelry, eatery, finery.”

This is perhaps the only building in the entire area that has some basic magical protections about the premises.

☞ **Jelvian Siloqian** (female elf Exp₄), owns the play. The aged elf is silently alerted if anyone enters the shop after hours by a permanent *alarm* spell that she can turn on and off. In addition to this, all of the exterior surfaces of the building have been magically strengthened, increasing their hardness by 2.

Inside the shop, Jelvian sells a wide variety of silver goods, mostly dinnerware and plates. She also sells a wider variety of silver brooches and pins. Of particular interest to the PCs is a trio of matching silver daggers, selling for 22gp each. The elderly shop keep also has two vials of *silversheen* in stock, selling them for 250gp each. She does not readily present these items for sale, the PCs must ask for them.

Jelvian is a bitter old crone that does not like foolish people in her store. She is also very paranoid about being stolen from and constantly keeps an eye on everyone in her shop. Although Kolta did stop in to purchase a simple brooch, Jelvian remembers nothing about him out of the ordinary and actually thinks of him as an upstanding citizen.

Location 11 – King’s Grain

The thick steam that pours out of the windows of this wooden building carries the heavy odor of yeast. The door is engraved with the image of a tall ale stein underneath a regal crown.

The King’s Grain is a small brewery that provides ale and other potables to some of the local taverns and inns (including the Broken Staff).

☞ **The brothers Vetner and Tergrat** (male human Exp₂) operate this brewery. They do all of their business with taverns and inns, only occasionally selling to the public and noble houses.

Although neither one of the brothers have ever even met Kolta, Vetner stayed at the shop rather late the night of Kolta’s transformation, falling asleep on one of the worktables. Upon waking up early, Vetner left to make his way home. However, exiting the shop turned out to be difficult. The entire Yard area was thick with fog so dense that he could not see far in front of him. He also felt an extreme cold presence as he made his way to the street, which was completely clear of fog. Attributing it to he sleepy mind, he stumbled home and thought little more of it. He only mentions this if directly asked, which brings scowls from his brother for sleeping on a table again.

Location 12 – Herbalist

This small building is completely covered in vines, flowering plants, and richly carved woodwork. At some points it is difficult to tell what is actually building and what is merely growing on it. Deep verdant gardens surround the building to either side and behind the peculiar house.

☞ **Yrsana Oakentress** (female half-elf Drd₂) dwells within this living building and serves the locals with her own natural remedies and limited healing magics. Should the PCs stop by during the day, Yrsana will gladly invite them to join her in back surrounded by nature to discuss

business. If asked about Kolta, she mentions only that she saw him once and disliked his demeanor immensely. After Kolta's death and disappearance, Yrsana has noted something unusual in the neighborhood. All of her animal friends seem to have left the neighborhood, the birds, squirrels, and a large possum.

Yrsana has a number of services available for the PCs to purchase. She keeps two *cure light wounds* spells memorized at all times and will cast them for the modest cost of 5 gp to the PCs if they display a true interest in helping the neighborhood. She also sells vials of antitoxin and tanglefoot bags for the standard price. If the PCs ask, she also sells garlic, and can sell the PCs a wreath of it (good to protect one PC) for 2 gp. Finally, just behind her house is a small fountain, dedicated to Ehlonna. This fountain produces one vial of holy water if the appropriate sacrifice is made to the forest deity. Yrsana does this frequently and has six vials of holy water stored and available for sale (at the standard price to cover the cost of the sacrifice). If the PCs do not make their needs clear, all of Yrsana's price doubles

Location 13 – Barrelmaker

This small shop appears to be that of a barrel maker, however the windows are shuttered, the door is locked, and it is dark inside.

The owner of this shop is a middle-aged Oeridian man named Falkwin. Two days before this adventure begins, Falkwin left town to go visit relatives. He is not present throughout the adventure and none of his neighbors know what happened to him if asked. Paranoid PCs will undoubtedly suspect this business once trouble begins. Anyone caught breaking into the place, is charged double the price of any damage done and plus a fine of 20 gp. This building is a red herring.

Location 14 – The Sage

This small cloistered building looks more like a small library than a business, however a sign next to the door proclaims that "the sage" is in.

☞ **Verdilassan** (male human Exp5) the sage is a very old Suel man. The sage makes all of his business researching various topics for the local students and professors and he is quite good at what he does. His rates are as follows, for a question DC 15 or less, he charges only 5 cp and can usually answer right away. For questions DC 16-20, he charges 1sp and can give an answer within an hour (giving himself a +2 circumstance bonus to the check as he references his library). For questions above DC 21, he charges 1gp and can give an answer the next day (giving himself a +4 circumstance bonus to the check as he references his library). Verdilassan has a +10 bonus at every knowledge skill. Verdilassan gives a refund for any question that he cannot answer.

Verdilassan knows nothing of Lord Kolta, but is able to research the subject. The cost is 1 gp and the party must return later for the answer. A roll of 14 (DC 28) or

better on his Knowledge (nobility) check is required for him to find any information on Lord Kolta. He can, however, prove valuable at assessing vampire weaknesses if the PCs can identify their foe.

Location 15 – Residences

These are plain simple residences used by those in the neighborhood. None of these building's residents know anything about Lord Kolta or his evil plot. Knocking on the doors of these buildings during the day has a 50% chance of receiving no answer at all. Any that do answer are either a young child, mother, or a retired citizen. Feel free to improvise the details of these chance encounters, but remember that none of them know anything concerning Lord Kolta. Knocking on a door at night has a 90% chance of getting an answer with results similar to those above with two exceptions. The door is often answered by an artisan home from work during the day and none are too pleased to receive visitors after dark.

ENCOUNTER 3: KOLTA'S PLANS

The following encounter is broken down into two general sections. The first details Kolta's actions throughout this adventure in a timetable form. The second part details the actions of some of the locals as well as the overall actions of the corrupted local town guardsmen.

Timeline

The following timeline is presented to help the DM plot out Kolta's actions during the adventure. It is not meant to be a strict timeline, but instead a guide to help keep track of the major events in the story. The actions of the PCs can certainly alter this timeline significantly. The DM is encouraged to alter the timing and any other minor details as needed to maintain the consistency of the plot.

For ease of use, the day after Kolta's disappearance (when the PCs first become involved) is referred to as Day 1. Throughout this adventure, the sun rises at 6:30 a.m. and sets at 8:00 p.m..

Day 1, 4:00 a.m.: Kolta completes his potion and drinks it. He dies almost immediately. He is discovered by Tel shortly thereafter, who runs to fetch the guard.

Day 1, 4:10 a.m.: Kolta awakens as an undead monstrosity. Using his new powers, he gathers up much of his belongings, goes gaseous and escapes, making his way to the basement sewers beneath Location 8. He then sets up his protections, creates his coffin using a *stone shape* and rests for the day.

Day 1, 4:40 a.m.: Tel returns with the guard and finds Kolta missing. The guards question him for half an hour and then leave. If necessary, Tel goes to speak with

Theldrat for help (if any of the PCs played a *Mad God's Key*).

Day 1, 5:30 a.m.: Tel wakes up the PCs and shows them Kolta's room, explaining what has happened. This is the Introduction and Encounter 1.

Day 1, Daytime: The PCs begin their investigation. Kolta is hidden in his lair.

Day 1, 8:00 p.m.: Kolta awakens and begins plotting the evening's plan. Due to his unnatural presence, a thick fog begins to roll in shortly after dark. This fog is present every night and limits vision to 40 feet.

Day 1, 9:30 a.m.: Kolta seeks out the local guard patrol and completely *dominates* them as noted below. He then sends them away so that his real evil plan can commence.

Day 1, 11:00 p.m.: Kolta ventures over to Uto's shop and brutally kills him. Then, using his evil powers, Kolta animates Uto to be his servant. Unfortunately, his powers are not yet complete and Uto goes on a rampage. Kolta flees back to his lair. This is summed up in **Encounter 4**.

Day 1, 11:30 p.m.: Uto breaks out of his shop and goes on a rampage. The PCs must stop him. After doing so, the rest of the night is full of fog and strange howls in the distance, but it passes uneventfully.

Day 2, Daytime: The PCs may further to continue their investigation, using new clues from the night before. Kolta sleeps the day away in his lair.

Day 2, 8:00 p.m.: Kolta awakens and makes new plans for this evening, drawing on different powers, hoping for better success.

Day 2, 11:00 p.m.: Using either a magic item or his innate abilities, Kolta summons forth a number of creatures to do his bidding and distract any that might be looking for him while he hunts. This is all summed up in Encounter 5. While the PCs are fighting creatures running through the streets, Kolta kills a local passerby and drains him of blood. He then covers up his crime with a cunning ruse.

Day 3, 9:00 a.m.: Assuming the PCs have not searched the area and found the body already, one of the local children does and goes running through the streets screaming. The PCs can investigate Kolta's real victim of the previous evening, and speak with the dominated ruse before the guard gets there.

Day 3, 8:00 p.m.: Kolta awakens from his slumber and plans to eliminate the PCs if they have not already found him in his lair by this point. These plans are included in Encounter 6.

Day 3, 11:00 p.m.: Kolta goes about collecting corpses for his ever growing army of the undead.

Day 4, 1:00 a.m.: Kolta sends his undead to assault the PCs and follows in their wake, intent upon doing them in. If the PCs do not defeat him at this point, he flees the area, leaving the city of Greyhawk for the time being.

Other Plans

The Guard: This neighborhood is watched over by a trio of guardsmen who do regular duty here. For the purposes of this adventure, these are the guard who respond to any problem. The guards are led by **Captain Prokten** (male human War3).

Unfortunately for the PCs, Kolta does not want the local guard interfering with his plans. As mentioned in the timeline, the local guard is patrolling the neighborhood on the first night when they run into Lord Kolta. He promptly uses his *domination* power on all of them and gives them some quick instructions. They are not to respond to any cries for help in the area for at least five minutes. Then, any investigation they make must lead nowhere, although they will tell the PCs that they are making progress. The guard should be of no help throughout this adventure, always showing up after the fight and not really discovering anything. Kolta's instructions are relatively subtle, so the Sense Motive Skill check to notice the limited control is 25 (instead of 15 as per the *dominate person* description). Note that the PCs must ask for this check.

Common Residents: Word spreads of the danger to the neighborhood rather quickly after the first attack (on Uto). This terrifies a number of the local residents, who turn to the town guard and the PCs to help them. As of Day 2, none of the locals are out after dark and they only answer the door after asking a number of questions. During the attacks, all of the locals either stay indoors or flee the area if they are not.

After the attacks of the second night, many of the families leave the area, going to stay with friends in other parts of town. Business drops to next to zero, and few people wander the streets.

Locals of Import: Tel, the owner of the broken staff feels partly responsible for this entire mess. As such, he puts up the PCs throughout the adventure free of charge. Once the trouble really begins on the first night, he stops accepting any other customers until Kolta is destroyed. This means that the PCs are the only residents of the inn aside from Tel. He allows them to set up watch in the common room if they like.

Gren Palagoth of the armor shop (3b) keeps a watch on the neighborhood at night after the trouble starts. This proves to be valuable to the PCs if they coordinate with him.

Kalia of the confectionary shop is the first to spot the summoned creatures during the second night and screams at the top of her lungs from the second story balcony of her shop. This serves to warn the PCs and may put poor Kalia in danger. After the second night, Kalia closes up shop and leaves the area.

Jelvian of the Silver Star shop refuses to believe any of the troubles are going on. She does not live in the neighborhood and gets very angry at the PCs for driving her business off. If time permits, she can confront the PCs on a few occasions, asking them to stop their foolish investigation.

Yrsana the Herbalist, sensed the trouble after the Kolta's disappearance if talked to. She promptly began brewing up *potions of cure light wounds* (one a day). If the PCs are having a hard time and need a hand, Yrsana might just help out the PCs after a fight with one or two of these potions at no charge. PCs can't keep these potions if they do not use them.

ENCOUNTER 4: UTO'S UNFORTUNATE END

Just before midnight on Day 1 of the adventure, Lord Kolta ventures into poor Uto Smanderfut's shop. He can freely enter it as it is a shop and Uto did not put up the closed sign. Poor Uto did not even offer up a scream before a blow from Kolta laid him low.

The newly borne vampire then quickly began to enact foul magics on poor Uto. Using some potions and spells (at higher levels) he hoped to create a powerful undead servant. However, he did not succeed. Although Uto is now undead and enhanced, he is not under Kolta's control. Shortly thereafter he breaks out of the shop and begins hunting down the streets looking for victims. When this occurs, read or paraphrase the following to the PCs.

The deep dark night is pierced by an unearthly wail from somewhere outside. Although the fog obscures sight of the creature that made it, the terror must be nearby for the shriek to be so clear.

Creature: As noted above, poor Uto is now an undead creature whose type is determined by the APL of the party. At the lowest APL he is a simple ghast, but at higher APLs he is a wraith or even a spectre. Even if an incorporeal undead, he is easily recognizable as Uto if the PCs have met with him previously. However, at all APLs, he has been enhanced by some of the foul magics that Kolta attempted to infuse him with. Uto acts in all ways like the base creature listed below with the following modifications.

- Uto has one extra hit point per Hit Die that he possesses (4 for the ghast, 5 for the wraith, and 7 for the spectre).
- AC, Initiative, and Reflex saves are improved by a +2 due to a +4 profane bonus to Dex.
- Incorporeal touch attacks by the wraith and spectre version receive a +2 bonus to hit due to increased Dex.
- +2 turn resistance that stacks with any turn resistance received from the base.
- Resist Fire 10.
- +1 to the creature's base CR.

APL 2 (EL 4)

➤ **Uto, Ghast:** hps 33; see *Monster Manual*.

APL 4 (EL 6)

➤ **Uto, Wraith:** hps 37; see *Monster Manual*.

APL 6 (EL 8)

➤ **Uto, Spectre:** hps 52; see *Monster Manual*.

Tactics: Uto begins just outside his shop and begins making his way towards the Broken Staff. Assuming the PCs go to investigate, they can encounter Uto before he runs into anyone and hurts them. If turned, Uto flees to his shop and hides in the basement as noted below. In combat, Uto is a mindless killer attacking any living thing in his path.

PCs that receive negative levels may try and seek out a local temple to remove them before they can do permanent loss. This requires a *restoration* spell, which is readily available at a number of temples throughout the city of Greyhawk. The cost for such a spell to be cast during this adventure is 380gp, but this removes all negative levels from a subject (or one level of permanent loss if any are suffered).

Developments: After the combat, the PCs are free to search Uto's body and his business (remember, that if he was an incorporeal undead, his physical body is dead in his shop). They must also deal with the guard that shows up right after combat and asks them a number of questions about what happened.

A successful Heal skill check (DC 20) on Uto's body reveals the cause of death, one sharp blow to the back of the head. It does not look like it was done by a weapon. If this check is made by 5 or more, reveal that it looks like an open palm hit killed Uto (this was Kolta's slam attack). Note that Kolta did not drain Uto's level, as he did not want him to become a vampire spawn. There is no other wound on his body aside from strange marks and glyphs written on his arms and neck. A successful Spellcraft check (DC 18) reveals these to be the marks of a variant *create undead* type spell meant to create an undead with special powers. If this check is made by 10 or more, reveal that it appears that it was done incorrectly.

The shop itself appears to be relatively ordinary with little disturbed. A Search skill check (DC 5) reveals a pair of muddy wet footprints that suddenly appear in the middle of the floor, walk a few steps, ending in a muddy mess on the floor. This is where Kolta appeared, walked up behind Uto, killed him, dropped him to the floor and began the rituals. If a PC with the Track feat succeeds at a Survival skill check (DC 15) reveals the prints to be from a boot of a heavier individual (just like Kolta). There is also a strange filthy odor in the air, not unlike a wet dog (this is a sewer stench, but the PCs may have a hard time placing it at this time).

A few discarded vials are also scattered on the floor around where Uto was animated. Finding these requires a Search skill check (DC 10). Although mostly empty

there is the remnants of some viscous black and red liquids in the vials. These radiate faint necromantic and transmutation magic if checked for. A successful Spellcraft skill check (DC 25) reveals these to be empty potions of *cat's grace* and *aid* as well as some unholy oils used to create undead.

The entire rest of the shop is as it should be with one final exception. The basement is very damp. There is no explanation for this dampness that the PCs can ascertain. In truth, Kolta came into the basement in gaseous form from the sewers bringing a lot of moisture with him. It has yet to dissipate.

Should the PCs not recognize Uto during the combat and not check his business, it is found in the morning and eventually reported to the PCs who can then investigate.

ENCOUNTER 5: LEGIONS OF KOLTA

In his second night of unlife, Kolta decides to try using different powers to achieve his ends, having failed so miserably the night before. Due to the fact that Kolta is only a vampire spawn at APL 2, he uses a *pipes of the sewers* to call up two swarms of rats to do his bidding. At higher APLs, he uses his children of the night ability to get many rat swarms. Once these new servants arrive, he sends them up to the streets on a rampage so that he can find a meal as covered in developments below. When his minions reach the area, read or paraphrase the following to the PCs (altering as necessary to fit the PCs location).

A frantic pounding on the door of the Broken Staff inn shatters the quiet of the deep fog ridden night. Outside an old man cries for help as if some terrible beast is on his heels.

The old man is Verdilassan the sage (Location 14) and anyone keeping watch through a window will see him emerge from the fog constantly looking over his shoulder with a terrified look on his face. Just as he approached the PCs location (assuming it is the inn), the red eyes of the pursuers become visible behind him.

Creatures: If summoned through the use of a *pipes of the sewers*, the rat swarms listed below are no longer under Kolta's direct command and are just running wild on the streets of Greyhawk. Rat swarms summoned through the *children of the night* ability behave pretty much in the same way.

APL 2 (EL 4)

➔ **Rat Swarms (2):** hp 18 each; see *Monster Manual*.

APL 4 (EL 6)

➔ **Rat Swarms (4):** hp 18 each; see *Monster Manual*.

APL 6 (EL 8)

➔ **Rat Swarms (7):** hp 26 each; see *Monster Manual*.

Tactics: Verdilassan immediately flees from this fight, running off into the night back toward his home when possible. The rats quickly go after the PCs instead of the fleeing sage. They fight to the death. Note that at APL 6, the swarms are particularly healthy with more than average hit points.

Developments: Assuming this combat takes place near the Broken Staff, Kolta up the street, near the barrel makers looking for victims while his minions serve as a distraction.

He comes across two young men making their way home after a night of drinking. He quickly dominates one of them and then kills the other, drinking his blood nearly to the point of death and then by snapping his neck. All of this takes only 4 rounds. PCs within 100 feet of the occurrence can have a Listen skill check (DC 10+1 per 10 feet of distance) to hear some sort of scuffle. If they move to approach the area without being stealthy, Kolta quickly flees by assuming gaseous form rising off into the fog.

Assuming he is not discovered, Kolta finishes his meal, and programs the other victim (Kret, male human, Com1) to take all the blame for everything that has happened in this neighborhood over the past few days. A Sense Motive check (DC 15) reveals that he appears to be under some sort of mind control. If not discovered that night, he is found sitting on the body of his dead companion in the morning, covered in his blood. The DM is encouraged to roleplay poor Kret as long as is needed until the PCs are completely convinced he is under some sort of control.

However, shortly after he is discovered, the guard shows up and believes everything he has to say (under the orders of Kolta). Even if the PCs explain that poor Kret is under control, the guard still believes his confession and takes him away. Note that these developments are meant to point the PCs in the right direction, not lead them down the path of thinking that poor Kret is behind this.

If the PCs manage to break poor Kret from Kolta's control he can tell them very little. He saw Kolta drink the blood of his friend and then he remembers very little. Kret can describe Kolta very accurately, including a very pale skin, glowing red eyes, and fangs. There is also one other thing of note that he mentions, it appears that Kolta had been wading in waist deep water as his clothes were wet from the waist down and stunk repulsively. Clever PC may realize that the only way to get that wet in this neighborhood would be to get in the sewers.

ENCOUNTER 6: SHOWDOWN ON THE STREETS

This encounter only occurs if the PCs have not found Kolta's lair by the third night of their investigation. Kolta finally hears of the PCs through his spies and thralls and decides to eliminate them. The evening begins with him taking unearthing some bodies from the catacombs

beneath his lair. Using some of his limited resources, he then animates the zombies and sends them to the city streets above. Once the zombies have engaged the party, he appears from behind to finish them off.

Once the zombies hit the street, read or paraphrase the following to the PCs.

Although the fog is as thick as other nights, the moon above shines clearly through, bathing the streets with a pale eerie glow. At first it is only a low murmur, but soon the sound is accompanied by a hulking form. Dragging itself out of the fog, making its way toward you is a rotting corpse, gazing with a cold dead anger in its lifeless sockets.

Creatures: The zombies created from the dead from below the city are bloated with water as most of them were in a flooded catacomb. One round after the zombies attack, Kolta materializes at the PCs' rear, deep within the fog (if possible) before charging forward to engage them.

APL 2 (EL 4)

➤ **Human Commoner Zombies (2):** hp 16 each, see *Monster Manual*.

➤ **Lord Kolta, Vampire Spawn:** hp 29, see Appendix 1.

APL 4 (EL 6)

➤ **Human Commoner Zombies (4):** hp 16 each, see *Monster Manual*.

➤ **Lord Kolta, Vampire Clr3/Exp2:** hp 35, see Appendix 1.

APL 6 (EL 8)

➤ **Human Commoner Zombies (6):** hp 16 each, see *Monster Manual*.

➤ **Lord Kolta, Vampire Clr5/Exp2:** hp 48, see Appendix 1.

Tactics: Before combat begins, Kolta takes a number of preparations. At APLs 4 and 6, he uses his powers to bolster the zombies under his sway to make them more difficult to turn. He also cast a number of spells on himself before combat as well, such as *divine favor*, *protection from good*, and *bull's strength*. If given the opportunity, he also is sure to cast *desecrate* as it boosts both him and his minions. Note that none of these spells are taken into account in his stat block.

Once combat is joined, the zombies mindlessly flail at the PCs. If turned, Kolta attempts to regain control of them if possible. Kolta meanwhile goes after obvious clerics and paladins with abandon, hoping to drain enough levels to prevent them from turning him or his minions. Spells such as *sound burst* and *death knell* are to be used when the situation warrants it. Knowing that he cannot truly die, Kolta fights to the death, returning to his crypt in gaseous form if necessary. If allowed to get more than forty feet from the PCs, he disappears into the fog. Clever PCs may track him down, as he heads straight towards Rel's home (Location 8). Once inside he goes

through the basement pipe, through the sewer tunnel into his lair.

Characters may attempt to backtrack the trail of the zombies that is quite a bit easier. A PC with the Track feat that succeeds at a Survival skill check (DC 15) can follow their trail which leads back to the door of Rel's home (Location 8) and then to a sewer grate right near by. Down in the sewers, the path is quickly lost as it enters the waist deep water.

Developments: If the PCs do not find him there before he recovers, he promptly flees through the sewers of Greyhawk and is not seen again. Proceed with the Conclusion. If the PCs track him back to his lair, refer to Encounter 7 for full details on his lair's defenses.

ENCOUNTER 7: KOLTA'S LAIR

This encounter covers both parts of Lord Kolta's domain, the house of Rel Nefid and his lair located in the sewers beneath the streets. The details of this encounter should only come to light if the PCs actually manage to track Kolta back to this location. A Map of the sewers below can be found on Map B at the end of the adventure.

Rel's Dwelling

Rel Nefid's home is a one-story wooden structure with only a few brown glass windows. On the outside it is in good shape. However, since Lord Kolta began to control Rel, the inside of the home has become a complete disaster area, with old clothes, broken furniture, and garbage.

All of the doors and windows of this building are locked, requiring a successful Open Lock skill check (DC 25) to open. Rel does not leave the building at all once the adventure begins, feeding himself on the rats that his master provides. The door leading down to the basement has an obviously new lock that requires a successful Open Lock skill check (DC 30) to open. All of the doors in this place are standard wooden doors.

ALL APLS

➤ **Rel Nefid:** hp 3; see Appendix 1.

Creatures: Rel is the only permanent dweller of this house and should the PCs break in, he confronts them immediately demanding that they leave and threatening to bludgeon them with his fists (provoking attacks of opportunity) screaming for "Master". Rel was a rather neurotic hermit before meeting Kolta two weeks ago. Kolta offered to make him his personal assistant and to pay him rather well at that time. Upon Kolta's transformation, Rel invited Kolta in to his home without knowing the consequences. Soon after he was *dominated* (and is, daily) after which his sanity has been slipping ever since. He is not very twitchy, unsure of himself, and terrified of displeasing his master. He does not under any circumstance reveal the location of his master (as he does not truly know it), unless charmed to do so in which case

he says, "his master lives in the center of Oerth; in the bowls of hell itself".

Sewer Level

Map B depicts the sewer level of this area of Greyhawk city. This map does not depict any area generally too small for the PCs to fit through (although they do exist and are relatively numerous). This level only has four locations of interest as noted below. PCs can get into the sewers through Rel's basement or by crawling through a drain at the locations noted on the map.

Location 16 – Catacombs

This area is half submerged in sewer water and contains eight niches, each with a long dead corpse resting inside. There are burial blessings written on the walls here in and Old Oeridian dialect. These are the corpses that Kolat animates in Encounter 6.

Location 17 – Rel's Basement

This small cramped chamber is littered with junk and pipes draining from the buildings above.

The junk is more of the same as found above in Rel's home. A successful Search check (DC 20) along the wall that joins the sewers reveals a ceramic pipe that protrudes from the wall but has been broken off and emits a strange rotten odor. This pipe leaves the room, crosses through the sewer tunnel, through another wall and into Kolta's lair. The only way to discover this is to break through the wall (hardness 8, hp 40). A successful Listen check (DC 20) in this chamber reveals the sound of running water on the other side of the wall that adjoins the main sewer.

Kolta usually enters his lair through this room, assuming a gaseous form and floating through the pipe into his lair. Rel has never himself seen Kolta do this.

Location 18 – Sewer Tunnel

This section of the sewer looks just like any other. There are pipe going here and there and stagnant water in the middle of the room (none of this water prevents Kolta's passage as it is not running water). However this area is special because the pipe going between Kolta's lair and Rel's basement is here just below the ceiling (like many others). PCs should not be given a check to notice anything out of the ordinary at this location unless they are specifically looking for it.

PCs in this area will undoubtedly want to break through the wall to get inside Kolta's lair. This sets off the trap as noted below. The wall has the following statistics.

◆ **Brick Sewer Wall:** 6 in. thick; hardness 8; hp 40; AC 5; Break DC 28.

Trap: Kolta has rigged this section of tunnel with an insidious trap. If the wall leading into his chamber is broken, the ceiling in this area collapses as well showering any within 10 feet of the breach with bricks and stones.

ALL APLS (EL 2)

↗ **Crumbling Ceiling Trap:** EL 2; 2d6 damage to all within 10 ft of the breach; Ref save halves damage (DC 14); Search (DC 25); Disable Device (DC 15).

Location 19 – Kolta's Lair

A stone coffin that sits at the center of this dank dark chamber. Four short stone pillars surround this coffin, each with a faintly green glowing skull sitting atop them. On the lid of the coffin is many black runes and symbols painted in dried blood. In the center of these symbols, one holds more prominence than all others depicting a severed hand holding an eye.

This is Kolta's lair. The pillars have a faint light spell ensorcelled into them and glow green. They have no other function. However, the coffin itself is trapped, as noted below. Kolta himself may also be within if found before Encounter 6 or after he retreats here if defeated.

Traps: One of the glyphs on the coffin is in fact a *glyph of warding*. It is set to go off if anyone other than Kolta opens the coffin.

ALL APLS (EL 2)

↗ **Glyph of Warding Trap:** EL 2; 2d8 cold damage upon opening the coffin; Ref save halves damage (DC 14); Search (DC 28); Disable Device (DC 28).

Creatures: Lord Kolta is within the coffin throughout the day and if driven here by defeat. If defeated, the coffin must be found within one hour, otherwise the PCs will have to fight him again upon opening the coffin (if he has not already fled the area).

APL 2 (EL 4)

➤ **Lord Kolta, Vampire Spawn:** hp 29, see Appendix I.

APL 4 (EL 6)

➤ **Lord Kolta, Vampire Clr3/Exp2:** hp 35, see Appendix I.

APL 6 (EL 8)

➤ **Lord Kolta, Vampire Clr5/Exp2:** hp 48, see Appendix I.

Tactics: If found during the day, Kolta fights the PCs to the death, hoping to kill them quickly. He uses all of his spells and abilities to the best of his ability. If found at night, he will flee if dropped to less than one quarter his original hit point total (because he knows he will be permanently killed if dropped). Otherwise, his tactics are similar to those presented in Encounter 6.

Treasure: Aside from the gear carried by Kolta, there is a small chest at the head of the coffin. Inside is a large number of gold pieces (150 per PC) as well as an unsealed letter that Kolta was planning to send to his fellow cultists. PCs that read this note should be given Player Handout 2.

Developments: Once the PCs find this room, the adventure is more than likely over. If not killed here,

Kolta will flee the area to establish a new lair outside the scope of this adventure. In either case, proceed to the Conclusion below for further information.

CONCLUSION

There are three possible outcomes to this scenario. The players are successful and kill Lord Kolta permanently. The players are partially successful and force Lord Kolta to flee. Finally, the players can completely fail and be forced to flee from Kolta's wrath.

Kolta is Permanently Dead

This conclusion is only for PCs that defeat Kolta and then kill him in his lair (or through some other permanent means). Read or paraphrase the following to the PCs.

The darkness that Kolta brought to this neighborhood has finally turned to day. The horrible vampire is dead forever now, his unlife brought to an end. Word of your victory quickly spreads throughout the neighborhood and many of its citizens come to thank you. Gifts pour in and the thanks are only equaled by offers for a free drink and a home cooked meal should you ever be in need. The darkness is truly lifted.

Each PC received the favor of the leatherworkers union as noted on the AR of this adventure. In addition, each PC receives one of Kalia's Blessed Tarts as noted on the AR and in the treasure summary. Yrsana also gives the PCs her boon, which comes with some benefit as noted on the AR and in the treasure summary.

PCs that were brought into this adventure through their connection to Theldrat receive his deep and lasting thanks. He promises to help them in the future if he can.

After summarizing these benefits to the PCs, proceed with the following.

Weeks later, as you return home, you receive an anonymous note. It reads, "You have meddled in our affairs and will pay the consequences. We will offer your hands and eyes up to our dark god, and still it will not be enough. Your soul belongs to the whispered one now. Soon.. soon.. soon"

Each PC also receives the Ire of the Dark Cult as noted on the AR. This concludes the adventure for the PCs.

Kolta was Defeated but not Destroyed

This conclusion is only for PCs that defeat Kolta and only to allow him to escape. Read or paraphrase the following to the PCs.

The darkness that Kolta brought to this neighborhood has finally turned to day. Although the horrible vampire is not forever dead, he has fled the area, probably to spread his evil and plan his revenge upon you. Nonetheless, many of the local citizens come to thank you. Gifts pour in and the thanks are only equaled by offers for a free drink and a home cooked meal should you ever be in need. The darkness lifted for now.

Each PC received the favor of the leatherworkers union as noted on the AR of this adventure. In addition, each PC receives one of Kalia's Blessed Tarts as noted on the AR and in the treasure summary. Yrsana also gives the PCs her boon, which comes with some benefit as noted on the AR and in the treasure summary.

PCs that were brought into this adventure through their connection to Theldrat receive his deep and lasting thanks. He promises to help them in the future if he can.

Unfortunately, Kolta is also out there somewhere. Each PCs gets the "Worries of Revenge", as noted on the AR.

After summarizing these points to the PCs, proceed with the following.

Weeks later, as you return home, you receive an anonymous note. It reads, "You have meddled in our affairs and will pay the consequences. We will offer your hands and eyes up to our dark god, and still it will not be enough. Your soul belongs to the whispered one now. Soon.. soon.. soon"

Each PC also receives the Ire of the Dark Cult as noted on the AR. This concludes the adventure for the PCs.

The PCs are Defeated

This conclusion is only for PCs that fail to stop Kolta and allow him to escape unharmed.

Defeat at the hands of Kolta leaves a bitter taste that no ale can wash away. Who knows when he will return to strike at you? The attacks on the neighborhood have apparently stopped, but the people are still afraid that they may return at any time. His dark cult is still out there, silently planning their evil deeds. Who will have the strength to stop them?

Each PC gets the "Worries of Revenge" as noted on the AR and none of the other items (which should all be crossed out). PCs that were brought in by Theldrat receive his thanks for looking into the matter, but Theldrat is now more worried than even.

This concludes the adventure for the PCs.

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 Four

Defeat Uto Smanderfut
APL2 120 XP; APL4 180 XP; APL6 240 XP.

Encounter Five

Defeating the Rat Swarms

APL2 120 XP; APL4 180 XP; APL6 240 XP.

Encounter Six

Defeating the Lord Kolta

APL2 120 XP; APL4 180 XP; APL6 240 XP.

Encounter Seven

Surviving the wall trap at Location 18

All APLs 60xp

Surviving the glyph trap at Location 19

All APLs 60xp

Defeating the Lord Kolta (either here or encounter 6)

APL2 120 XP; APL4 180 XP; APL6 240 XP.

Story Award

Killing Lord Kolta Permanently

APL2 50 XP; APL4 70CC XP; APL6 100 XP.

Discretionary roleplaying award

APL2 40 XP; APL4 65 XP; APL6 80 XP.

Total possible experience:

APL2 450 XP; APL4 675 XP; APL6 900 XP.

DM Note: There is slightly more XP available in this scenario than can be possibly rewarded. No matter how much of the adventure they face, PCs cannot earn more XP than the maximums listed above.

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 (sell value)

Encounter Six or Seven:

Kolta's possessions on his person.

APL 2: L: 1 gp; C: 20 gp; M: *brooch of shielding* (101 charges) (125gp per PC), *hand of the mage* (75gp per PC), *oil of darkness* (2) (25gp per PC each), *pipes of the sewers* (96gp per PC). (367gp)

APL 4: L: 1 gp; C: 20 gp; M: *brooch of shielding* (101 charges) (125gp per PC), *cloak of resistance+1* (83gp per PC), *hand of the mage* (75gp per PC), *oil of darkness* (2) (25gp per PC each), *pipes of the sewers* (96gp per PC), *wand of magic missile* (63gp per PC), *wand of inflict light wounds* (63gp per PC). (576gp)

APL 6: L: 1 gp; C: 20 gp; M: *bag of holding type 1* (208gp per PC), *brooch of shielding* (101 charges) (125gp per PC), *cloak of resistance+1* (83gp per PC), *hand of the mage* (75gp per PC), *horn of fog* (167gp per PC), *oil of darkness* (2) (25gp per PC each), *pipes of the sewers* (96gp per PC), *wand of magic missile* (63gp per PC), *wand of inflict light wounds* (63gp per PC). (951gp)

Encounter Seven:

Items in Kolta's lair (Location 19)

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

APL 4: L: 0 gp; C: 150 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 1 gp; C: 170 gp; M: 346 gp - Total: 517 gp (Maximum 450 gp)

APL 4: L: 1 gp; C: 170 gp; M: 555 gp - Total: 726 gp (Maximum 650 gp)

APL 6: L: 1 gp; C: 170 gp; M: 930 gp - Total: 1,101 gp (Maximum 900 gp)

Items for the Adventure Record

APL 2:

Brooch of shielding (adventure, DMG)

Hand of the mage (adventure, DMG)

Pipes of the sewers (adventure, DMG)

APLs 4: (all of APL 2 plus the following)

Wand of inflict light wounds (adventure, 1st level caster, DMG)

Wand of magic missile (adventure, 1st level caster, DMG)

APLs 6: (all of APLs 2-4 plus the following)

Bag of holding (type 1) (adventure, DMG)

Hand of the mage (adventure, DMG)

Special

Favor of the Leatherworkers: As repayment for brave deeds in helping their neighborhood, the Greyhawk Leatherworkers Guild has rewarded you with their favor. Using their contacts in the armor industry, they will upgrade any one suit of armor or shield that you possess from a +1 to a +2 enhancement bonus. You must pay the cost difference for this upgrade. Write used across this text when the favor is redeemed.

Kalia's Blessed Tarts: The friendly Kalia gave you this tart she baked herself as thanks for driving off Lord Kolta. Consuming the tart is a standard action. Upon consuming the tart, the PC is cured of 3d8+5 points of damage and receives the effects of an *aid* spell. Write "used" across this text when the tart is consumed.

Caster Level 5th; Prerequisites: cannot be crafted; Cost: NA.

Yrsana's Boon: The druid Yrsana has given you her favor for helping the people of her neighborhood in the City of Greyhawk. This favor is a small sprig of holly that never seems to age. This favor can be redeemed at any time as a standard action for any one of the following spell effects: *barkskin*, *delay poison*, or *lesser restoration*. All spell effects are at 3rd level caster. Write "used" across this text when the favor is redeemed.

Ire of the Dark Cult: You have angered a dark cult for interfering with their plans. Although this has no current effect, the cult may take their revenge upon you at some time in the future.

Worries of Revenge: Lord Kolta is still out there somewhere, and he wants his revenge upon you. Suffice to say, sleep becomes difficult for a time with that threat hanging over you. For the next three adventures after this one, you start the adventure fatigued as per the glossary in the *Player's Handbook*.

APPENDIX 1: STAT BLOCKS

ENCOUNTER 6 AND 7

APL 2

➤ **Lord Kolta Veltarsim Vampire Spawn:** CR 4; Medium undead; HD 4d12+3; hp 29; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +2; Grp +6; Atk +6 melee (1d6+4 +energy drain, slam); Full Atk +7 melee (1d6+3 +energy drain, slam); SA Blood drain, dominate, energy drain, spell familiarity; SQ DR 5/silver, fast healing 2, gaseous form, spider climb, resist cold and electricity 10, turn resistance +2; AL NE; SV Fort +1, Ref +4, Will +8; Str 19, Dex 16, Con -, Int 17, Wis 19, Cha 18.

Skills and Feats: Bluff +12, Concentration +6, Diplomacy +8, Disguise +8, Hide +8, Intimidate +7, Knowledge (arcana) +7, Knowledge (religion) +5, Listen +10, Move Silent +8, Perform +7, Spellcraft +7, Spot +10; Improved Initiative, Toughness.

Possessions: Leather armor, *brooch of shielding* (101 charges), *hand of the mage*, *oil of darkness* (2), *pipes of the sewers*.

Blood Drain (Ex): A vampire spawn 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. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn 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 take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th-level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 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. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

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

Spell Familiarity (Ex): Before becoming a vampire spawn, Kolta had two levels as a cleric of Vecna. As such, he has managed to retain the ability to cast cleric spells from both wands and scrolls, despite the fact that he can no longer cast any spells. His caster level is zero for this purpose.

APL 4

➤ **Lord Kolta Veltarsim Human Vampire Clr3/Exp2:** CR 6; Medium undead; HD 5d12; hp 35; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +3; Grp +7; Atk +7 melee (1d6+4 +energy drain, slam); Full Atk +7 melee (1d6+3 +energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain, spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, spider climb, rebuke undead, resist cold and electricity 10, turn resistance +4; AL NE; SV Fort +4, Ref +5, Will +12; Str 19, Dex 16, Con -, Int 17, Wis 20, Cha 18.

Skills and Feats: Bluff +16, Concentration +6, Diplomacy +10, Disguise +8, Hide +12, Intimidate +9, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +14, Move Silent +12, Perform +7, Spellcraft +9, Spot +14; Combat Casting, Improved Initiative, Improved Turning.

Possessions: Leather armor, *brooch of shielding* (101 charges), *cloak of resistance* +1, *hand of the mage*, *oil of darkness* (2), *pipes of the sewers*, *wand of inflict light wounds* (1st level caster, 50 charges), *wand of magic missile* (1st level caster, 50 charges).

Spells Prepared (4/4+1/2+1; base DC = 15 + spell level): 0—*detect magic* (2), *guidance* (2); 1st—*bane*, *command*, *divine favor*, *obscuring mist*, *protection from good**; 2nd—*bull's strength*, *desecrate**, *sound burst*.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Magic (Can use spell completion and trigger items as a 1st level wizard).

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

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 1 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 16) 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 (see the Vampire Spawn entry) 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. The DC to remove these negative levels is 16.

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. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

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. (It can travel up to nine miles in 2 hours.) 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.

APL 6

➤ **Lord Kolta Veltarsim Human Vampire Clr5/Exp2:** CR 8; Medium undead; HD 7d12; hp 48; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +4; Grp +8; Atk +8 melee (1d6+4 +energy drain, slam); Full Atk +8 melee (1d6+3 +energy drain, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain, spells; SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, spider climb, rebuke undead, resist cold and electricity 10, turn resistance +4; AL NE; SV Fort +5, Ref +5, Will +13; Str 19, Dex 16, Con -, Int 17, Wis 20, Cha 18.

Skills and Feats: Bluff +16, Concentration +8, Diplomacy +10, Disguise +9, Hide +12, Intimidate +7, Knowledge Arcana +9, Knowledge Religion +11, Listen +14, Move Silent +13, Perform +8, Spellcraft +11, Spot +14; Combat Casting, Improved Initiative, Improved Turning.

Possessions: Leather armor, bag of holding type 1, brooch of shielding (101 charges), cloak of resistance +1, hand of the mage, horn of fog, oil of darkness (2), pipes of the sewers, wand of inflict light wounds (1st level caster, 50 charges), wand of magic missile (1st level caster, 50 charges).

Spells Prepared (5/5+1/3+1/2+1; base DC = 15 + spell level): 0—*detect magic* (2), *guidance* (2), *resistance*; 1st—*bane*, *cause fear*, *command*, *divine favor*, *obscuring mist*, *protection from good**; 2nd—*bull's strength*, *death knell*, *desecrate**, *sound burst*; 3rd—*animate dead*, *deeper darkness*, *dispel magic**.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Magic (Can use spell completion and trigger items as a 2nd level wizard).

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise.

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 1 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 17) 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 (see the Vampire Spawn entry) 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. The DC to remove these negative levels is 17.

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. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

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. (It can travel up to nine miles in 2 hours.) 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.

ENCOUNTER 7

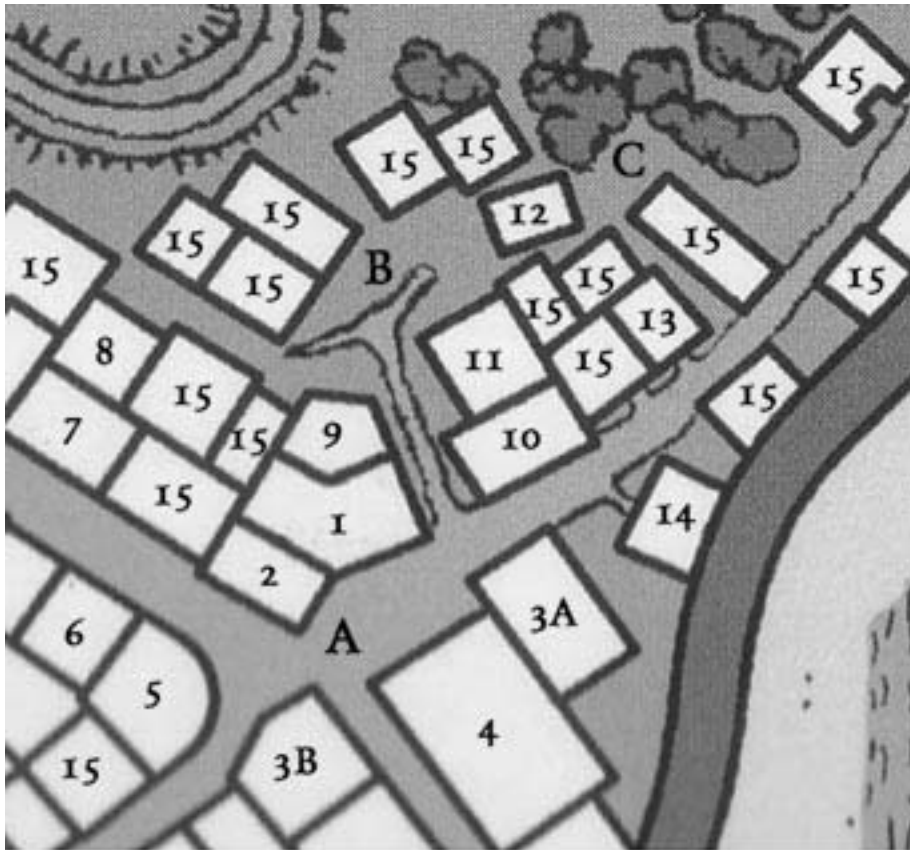
ALL APPLS

Rel Nefid, male human Com1: CR 1/2; Medium humanoid (human); HD 1d4-1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d3+1, fist); Full Atk +1 melee (1d3+1, fist); AL CN; SV Fort -1, Ref +1, Will -1; Str 13, Dex 12, Con 9, Int 9, Wis 8, Cha 9.

Skills and Feats: Listen +1, Profession Bookkeeper +6, Spot +1; Run, Skill Focus (Profession [bookkeeper]).

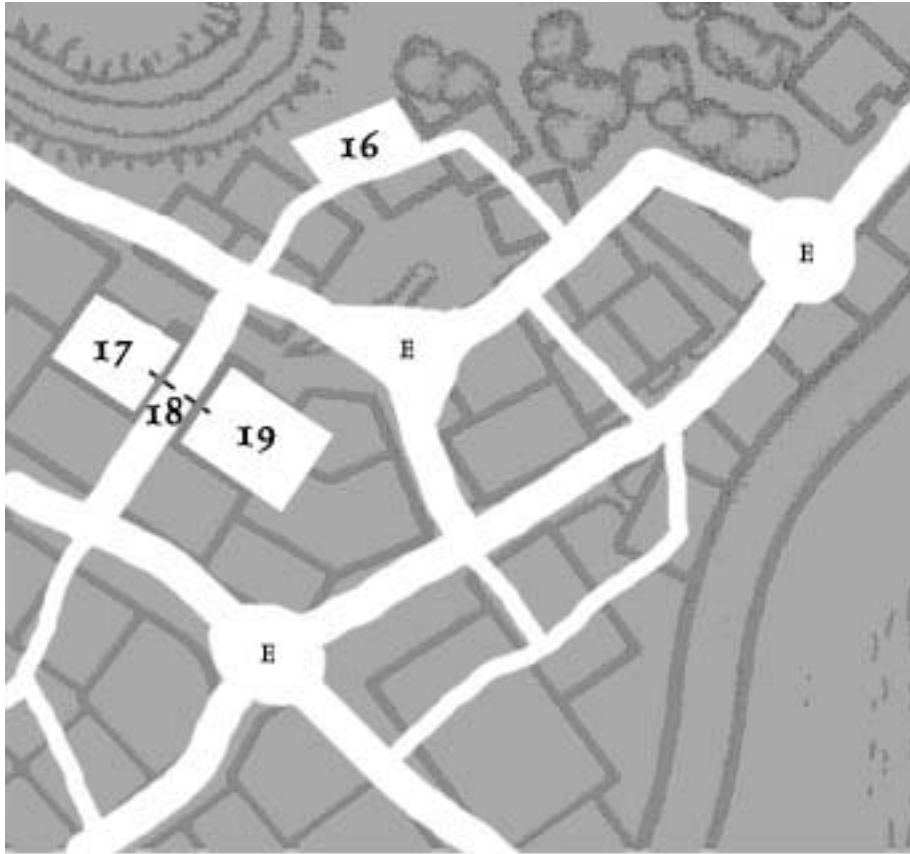
Possessions: Dirty peasants outfit

DM MAP 1



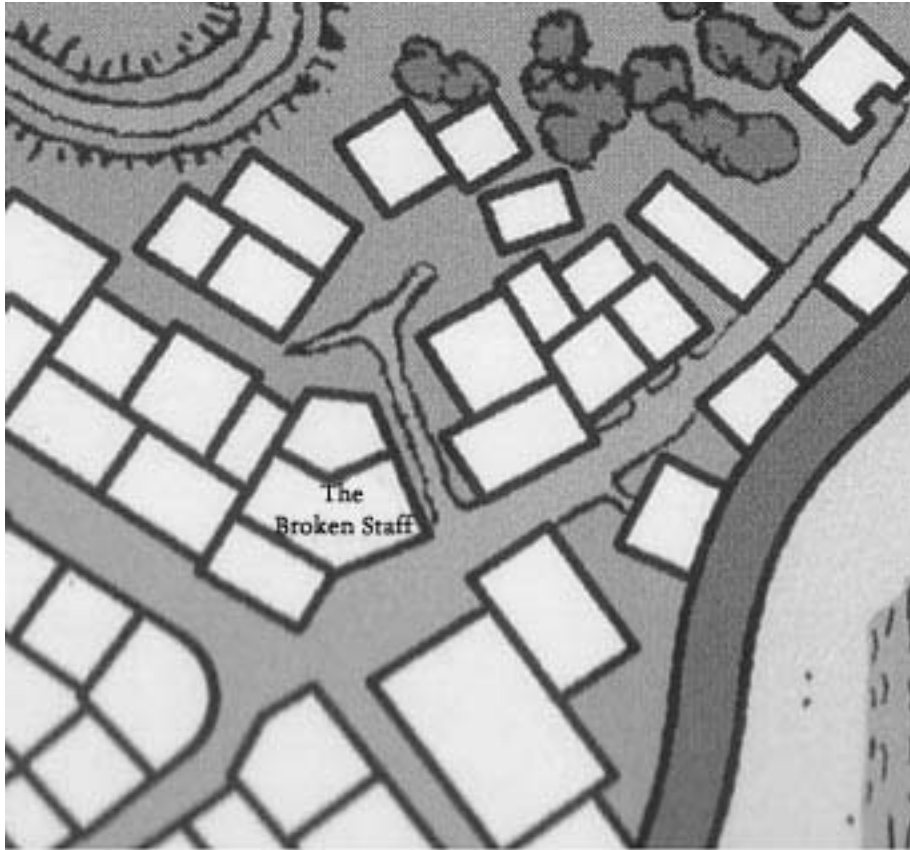
DM MAP #1 - Neighborhood Map
1 in. = 50 ft.

DMS MAP 2



DM MAP #2 - Sewer Map
1 in. = 50 ft. E = Entry Point

PLAYER HANDOUT 1



City of Greyhawk
Players Map - 1 in. = 50 ft.

Unholy Liege,

My experiments go well despite our setbacks. Those that sacked the temple will be repaid in due time. I have many agents looking into their identity. How go the other formulas? This one alone was daunting, as my previous notes have explained, so I can only imagine how complicated the others are. Once completed, the legions under our command will undoubtedly be worth the effort. There are thousands of ready bodies beneath the city itself, not to mention the actual graveyards.

May all your Secrets be Dark

Lord Kolta Veltarsim